



Open Virtual Collaboration Environment for the Whole of Society Crisis Response Community

A.Tate, Y-H.Chen-Burger, J.Dalton, S.Potter, G.Wickler (AIAI, Edinburgh)
K.M.Carley, F.Kunkel (CASOS, CMU), R.Cross (Virginia)
J.T.Hansberger (HRED, US Army), B.Moon (Perigeon Technologies)

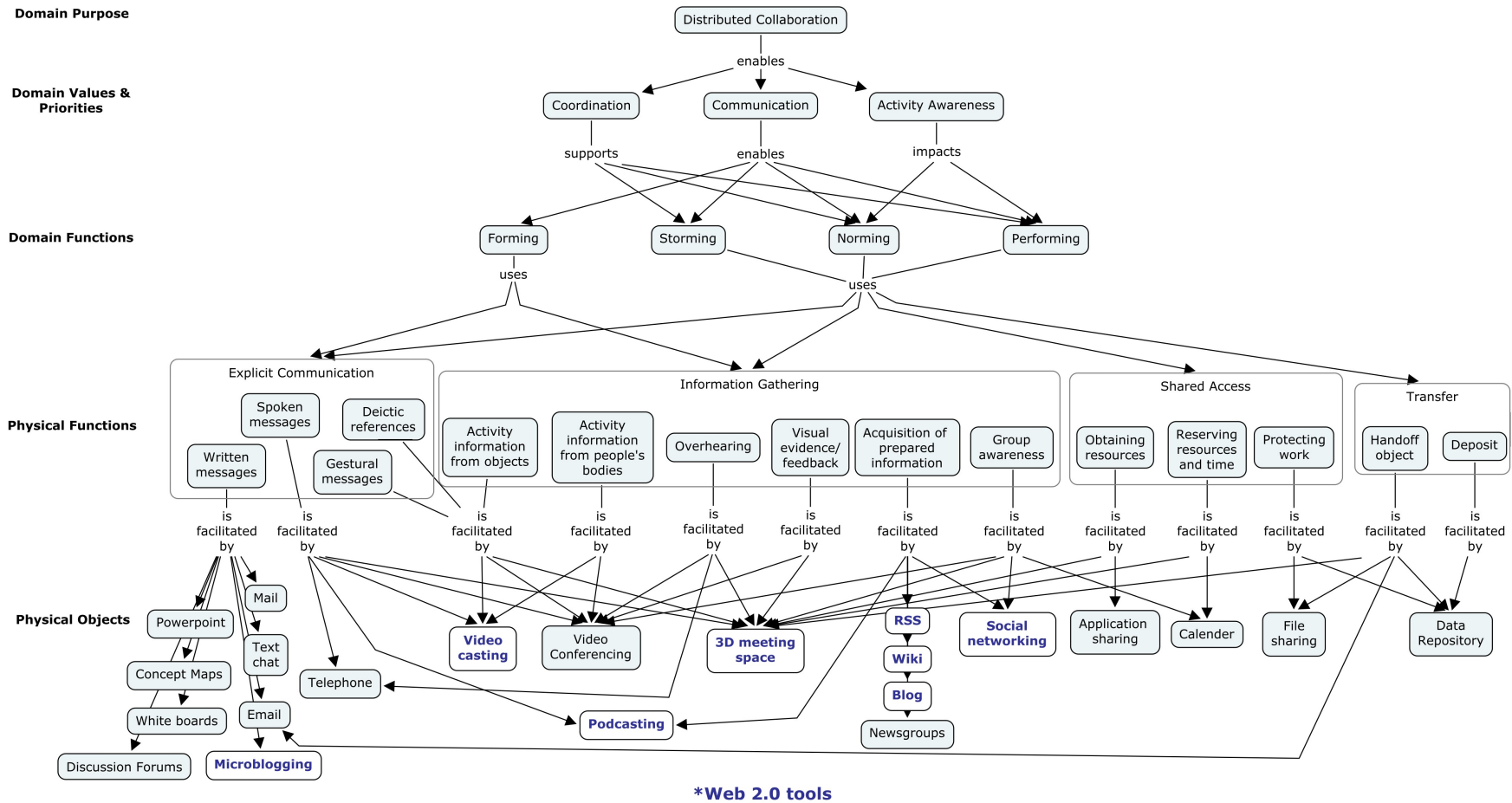
VCE for WoSCR

- Whole of Society Crisis Response Community
- Cognitive Work Analysis of Requirements and Technologies
- Virtual Collaboration Environment:
 - Web-based portal
 - Virtual interaction space
 - Community tools
 - Collaboration protocols
- OpenVCE.net

WoSCR

- Whole of Society Crisis Response Community
- The Whole of Society Crises Response (WoSCR) community takes a "whole of society" approach to complex problems seeking to input PMESII factors into the analysis and decision support when a crisis occurs. It seeks a global comprehensive approach to crises response
- PMESII stands for the "Political, Military, Economic, Social, Infrastructure, and Information" considerations involved in crisis and emergency response

Cognitive Work Analysis – Phase I



Cognitive Work Analysis – Phase I

The first phase of the Cognitive Work Analysis involves identifying the activity-independent constraints of the work domain:

- Domain purpose: the overarching goal to be achieved – in this case, distributed collaboration.
- Domain values and priorities: principles or qualities on which work in the domain is founded – in this case, we can identify coordination, communication and activity awareness as essential components of distributed collaboration.
- Domain functions: the realization of the domain values and priorities (and fulfillment of the domain purpose) as abstract functions within the domain.
- Physical functions: the realization of the domain functions in terms of techniques.
- Physical objects: artifacts that provide some aspect of the identified physical functionality, with particular reference to novel “Web 2.0”-type technologies that may be exploited alongside common existing technologies.

By pinpointing specific tools and providing a clear functional rationale for their use, the resulting analysis provides a roadmap for the development of a VCE that meets the functional objectives of the domain.

Work Organizational Analysis – Phase II

The second phase of the Cognitive Work Analysis situates tasks at the appropriate organizational level according to the actors involved.

One dimension of this is based on the domain functions identified in the CWA, each now elaborated according to specific work tasks.

The second dimension reflects increasing geographical and organizational dispersal – from local and intra-agency through national inter-agency and on to multi-national and involving civil and military participants.

Work Organizational Analysis – Phase II

Work Task Docket; Distributed Collaboration							
Domain Functions	Work Situations		Intra-agency	National	Inter-agency	Multi-national	Inter-agency & Multi-national
	Work Tasks						
Forming	Meet others				●		●
	Identify the challenge/s		●				●
	Agree on goals				●		●
Storming	Define problems to solve		●				●
	Define how to solve the problems				●		●
	Define how to function together				●		●
Norming	Develop work habits with group				●		●
	Agree on rules, values, methods, etc...				●		●
Performing	Assess outcomes		●				●
	Adapt to change		●				●

Open Virtual Collaboration Environment

- **Web-based Collaboration Portal**

- Drupal CMS
- Also explored Facebook, Google Groups, Yahoo Groups, Ning Groups, Grou.ps, Joomla CMS
- Linkups to external web services and gadgets

- **Virtual World 3D Space**

- Second Life
- Opensim (potentially behind a firewall)

- **Virtual Collaboration Protocol**

- Standard Operating Procedures
- FAQ and Tips
- Protocol (Rob Cross, University of Virginia)

- **Community Tools**

- AIAI I-Room – a Room for Intelligent Interaction
- CMU Catalyst Community Knowledge base
- Concept Maps, and Experimental 3D Model Visualizations

Austin Tate

- [Home](#)
- [Messages](#)
- [Blogs](#)
- [Forums](#)
- [Wiki](#)
- [Events](#)
- [Files](#)
- [Images](#)
- [Videos](#)
- [More content](#)
- [Create content](#)
- [FAQ](#)
- [Links](#)
- [My profile](#)
- [Log out](#)

3D space

teleport now

Access: [Chat](#), [Wave](#), [HW](#), [QT](#)
[\[Setup/Help\]](#), [\[Register avatar\]](#)
[\[Terminals\]](#), [\[Presenter\]](#), [\[Blogger\]](#)

Event calendar

April						
S	M	T	W	T	F	S
					1	2
4	5	6	7	8	9	10
11	12	13	14	15	16	17
18	19	20	21	22	23	24
25	26	27	28	29	30	



Welcome to the **OpenVCE** community portal. All content is community-created, so become a registered user and start contributing!

Forthcoming events

Federal Consortium for Virtual Worlds Conference 2010	2 weeks 5 days from now	contact: Austin Tate
WoSCR Community - Possible Virtual Iterative Workshop Series - VIWS-4	5 weeks 2 days from now	contact: Austin Tate

Current discussions



OpenVCE envisioned site structure started by [Jeff Hansberger](#), last reply by [Austin Tate](#) 28 weeks ago



The weakest link started by [ac](#), last reply by [erapisardi](#) 4 weeks ago



Expt Case 0 H1N1 Forum started by [Austin Tate](#), last reply by [Jeff Hansberger](#) 18 weeks ago

[more](#)

What are you doing?

Austin Tate Meeting Ken Anderson of Project EPIC - see <http://sn.im/tweakt> max 140 characters



Austin Tate Meeting Ken Anderson of Project EPIC - see <http://sn.im/tweakt> 1 day ago [Edit](#) [Delete](#)



Austin Tate Writing paper on OpenVCE support to WoSCR for KSCO-2010 <http://ksco.info/ksco-2010.html> 2 days ago [Edit](#) [Delete](#)



Ifuentes Preparing a presentation to the Virginia Local Government IT Executives (VALGITE) for Apr 26 on VOICCE 3 days ago

Search this site:

Search the Wiki:

I-Room
 Concept Maps Second Life
 QOC Shared Media I-Zone
 QOCTale Lounge

Who's online

There are currently *1 user* and *6 guests* online.



Austin Tate

Latest wiki updates

[PMESII-Tools](#) 3 weeks 6 days ago

[PMESII-Tools](#) 3 weeks 6 days ago

[PMESII-Tools](#) 4 weeks 1 day ago

[VOICCE](#) 6 weeks 2 days ago

[Main Page](#) 6 weeks 3 days ago

[more](#)

What's happening



Ifuentes has updated group VOICCE Group 14 hours ago



Ifuentes has updated VOICCE Resources and VOICCE 14 hours ago



Austin Tate has updated I-Zone and I-Room - A Virtual Space for

OpenVCE Portal – Roles of Elements

- **Blog – personal web log**
- **Forum – threaded discussion within community**
- **Wiki – community knowledge creation and refinement**
- **Book Pages – edited content and index pages
(change by admins and group leaders only)**
- **Comment – can be added to most elements**

OpenVCE - Internet Explorer

http://openvce.net/wiki/index.php/Main_Page

File Edit View Favorites Tools Help

OpenVCE

Austin Tate my talk my preferences my watchlist my contributions log out

page discussion edit history move unwatch

Main Page

Return to [OpenVCE.net](#) Community Portal.

Note this MediaWiki facility is an experiment. The OpenVCE.net "Books" are the main knowledge sharing mechanism at the moment.

Contents

- 1 [OpenVCE Facilities](#)
- 2 [Communities](#)
- 3 [Misc.](#)
- 4 [About OpenVCE](#)

OpenVCE Facilities [edit]

- Collecting Social Networking Data from Second Life
- Creating SOPs Using a Wiki
- OpenVCE vs. CSCW
- Types of Meeting Space
- Protocol Technology

Communities [edit]

- KSCO - Knowledge Systems for Coalition Operations Community**
- JOE - Joint Operating Environment Community**
- MPAT - Multinational Planning Augmentation Team
- WoSCR - Whole of Society Crises Response Community**
 - H1N1 Swine Flu Scenario

Misc. [edit]

- All Pages Index
- Wiki Editing Help, Formatting, Links, Images, [Tables](#), Formatting, Images, Wiki Editing Tips
- Image Tests

About OpenVCE [edit]

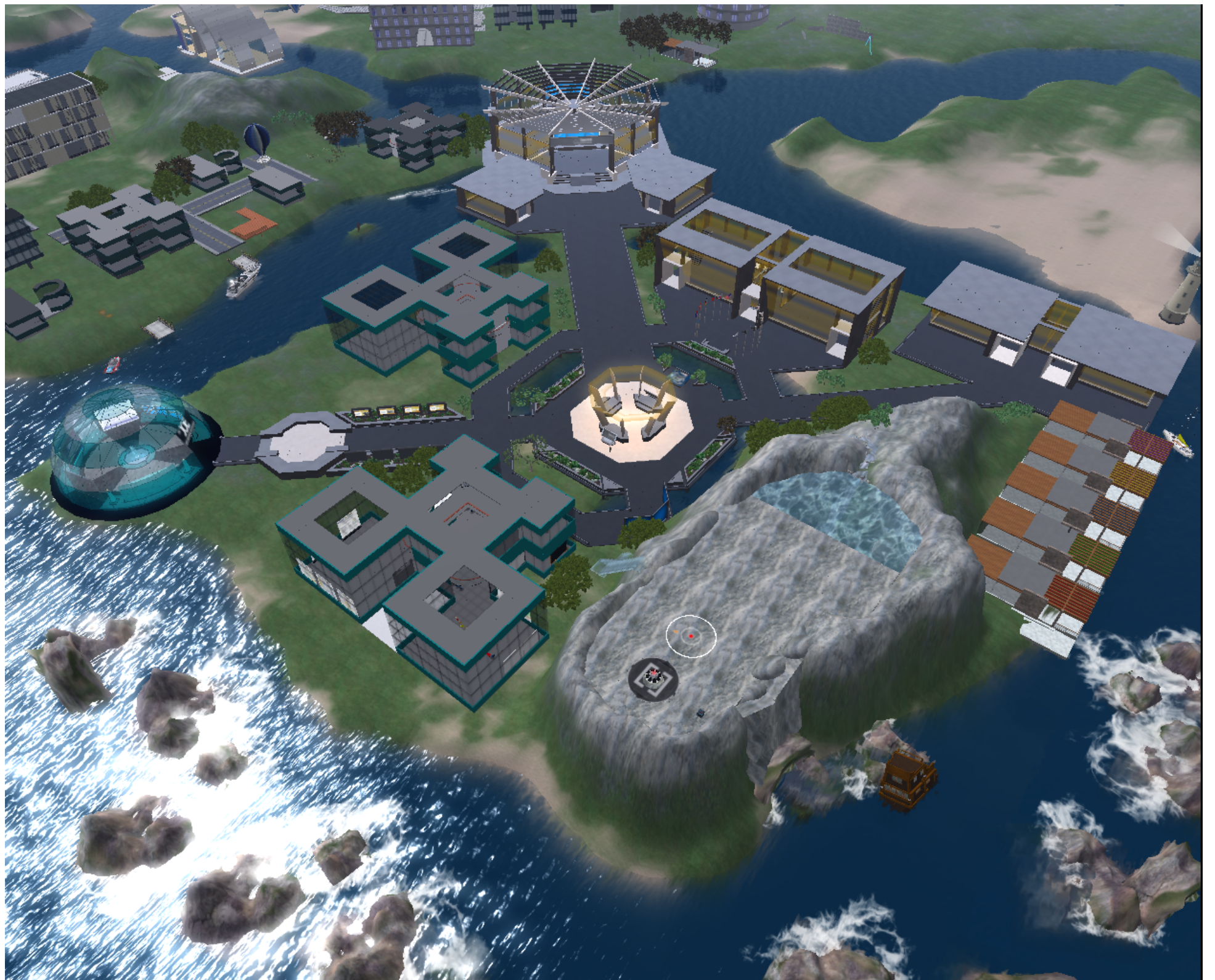
[OpenVCE.net](#) (Open Virtual Collaboration Environment) is a project at the [Artificial Intelligence Applications Institute \(AIAI\)](#) within the [School of Informatics](#) at the [University of Edinburgh](#). It provides open source and freely accessible facilities to support collaboration in a community, linking a web-based *Community Portal* with a virtual-world based 3D space.

This page was last modified on 18 September 2009, at 09:04. This page has been accessed 623 times. [Privacy policy](#) [About OpenVCE](#) [Disclaimers](#)

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Internet | Protected Mode: On 100%







Sandbox

Venue
Amphitheatre

I-Zone B

Expo Pavilion

Project
and
Team
Suites

Project
Space

Orientation Area

Central Plaza

I-Zone A

Hill Top
Meeting Spaces

OpenVCE

... open virtual collaboration environment

Why implement it?

- Why improve meeting or work in meeting center?
- Why better user experience or use in support center?

"Whole of Society" Crisis Response
Community of Interest

open
OPERATIONAL ASSISTANCE

OpenVCE
... open virtual collaboration environment

OpenVCE
... open virtual collaboration environment



Links between Web Collaboration Portal and 3D Space



Virtual Collaboration Protocol

- 7 main phases of the VCP (Rob Cross):
 - identify problem dimensions (asynchronous)
 - agree problem dimensions (synchronous)
 - describe relevant experience per dimension (asynchronous)
 - discuss experience and decide on sub-teams addressing different problem dimensions (synchronous)
 - subgroup work on different dimensions (asynchronous)
 - presentation of solutions (synchronous)
 - solution integration (asynchronous)
- OpenVCE Web Portal supports asynchronous work
- OpenVCE I-Room supports synchronous work

OpenVCE Portal - Team Home Page

The screenshot shows the OpenVCE Portal interface for a team. The page is annotated with nine numbered callouts:

- 1 OpenVCE Main Menu:** Points to the top navigation bar containing 'Home', 'My Profile', 'Content', 'Wiki', and 'Log Out' buttons, along with search fields for the site and wiki.
- 2 Collaboration Facilities:** Points to a central box listing team resources such as 'Team E-mail', 'Current team member roles', 'Team protocol: the Virtual Collaboration Protocol (VCP)', 'Team 3D Space', 'Doodle Polls', 'Post personal blog entry', and 'Team Wiki'.
- 3 Progress Overview (To-Do List):** Points to a table titled 'VCP Progress: Overview' for the 'Teach VCP' case, listing tasks and their completion status.
- 4 Link to 3D Virtual World:** Points to a '3D space' section with a 'Teleport now' button and access instructions.
- 5 Team Links:** Points to a 'Team A' section with links for 'Create Group post', '15 members', 'Manager: admin', and 'My membership'.
- 6 VCP Links (synchronous & asynchronous):** Points to the task descriptions in the progress table, such as 'Before Meeting 1' and 'Process coordinator: introduce themselves'.
- 7 Link to Team Page:** Points to the 'Team A' entry in the 'My groups' sidebar.
- 8 Help Links "SOP":** Points to the 'Help' column in the progress table, which contains 'SOP' links for each task.
- 9 Tick-off boxes:** Points to the 'Completed' column in the progress table, which shows green checkmarks indicating task completion.

VCP Task	Help	Completed
Before Meeting 1:		
• Process coordinator: introduce themselves; communicate case to team; introduce individual problem map	SOP	done
• Team members: complete individual problem maps	SOP	done
• Process coordinator: organize team meeting; create draft integrated problem map	SOP	done
Meeting 1:		
• Process coordinator: welcome	SOP	done
• Team: introductions; discuss and agree integrated problem map	SOP	done
• Process coordinator: lay out timeline; reference process norms	SOP	done
• Team: agree project roles	SOP	done
Before Meeting 2:		
• Team members: complete individual experience matrix	SOP	done
• Process coordinator: organize team meeting; generate experience slides (from accountability matrix)	SOP	done
Meeting 2:		
• Process coordinator: reference discussion norms; introduce the problem dimension		
Done		

OpenVCE Portal – Team & Roles

1
Team members with
links to their OpenVCE
profile pages

2
Team members filling
VCP roles

3
Process coordinator
can update
(at appropriate stage)

The screenshot shows the OpenVCE Portal interface. At the top, there is a navigation bar with links for Home, My Profile, Content, Wiki, and Log Out. Below this is a search bar and a list of team members. A red box highlights the team members list, which includes names like Web Administrator, Stephen Potter, Andre Cusson, Austin Tate, Brian Moon, Cort Jensen, Dianne Foster, DJ Russell, Dominick Tesoriero, Ed Bohlman, Gerhard Wickler, Jeff Hansberger, Kate Messier, Ruth Bigio, and Rob Cross. Below the team members list is a table titled 'VCP Team Member Roles' with columns for Role, Expectations, and Team Member. A red box highlights the table, and a green box highlights the 'Team Member' column, which has a dropdown menu open showing a list of team members. A green arrow points from the 'Save' button to the dropdown menu. A green box also highlights the 'Help: SOP' link above the table.

OpenVCE
... open virtual collaboration environment
...Virtual Collaboration Environment Experiment Team A
Home My Profile Content Wiki Log Out
About OpenVCE Privacy Policy Contact us

Search this site: Search
Search the wiki: Search

List
Faces List

Web Administrator Stephen Potter Andre Cusson Austin Tate Brian Moon
Cort Jensen Dianne Foster DJ Russell Dominick Tesoriero Ed Bohlman
Gerhard Wickler Jeff Hansberger Kate Messier Ruth Bigio Rob Cross

VCP Team Member Roles
Case: Teach VCP
[Help: SOP] — Help: SOP

Role	Expectations	Team Member
Process coordinator	To help frame the problem dimensions and establish team processes for solution development.	Gerhard Wickler
Case planner	Document and remind people of deliverables. Help us to all keep on plan for delivery of our parts of the solution.	not assigned
Gatekeeper	Make sure that everyone gets a chance to contribute and that the team is not dominated by one or two people. Help keep us on a productive timeline in Second Life meetings.	not assigned
Integrator	Ensuring that task deliverables are integrated and consistent, regardless of how the tasks are performed.	not assigned

Save

Done

3D space
Teleport now
Access: Chat, Wave, HW, QT
[Setup/Help, Register avatar]
[Terminals, Presenter, Blogger]

Team A
Create Group post
15 members
Manager: admin
My membership

My groups
Group New
Team A

Who's online
There are currently 2 users and 0 guests online.
gwickler
atate

OpenVCE Portal – Problem Map Completion

OpenVCE
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... Virtual Collaboration Environment Experiment Team A

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Search this site: Search

Search the wiki: Search

Individual Problem Map

Submitted by **admin** on January 11, 2010 - 13:31

VCP Individual Problem Map for Gerhard Wickler

Case: Teach VCP

[Help: SOP]

Dimension	Rationale	Ranking
What kind of teaching material is available?	Teaching material is important for teaching sessions as well as later revision.	<input type="radio"/> high <input checked="" type="radio"/> medium <input type="radio"/> low
How can we deliver the teaching material in Second Life?	Teaching in SL is a new field and we need to look into its effectiveness.	<input type="radio"/> high <input checked="" type="radio"/> medium <input type="radio"/> low
How can we train users?	Teaching alone is not good enough. Training is important, too.	<input type="radio"/> high <input checked="" type="radio"/> medium <input type="radio"/> low
		<input type="radio"/> high <input checked="" type="radio"/> medium <input type="radio"/> low

Save changes / Add dimension

3D space

Teleport now

Access: Chat, Wave, HW, QT
[Setup/Help, Register avatar]
[Terminals, Presenter, Blogger]

My groups

Group New

Team A

Who's online

There are currently 2 users and 0 guests online.

gwickler
atate

2 Rationale

1 Problem Dimension

4 Previously Defined Problem Dimensions

5 Space for Additional Problem Dimension

6 Save + Add

3 Ranking

OpenVCE Portal – Individual Experience

The screenshot shows the OpenVCE Individual Experience Matrix for Gerhard Wickler. The interface includes a navigation bar with links like Home, My Profile, Content, Wiki, and Log Out. The main content area features a table with three rows, each representing a dimension of experience. Annotations highlight key features: 1. 'Agreed Problem Dimensions' points to the first row of the table. 2. 'Input Area for describing relevant knowledge & background (leave blank for no experience)' points to the 'Basis of Knowledge' column. 3. 'Link to OpenVCE profile' points to a text box at the bottom. 4. 'Save' points to the 'Save Changes' button.

1
Agreed
Problem
Dimensions

2
Input Area
for describing
relevant
knowledge &
background
(leave blank
for no
experience)

3
Link to
OpenVCE
profile

4
Save

OpenVCE
... open virtual collaboration environment
...Virtual Collaboration Environment Experiment Team A
Home My Profile Content Wiki Log Out
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Search this site: Search
Search the wiki: Search

Individual Experience Matrix

Submitted by admin on January 12, 2010 - 16:34

VCP Individual Experience Matrix for Gerhard Wickler
Case: Teach VCP
Help: SOP — Help: SOP

#	Dimension / Rationale	skills / Knowledge	Basis of Knowledge
1	What kind of teaching material is available? Teaching material is important for teaching sessions as well as later revision.	Develop slides for teaching	I have developed teaching material for several university courses
2	How can we deliver the teaching material in Second Life? Teaching in SL is a new field and we need to look into its effectiveness.	Use presentation technology developed in Edinburgh	I have contributed to the development of that technology
3	How can we train users? Teaching alone is not good enough. Training is important, too.		

3D space
Teleport now
Access: Chat, Wave, HW, QT
[Setup/Help, Register avatar]
[Terminals, Presenter, Blogger]

My groups
Group ▲ New
Team A

Who's online
There are currently 2 users and 0 guests online.
gwickler
atate

Save Changes

Please supply additional information about yourself that is not specific to this case on your OpenVCE profile.

OpenVCE Portal – VCP Support

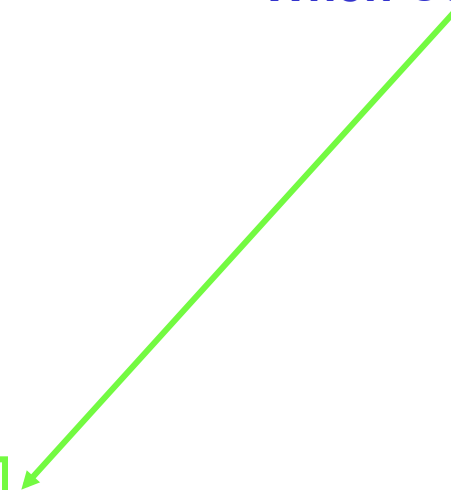
VCP Progress: Overview

Case: Teach VCP

[Help: SOP]

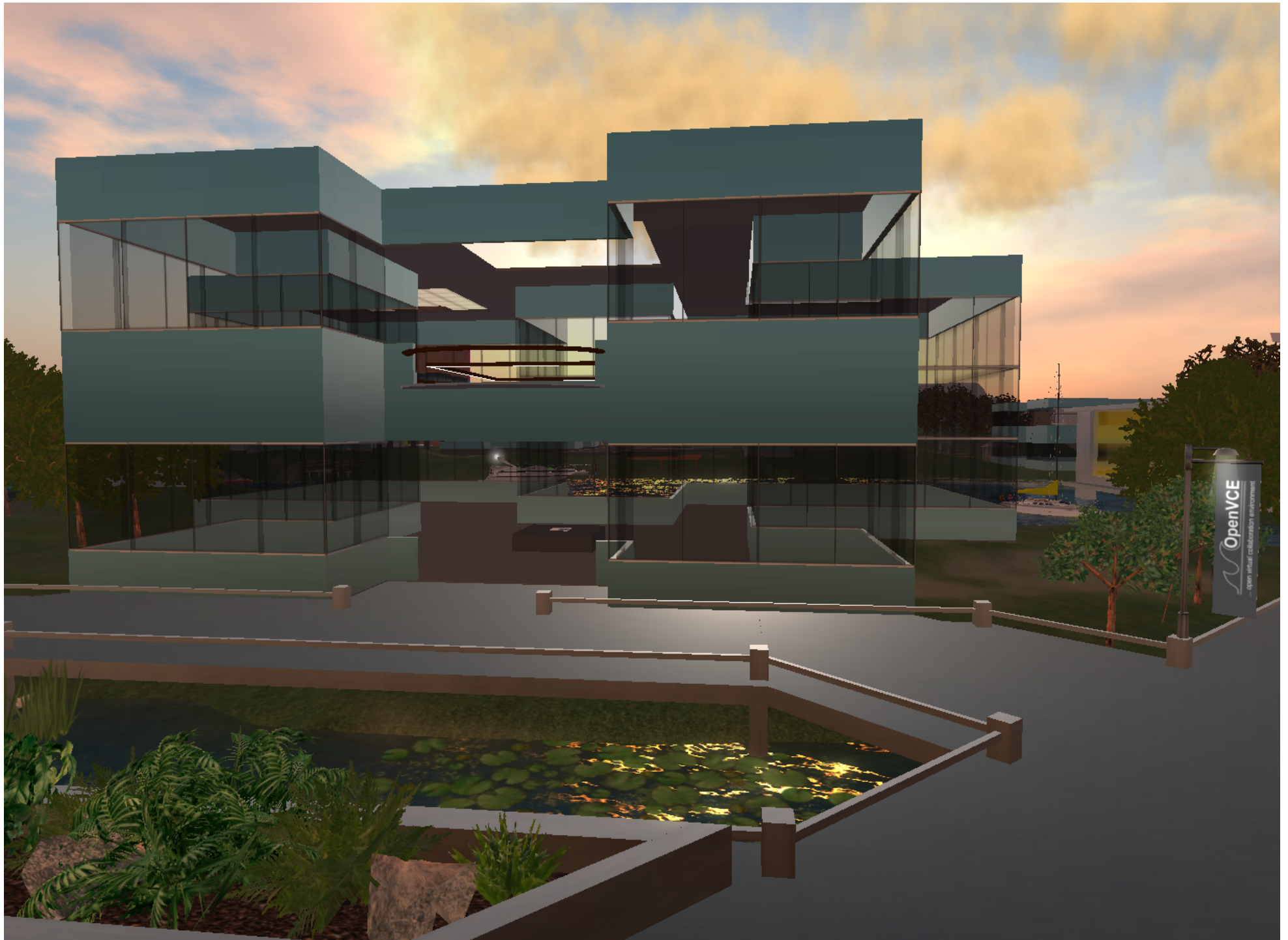
VCP Task	Help	Completed
Before Meeting 1:		
• Process coordinator: introduce themselves; communicate case to team; introduce individual problem map	SOP	<input checked="" type="checkbox"/> done
• Team members: complete individual problem maps	SOP	<input checked="" type="checkbox"/> done
• Process coordinator: organize team meeting; create draft integrated problem map	SOP	<input checked="" type="checkbox"/> done
Meeting 1:		
• Process coordinator: welcome		
• Team: introductions; discuss and agree integrated problem map	SOP	<input checked="" type="checkbox"/> done
• Process coordinator: lay out timeline; reference process norms		
• Team: agree project roles	SOP	<input checked="" type="checkbox"/> done
Before Meeting 2:		
• Team members: complete individual experience matrix	SOP	<input checked="" type="checkbox"/> done
• Process coordinator: organize team meeting; generate experience slides (from accountability matrix)	SOP	<input checked="" type="checkbox"/> done
Meeting 2:		
• Process coordinator: reference discussion norms; introduce the problem dimension solution template	-	<input checked="" type="checkbox"/> done
• Team: discuss individual experiences (by dimension)		
• Team: discuss and agree subteams	SOP	<input checked="" type="checkbox"/> done
• Case planner: complete accountability matrix		
• Case planner: generate empty solution pages (from accountability matrix)	SOP	<input checked="" type="checkbox"/> done
Before Meeting 3:		
• Gatekeeper: monitor progress		
• Subteams: develop solutions	SOP	<input checked="" type="checkbox"/> done
• Team members: comment on others solutions		
• Subteams: create solution presentations		
• Integrator: begin integration	SOP	<input checked="" type="checkbox"/> done
Meeting 3:		
• Subteams: present solutions and discuss	SOP	<input checked="" type="checkbox"/> done
After Meeting 3:		
• Integrator: integrate and deliver final solution	-	<input type="checkbox"/> done

**Tick Active Task
When Complete**



OpenVCE – Community Tools

- **I-Room – Space for Intelligent Interaction**
- **Catalyst – Community Knowledge Base**
- **Cmaps - Concept Mapping**
- **Modelling - Experimental 3D Visualizations**
- **Collaborative Shared Media**



SLTweets Menu/Help

aiiaustin (Ai Austin): #openvce I-Room Helper and I-Chat linkup now work to I-Zone rather than previous I-Room

aiiaustin (Ai Austin): #OpenVCE MEET-4 strats at 2:30pm EDT for event reception - noSL Voice in Use - Text Only

aiiaustin (Ai Austin): #openvce http://tr.im/vce-net/3d-space-alt not in use for MEET-4 - only showing Vue Balloon Video

aiiaustin (Ai Austin): #openvce MEET-4 event Description available - event URL is http://tr.im/openvcemeet4

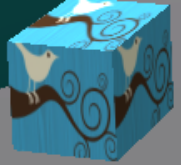
aiiaustin (Ai Austin): #openvce 3d-space-alt feed will be switched off to allow use of servers for harmonie Web tests for MEET-4

aiiaustin (Ai Austin): #openvce MEET-4 now starting at http://tr.im/openvcemeet4

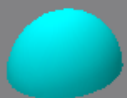
- Skye G
- Aura Atl
- Brooks App
- Ai Aust
- JeffD Ar
- Karma Lud
- SP Pizzic
- Keg Run
- Gerhard Tor
- Jeff Rean



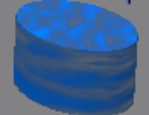
Twitter - SLTweets HUD



Twitter Status - #openvce



Twitter feed on #openvce



Skye Gears: Austin, your voice is noisy and not clear

Stand Up

I-Room: Mixed-initiative Collaboration

Truly distributed mixed initiative collaboration and task support is the focus of the I-Room, allowing for the following tasks:

- situation monitoring
- sense-making
- analysis and simulation
- planning
- option analysis
- briefing
- decision making
- responsive enactment

Planning, Evaluation
Option Argumentation

Briefing and
Decision Making

Central
Meeting
Area

Sensing and
Situation Analysis

Acting, Reacting
and Communication



I-Room: A Virtual Space for Intelligent Interaction
 An intelligent environment which acts as a knowledge of on super-collaborative teleconferencing and meetings.

Trinity Rooney
 President, VCE
 VCE, University of Birmingham

Theo Outlander
 Owner

WorkingRelationships
Deb Quintessa

OpenVCE
AI Austin

Tonito Alderson
Sato Michinaga

RL <-> SL Scripter
AI Supercharge
Owner
Viking Zinner

Vue Associate
SP Pizzicato

Member
Joelle Yalin

isi help desk
shamblesguru V

DougCaldwell Unplugged

Membe
ED Czavicevic
PeterG Ember

Anders Wildcat

Anders Cronstet

AO OFF

Frery Broome
Honda SL Design Team
JohnFrej Herzfeld

Innovator
Serious Starsider

Light Sequent

Open University UK
Gardy Flux

Academy of HRD
Rachelle Munro
"Relay for Hire"

OpenVCE Event Reception

Acknowledged

Chat Relay

Clear Clickers

I-Room Helper (off)

Second Life File Edit Window Team A | OpenVCE

http://easdale.aii.ed.ac.uk/teamA

OpenVCE
open virtual collaboration environment

Virtual Collaboration Environment Experiment Team A

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Team A

View Edit Revisions

No public posts in this group.

Collaboration Facilities

- Team E-mail: Send an e-mail to the team
- Current team member roles
- Team protocol: the Virtual Collaboration Protocol (VCP)
- Team protocol: video introduction (M4V and WMV) - download [backup 1] [backup 2] [hampton.gov users local link]
- Team 3D Space: I-Zone located at: <http://sluri.com/secondlife/VCE/128/80/22> [Chat Applet]
- Doodle Polls [none]
- Post personal blog entry
- Team Wiki

Attachment

Attachment	Size
categorized dimensions.jpg	934.5 KB

VCP Progress: Overview

Case: Reindeer Flu
[Help: SOP]

VCP Task	Help	Completed
Before Meeting 1:		
Process coordinator: introduce themselves; communicate case to team; introduce individual problem map	SOP	✓ done
Team members: complete individual problem maps	SOP	✓ done
Process coordinator: organize team meeting; create draft integrated problem map	SOP	✓ done
Meeting 1:		
Process coordinator: welcome	SOP	✓ done
Team: introductions; discuss and agree integrated problem map	SOP	✓ done
Process coordinator: lay out timeline; reference process norms	SOP	✓ done
Team: agree project roles	SOP	✓ done
Before Meeting 2:		
Team members: complete individual experience matrix	SOP	✓ done
Process coordinator: organize team meeting; generate experience slides (from accountability matrix)	SOP	✓ done
Meeting 2:		
Process coordinator: reference discussion norms; introduce the problem dimension solution template	-	□ done
Team: discuss individual experiences (by dimension)	-	□ done
Team: discuss and agree subteams	SOP	□ done
Case planner: complete accountability matrix	SOP	□ done
Case planner: generate empty solution pages (from accountability matrix)	SOP	□ done
Before Meeting 3:		
Gatekeeper: monitor progress	-	□ done

Done

3D space

Teleport now

Access: Chat, Wave, HW, QT [Setup/Help], Register avatar]
[Terminals, Presenter, Blogger]

Team A

- This is a closed group. The group administrators add/remove members as needed.

My groups

Not a member of any groups.

Who's online

There are currently 7 users and 1 guest online.

- admin
- gwicker
- ebohiman
- acusson
- jhsanberger
- and 2 others

Second Life File Edit View World Tools Help Advanced VCE 131, 55, 22 (PG) 1-Zone

6:13 AM PST US\$1.80

face & Phone
reach face-to-face or phone
when it's related to experiment

face-to-face or Phone
you contacted
rough time estimate of
importance of why communication

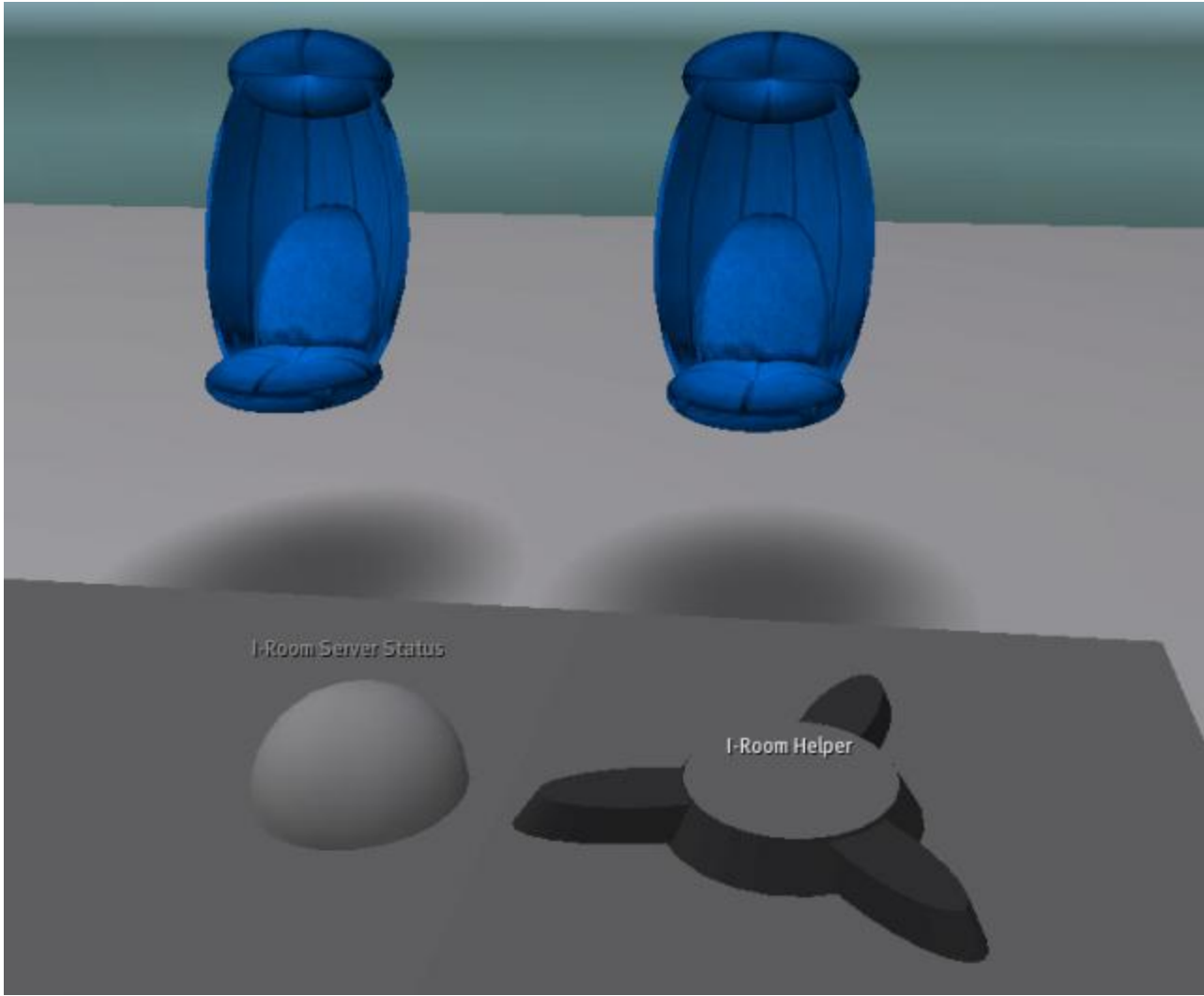
Problem Dimension #1

- COMMUNICATIONS - Public communication about the new status of the flu... (text continues)

OpenVCE Sloye Gears
OpenVCE Jeff Reanimator
KarenM Elman
OpenVCE Miron Atlans
OpenVCE ac Eberhardt
DJ Edenflower
OpenVCE Perigen Technologies Cowbeam
We Associate Frog Zanzibar
I-Room Helper (off)

OpenVCE Presenter v2.1: Now showing http://easdale.aii.ed.ac.uk/tmp/ac_Eberhardt/VCP-Team-Experience/slide0.html

Local Chat
Communicate Fly Snapshot Search Build Map Mini-Map





Home Office JOC Test

File New Edit Tools Help

Issues

Description	Annotations	Priority	Action
Consider how to handle newcomers		▼ Normal	▼

Activities

Description	Annotations	Priority	Action
▼ hold-meeting I-Room-Demo		▼ Normal	▼ Refine using hold-meeting
▼ start-meeting I-Room-Demo		▼ Normal	▼ Refine using start-meeting
welcome-participants I-Room-Demo		▼ Normal	▼ Done
note-apologies I-Room-Demo		▼ Normal	▼ Done
agree-end I-Room-Demo		▼ Normal	▼ Done
agree-previous-minutes I-Room-Demo		▼ Normal	▼ Done
▼ address-action-items I-Room-Demo		▼ Normal	▼ Refine using address-action-items
discuss-action "Davie Munro" "Obtain Security Service Input"		▼ Normal	▼
discuss-action "Ai Austin" "Read Ops Pineapple Briefing"		▼ Normal	▼
address-agenda-items I-Room-Demo		▼ Normal	▼
discuss-any-other-business I-Room-Demo		▼ Normal	▼
finish-meeting I-Room-Demo		▼ Normal	▼
setup-next-meeting		▼ Normal	▼

JOC I-Room Process Panel
Based on I-X Technology I-X



Home Office JOC

File New Edit Tools Help Test

Issues

Description	Annotations	Priority	Action
Consider how to handle newcomers		▼ Normal	▼

Activities

Description	Annotations	Priority	Action
▼ hold-meeting I-Room-Demo		▼ Normal	▼ Refine using hold-meeting
▼ start-meeting I-Room-Demo		▼ Normal	▼ Refine using start-meeting
welcome-participants I-Room-Demo		▼ Normal	▼ Done
note-apologies I-Room-Demo		▼ Normal	▼ Done
agree-end I-Room-Demo		▼ Normal	▼ Done
agree-previous-minutes I-Room-Demo		▼ Normal	▼ Done
▼ address-action-items I-Room-Demo		▼ Normal	▼ Refine using address-action-items
discuss-action "Davie Munro" "Obtain Security Service Input"		▼ Normal	▼
discuss-action "Ai Austin" "Read Ops Pineapple Briefing"		▼ Normal	▼
address-agenda-items I-Room-Demo		▼ Normal	▼
discuss-any-other-business I-Room-Demo		▼ Normal	▼
finish-meeting I-Room-Demo		▼ Normal	▼
setup-next-meeting		▼ Normal	▼

Done

N/A

Escalate to Cabinet Office

Pass to MoD

Pass to OGD

Delegate to Local Government

Delegate to Emergency Services

Delegate to Security Service

Carry to next meeting

JOC I-Room Process Panel
Based on I-X Technology

I-X

Catalyst – Links between OpenVCE Portal and 3D Space

The screenshot displays the Catalyst Tools OpenVCE portal in a Mozilla Firefox browser window. The page title is "CMU Catalyst - WoSCR Community Visualization - The Brain". The main content area features a network visualization of the "I-Room" project, showing connections between individuals like Austin Tate, Gerhard Wickler, and Jeffrey Dalton, and various project components such as "Cognition as a Network of Tasks" and "Published paper". A search bar and navigation buttons are visible below the visualization.

On the left sidebar, there are sections for "3D space" with a "teleport now" button, "Event calendar" for October, and an "Image gallery" showing a 3D architectural rendering of a building.

On the right sidebar, the "Who's online" section indicates 2 users and 3 guests are currently online, listing "Mhor Atlas" and "admin".

Below the network visualization is a detailed form for the "I-Room" project:

- Project Name: I-Room
- Start Date: Jan / 2000
- End Date: UNDETERMINED /
- Primary Project Type: Research and Development
- Your Primary Project Role: Concept developer
- Country Location: United Kingdom
- Geographical Region Location: Edinburgh, Scotland
- Primary Support Organization: University of Edinburgh
- Project Website URL: <http://www.aiai.ed.ac.uk/project/i-room/>
- Primary Domain: Systems Approach
- Secondary Domain: Knowledge Management

Catalyst – Links between OpenVCE Portal and 3D Space

[Catalyst](#) [Individual](#) [Organizations](#) [Projects](#) [Locations](#) [Domains](#)

Security (Pol...
 Infrastructure
 Geographic Regions
 Catalyst
 Individual
 Academic Employee
 Austin Tate

Title	First Name	MI	Last Name	Suffix	Country of Citizenship
Prof	Austin		Tate		United Kingdom

Professional Address

AIAI, University of Edinburgh

Appleton Tower, Crichton Street

City	State/Province (if applicable)	Postal Code	Country
Edinburgh		EH8 9LE	United Kingdom

Primary Phone Number	Secondary Phone Number	E-Mail
+44 131 650 2732		a.tate@ed.ac.uk

Personal Webpage URL

<http://www.aiai.ed.ac.uk/~bat/>

Shared Media – E.g. Concept Maps & Adobe Connect

I. STRATEGIC PLAN

II. SURVEILLANCE/ASSESSMENT

- 2. Assessment → Rationale → high
- 5. Monitoring → Rationale → high
- 6. Influenza Surveillance → Rationale → high
- 7. high possible case fatality of 1% → Rationale → high
- 8. computer games conference → Rationale → high
- 16. Laboratory Diagnostics → Rationale → high
- 17. International Visitors → Rationale → low
- 23. ship launch → Rationale → high
- 25. Containment → Rationale → low
- 27. Register outbreaks → Rationale → high

III. HEALTHCARE PLANNING

- 14. Healthcare Planning → Rationale → high
- 24. Health structures & Population → Rationale → high

IV. CLINICAL GUIDELINES

- 3. Treatment → Rationale → low
- 4. Immunization → Rationale → severe
- 9. severe dehydration → Rationale → high
- 11. Community Disease Control and Prevention → Rationale → high
- 18. Clinical Guidelines → Rationale → high
- 20. Vaccine Availability → Rationale → high
- 21. Antiviral Medication Use → Rationale → high
- 26. Vaccine Plan → Rationale → high

V. COMMUNITY DISEASE CONTROL AND PREVENTION AND TRAVEL ISSUES

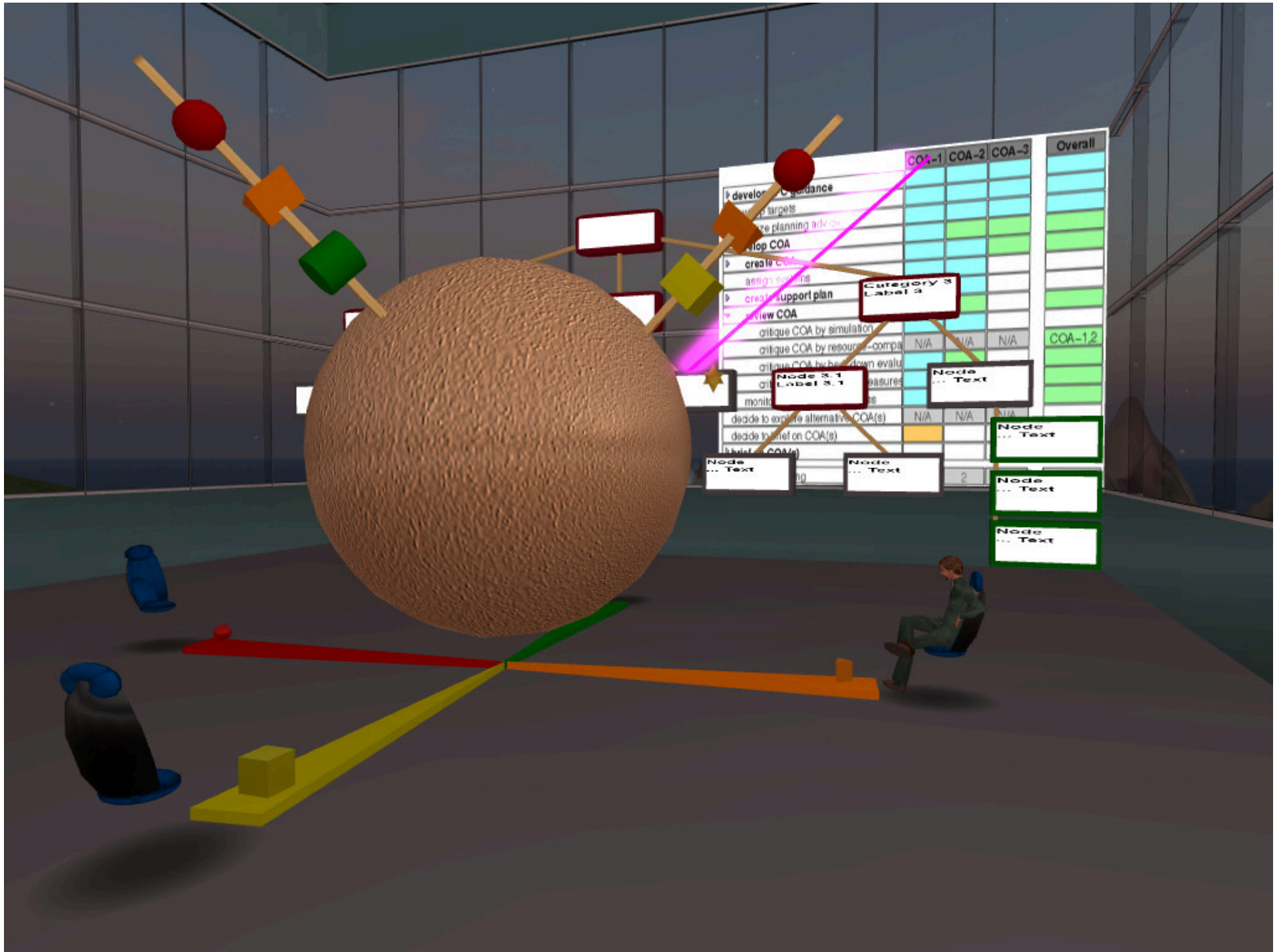
- 12. Managing Travel Related Risk of Disease Transmission → Rationale → high

VI. PUBLIC HEALTH COMMUNICATIONS

- 1. Communication → Rationale → high
- 10. Media & Information → Rationale → high
- 13. Public Health Communications → Rationale → high
- 19. Isolation population → Rationale → low
- 15. Public Response → Rationale → high
- 22. ... → Rationale → high
- 28. Communication to Public → Rationale → high

Adobe Connect Interface:

- Meeting URL: <https://adobe.harmonieweb.org/openvce/7/launch>
- Attendance List (2): My Status: Active; Austin Tate; Austin via SL
- Note: See <http://tr.im/vcee2> for info. Aura Atlas is for connection only.
- Chat: the opportunity to participate and I would be happy to do so again. Saul Godinez: (15:05) Has anyone considered or given thought to a 'classified/secure' version of this collaboration protocol? Aura Atlas 2: (15:08) Thanks, Victor. Aura Atlas 2: (15:09) Jeff: I'll comment on Saul's comment shortly. Aura Atlas 2: (15:08) Dabbie: i think for Team B - AC could've been very useful if it worked - AC could've been able to collaborate real time and see it on the



OpenVCE – Event Participants

- **Real Participant in Physical Meeting Space**
- **Virtual Participant**
 - Second Life
 - Opensim
- **Web Observer**
 - Adobe Connect
 - Video Stream (H.264) in Web Page

3D Space via Adobe Connect for Web Observers

The image displays a screenshot of an Adobe Connect session titled "OpenVCE VIEWS-1" in Internet Explorer. The main window shows a 3D virtual world with avatars and a "Share - Stephen Potter" window. The interface includes an "Attendee List (13)" on the left, a "Note" section, and a "Chat (Q & A)" window. The chat window shows a message from Stephen Potter: "Hi can people see/hear the Second Life feed okay?". The 3D world features a large screen displaying "SCR Community Workshop 1 Agenda: Monday, 28th Sept 2009" and a "Second Life" window with a "Stop Sharing" button. The interface also includes a "Tools" section with buttons for "IM Receive", "Flycam", "Stand Up", "Communicate", "Fly", "Snapshot", "Search", "Build", and "Map". A "Twitter Feed" window is open on the right, showing tweets from @aialaustin. The bottom of the screen shows a "Done" button and "Internet | Protected Mode: On".

Attendee List (13)

- Stephen Potter
- Anna Cianciolo
- atscops
- Bob Fall
- Chuck Shaver
- George Hodermarsky
- Lynn Siegel
- rob Blandford

Note

See <http://openvce.net> for more information.

Chat (Q & A)

Stephen Potter: (9/28/2009 17:33) Hi can people see/hear the Second Life feed okay?

Twitter Feed

- aialaustin:** #openvce MEET-12 finished 27 minutes ago
- aialaustin:** #openvce #osor #ifvvc Federal Virtual Worlds Challenge 2009 - I-Room entry now activated at <http://tr.im/izone> 4 days ago
- aialaustin:** #openvce #osor VIEWS-1 event and Expo tour concluded. Recording now available at event URL 5 days ago
- aialaustin:** #openvce #osor VIEWS-1 now finished. Expo Tour in progress 5 days ago
- aialaustin:** #openvce #osor alternative access to the workshop is available via Adobe Connect on <http://openvce.net/3d-space-htw> 7 days ago

Tools

Austin Tate at Venue@VCE, VCE(16,240,25)

Monday, 28 September 2009 BST

- 15:04:54 Ai Austin: **Testing**
- 15:10:08 Douglas Lowbeam: **Hello**
- 15:10:33 Douglas Lowbeam: **looks like all the good seats are taken**
- 15:11:07 Ai Austin: **Pick any you like :-)**
- 15:11:11 Douglas Lowbeam: **hello Jeff**
- 15:12:59 Ai Austin: **Hello dvas, we are setting up mand may not be attending our consoles. Watch the MPAT movie if you have time.**
- 15:13:09 Ai Austin: **Skye Gears will be here to assist with voice tests soon**
- 15:14:06 dvas Popstar: **okay, don't mind me.**

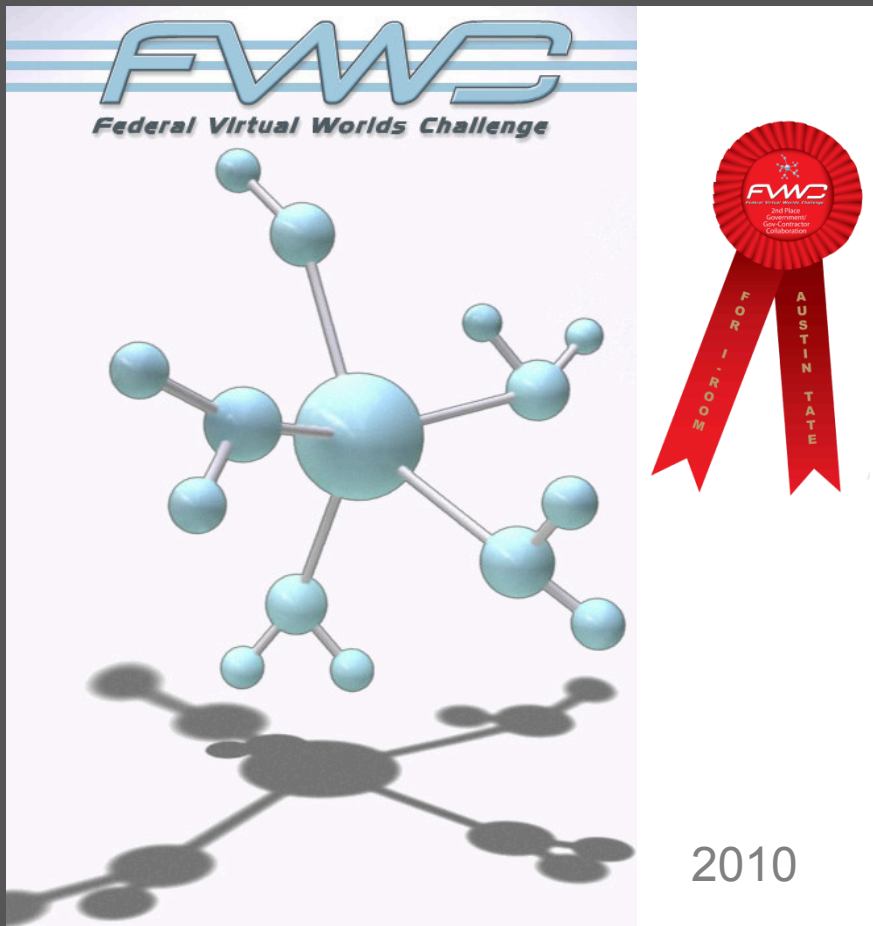
Monday, 05 October 2009 BST

- 16:58:41 Austin Tate: **Austin Tate is available for chat via I-Say.**
- 16:58:42 Austin Tate: **Chat test to Venue@VCE**

OpenVCE and I-Room

More information and papers at <http://openvce.net/iroom>

YouTube video at <http://openvce.net/iroom-tour>





... open virtual collaboration environment

<http://openvce.net>