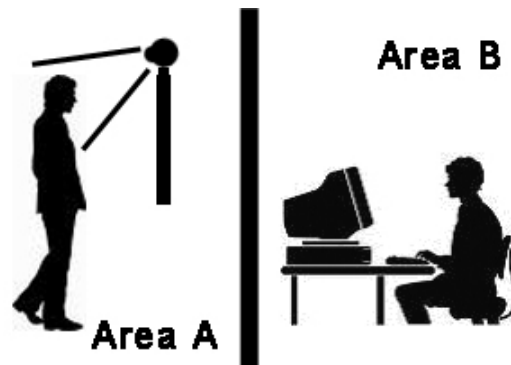


Connecting Point – Hole in (Virtual) Space

A collaborative proposal for The Tech by Pete Wardle and Alan Hook

“Connecting Point” is a first life/second life live camera feed system that links a first life physical space to a second life location through two screens, one in second life and one in first life. The live camera feeds are set up to link the participants to complete goals in the two areas. Tasks will be set up on both sides of the interface so that the visitors to the exhibit must work together across the two spaces to complete shared goals. The screens work as a static meeting point in the two worlds so that the participants can relay the answers and information to one another. The screens are a conduit between the real and virtual environments.



First Life Screen – Within a first life exhibition area (A) a screen is wall mounted and shows the “mouse look” of a fixed avatar (working as a camera in this situation) to view the corresponding second life area. There is no keyboard or mice attached to the interface so that the first life participant can not change the camera angle or activate any of the controls. The voice channel is locked open and there are speakers and a microphone attached to the screen to create an open communication between the two spaces. There is a web camera fixed to the interface that creates a live feed to the second life screen.



Second Life Screen – Situated within a corresponding second life location there is a live camera feed from the web camera in the first life space. The interface, in terms of layout and design should mirror the first life screen to insure a visual continuity between the two spaces. Next to the live feed screen there are a series of buttons mounted onto the wall with attached note cards with objectives for both for the first life and second life participants complete.



Remote Second Life participants can come to the exhibition location and interact with first life participants. Within the first life exhibition space (B) there is also a computer to log into second life and access the screen so that visitors to the museum can experience either sides of the exhibit and groups of visitors could split into two teams and work together through the interface.

Tasks - Next to the screen in the second life exhibit are a series of buttons with attached note cards which contain tasks to complete, some in first life and some in Second Life, each task will lead the players down a different path. In the First Life exhibition space there are corresponding tasks to complete but the first life player must return to the screen to learn their next goal from the second life participant. The first and second life participants must work together to complete the tasks in their own spaces and relay the answers to the other player to complete the whole game. Examples of tasks are as follows;

- go to a third computer terminal nearby and complete a simple Flash game (N.B. this third terminal could also be SL enabled and linked with a corresponding area of the SL Tech in the same way Areas A&B are linked allowing Avatar B to move elsewhere in SL just as Participant A moves to that place in FL).
- ask a question of a First Life member of The Tech staff about a particular exhibit in the first life space which will give further incite into a second life exhibit and vice-versa, due to the fact that the Tech (SL) is not continuously manned the information can be obtained through interacting with the second life exhibit.
- find a message stencilled somewhere in The Tech (SL/FL) that link together to create an answer to the task.

As a result of completing a task the first life participant receives a description of a SL location that they must communicate to the second life participant. The Second Life participant must then go to this location to discover a note card with the next task on.

After a number of tasks the game is completed when both Participant A and Avatar B are sent to the same location in the RL and SL Tech building to find two parts of a riddle, their answer to which they must email or text to The Tech to the game. A certificate or small prize could be given in reward for correct answers.