

Agenda & Meeting Minutes - 2016-05-03

Metaverse Working Group

Agenda & Meeting Minutes

Date: May 3, 2016

Time: 3:00 PM EST / 12:00 PST

Location: BlueJeans - Info TBD

Agenda

1. Introductions for first time attendees
2. Co-chair needed - volunteers?
3. Updates on consumer VR hardware releases
4. Internet2 Global Summit - Chicago - May 15-18, 2016
5. Interest in seeking funding for VR hardware/standards development?
e.g. NSF Research Network Coordination (RCN) - <http://www.nsf.gov/pubs/2015/nsf15527/nsf15527.htm>
6. Open Discussion

Meeting Minutes

In Attendance:

Ben Fineman, Internet2
Chris Collins, University of Cincinnati
Tom Pollock, Trinity College, Dublin
Eric Mazlowski, University of Michigan Library

1. Introductions
2. (Missed some of the initial discussion)
3. Discussed the AltSpace experience from the last meeting
 - a. Majority of MWG participants did not have VR devices to try the platform in VR, experience on 2D monitor was largely unremarkable
 - b. In an unfortunate coincidence of timing, the Oculus Rift had a hardware update the same day as our AltSpace meeting, so Rift users who had not yet updated the firmware could not attend in the Rift
 - c. Briefly discussed limitations of spatial audio for collaboration when people are exploring a virtual space
 - d. Ben mentioned he'd heard of another collaboration platform, will forward when he finds more info about it
 - e. All agreed to continue to look for additional platforms, Altspace was ok but would like to find a more open (standards/source) option, and ideally something more suited to professional collaboration
 - f. Discussed benefits of the "[psychosocial moratorium](#)" of participating in avatar form, and industry interest in using VR for remote collaboration
4. Interest in seeking funding for VR hardware/standards development?
 - a. Discussed options to seek funding, agreed first goal would be to get members on a common VR hardware platform/ecosystem.
 - b. cookbook/best practices guide;
 - c. develop a rubric or framework for evaluating VR hardware/software platforms;
 - d. evaluate collaboration platforms;
 - e. federated identity and security in VR;
 - f. Preliminary Timeline:
 - i. May - Will discuss in-person at Internet2 Global Summit.
 - ii. June - Bring ideas and suggestions to June 7, 2016 meeting when project objectives will be determined, rough project outline draft in June
 - iii. July - Identify appropriate funding mechanisms and write proposals
5. Upcoming Conferences
 - a. iED 2016 Denver or Italy - <http://immersivededucation.org/i2016>
 - b. Internet2 Global Summit - Chicago - May 15-18, 2016
6. Hardware/Software discussion
 - a. Eric shared Microsoft Research video about HoloLens and Holoportation: