

## Gaming the "Dataverse"

Federal Consortium of Virtual Worlds 2011- Workshop session- May 11, 2011

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You can find my "Prezi" slide show here- <http://prezi.com/md18dim-5031/gaming-the-dataverse/>

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To make a stand alone sim: Download from <http://www.simonastick.com>

I want to thank Ener Hax for putting this together- she has a terrific blog here:

<http://iliveisl.com/>

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How to set up your PC based Stand alone sim-

- 1) start Mowes- it's a little mini server-once it is running, minimize it to the bottom tray
  - 2) go to diva-r13891 folder, look for "bin", in that folder- double click to start- OpenSim.32bitLaunch even if you have a 64 bit machine.
  - 3) Launch Imprudence and log in as user: usb me with a password of 123
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If all is going well- you should appear as the primordial avatar- known as "Ruth", standing with arms outstretched in the middle of a flat sim.

Now you will load in the content- please email me at [annabellefanshaw@yahoo.com](mailto:annabellefanshaw@yahoo.com) and I will send this file to you.....

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In the Command window (the one that started when you launched the Open Sim application)at the cursor you will type load oar c:/place your file is at/name of file.oar

It is usually a good idea to be flying before you do this because the ground may heave up and throw your avatar in to outer space. Magically, you will see all the content load onto the sim, and this may take a while depending on your computer speed.

Once it seems to have stopped loading (although there will still be many things loading in the background) look for the big red box- this is my way of transferring the inventory to your avatar named

usb me. Please take this into your inventory, and then re-rezz it. Once you have re-rezzed it, than touch it to open the pie menu- go to Open, and then copy it all to your inventory. Doing this should assure that all things in the sim will rezz and load properly. Just an FYI- all the things in this sim will list you as the creator, and you will have full perms on them.

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Now things that are scripted on the sim, may need to be reset. So let's walk around and check.

Questions to ask and things to think about while you design and build your sim.

**1) Who is your audience?**

Pick one:

Kids Teens Adults Old folks

**2) What is your Message?**

Pick one:

Home Safety is easy when you know what to do.

Our home is a castle in which we defend ourselves from harm.

anything else? \_\_\_\_\_

**3) What is your back story?**

Pick one:

We have evil elves who leave unsafe things around.

This castle has been in the family for generations, and is full of ghosts.

anything else? \_\_\_\_\_

**4) What is the path to explore?**

Pick one:

Random wandering

From top to bottom

anything else? \_\_\_\_\_

**5) What is the challenge?**

Pick one:

Find as many hazards in as short a time as possible

Work as a team to add in more hazards and notes on them

anything else? \_\_\_\_\_

**6) What kind of player is this set for?**

Noob

Not so Noob

Very experienced

All of the above?

**7) How does that affect the layout ?**

Are you noob proof?

Do you engage the beginners?

Will you keep the experienced player from leaving?

Did you make a "sticky sim"?

Do you encourage play/invention/"flow" ?

**8) What are your visual themes?**

What is the theme in terraforming- colors, patterns?

What is the theme in the structures and shapes of buildings?

What is the theme in the Windlight atmosphere and particles?

**9) What is your audio theme?**

Inside vs. Outside

**10) What are the limitations?**

What frame are you going to work in?

Second Life?

Open Sim?

Off-line on USB stick or PC based?

### **11) How do you start?**

Are you doing visual research?

Are you writing a Backstory?

12) Are you making it accessible for all?

## **Section 508 Laws**

In 1998, Congress amended the Rehabilitation Act of 1973 to require Federal agencies to make their electronic and information technology (EIT) accessible to people with disabilities. Inaccessible technology interferes with an ability to obtain and use information quickly and easily. Section 508 was enacted to eliminate barriers in information technology, open new opportunities for people with disabilities, and encourage development of technologies that will help achieve these goals. The law applies to all Federal agencies when they develop, procure, maintain, or use electronic and information technology. Under Section 508 (29 U.S.C. '794 d), agencies must give disabled employees and members of the public access to information that is comparable to access available to others. It is recommended that you review the laws and regulations listed below to further your understanding about Section 508 and how you can support implementation.

More info here- <http://www.section508.gov/index.cfm?fuseAction=Laws>

We have a good start by utilizing both visual and audio clues, using text and audio together. How can this be improved?