Liverpool John Moores University

Title: VIRTUAL WORLDS WORKSHOP
Status: Definitive
Code: **5023COMP**   (102967)
Version Start Date: 01-08-2011

Owning School/Faculty: Computing and Mathematical Sciences
Teaching School/Faculty: Computing and Mathematical Sciences

Team	Leader
Andrew Laws	Y

Academic Level:	FHEQ5	**Credit Value:**	12.00	**Total Delivered Hours:**	36.00
Total Learning Hours:	120	**Private Study:**	84		

Delivery Options
Course typically offered: Semester 2

Component	Contact Hours
Lecture	12.000
Workshop	24.000

Grading Basis: 40 %

Assessment Details

Category	Short Description	Description	Weighting (%)	Exam Duration
Report	AS1	Coursework one	50.0	
Report	AS2	Coursework two	50.0	

Aims

To widen and deepen students appreciation of internet-based technologies through the study of emerging technologies such as multi-user virtual environments (MUVEs).

To enable students to contribute to such environments through the acquisition of the various skills necessary for content provision in such environments and hence appreciate the commercial aspects of such provision.

To facilitate the study of a variety of user interactions in such environments, e.g. e-commerce, voice-over internet protocol (voip) technologies etc.

To engender an appreciation of the ethical issues involved in such environments.

Learning Outcomes

After completing the module the student should be able to:

1   Construct simple objects using the tools provided by the MUVE.
2   Produce texture files and apply to objects appropriately.
3   Script objects with appropriate functionality and behaviour.
4   Provide simple, custom animations for avatar use.
5   Appreciate the broader issues in the development of multi-user virtual environments.

Learning Outcomes of Assessments

The assessment item list is assessed via the learning outcomes listed:

Report 1   1   2   3

Report 2   4   5

Outline Syllabus

Introduction to multi-user virtual environments.
Object construction – from primitives to objects
Using textures to enrich objects
Scripting objects for functionality and behaviour
Simple avatar animation
Communication in multi-user virtual environments
Commerce and ethical issues in multi-user virtual environments
Crime, punishment and security issues in multi-user virtual environments

Learning Activities

Learning activities will be through lectures and workshop/laboratories where students will be encouraged to ask questions and discuss case studies to put theory gained in lectures into practice.

References

Course Material	Book
Author	Mansfield, R.
Publishing Year	2008

Title	How to do Everything with Second Life
Subtitle	
Edition	
Publisher	McGraw-Hill
ISBN	9780071497893

Course Material	Book
Author	Terdiman, D.
Publishing Year	0
Title	The Entrepreneur's Guide to Second Life: Making Money in the Metaverse
Subtitle	
Edition	
Publisher	Wiley Publishing Inc,Indianapolis, Indiana
ISBN	9780470179147

Course Material	Book
Author	Weber A., Rufer-Bach K., Platel R.,
Publishing Year	2008
Title	Creating Your World: The Official Guide to Advanced Content Creation for Second Life
Subtitle	
Edition	
Publisher	Creating your world: the official guide to advanced content creation for second life
ISBN	9780470171141

Course Material	Book
Author	http://www.secondlife.com
Publishing Year	0
Title	
Subtitle	
Edition	
Publisher	
ISBN	

Notes

This module is designed to broaden the students' viewpoint of internet-based systems to encompass new and emerging technologies that offer potential competition to web based systems. The module also intends to allow students to both contribute to such systems and appreciate the ethical and professional issues involved in such a contribution.