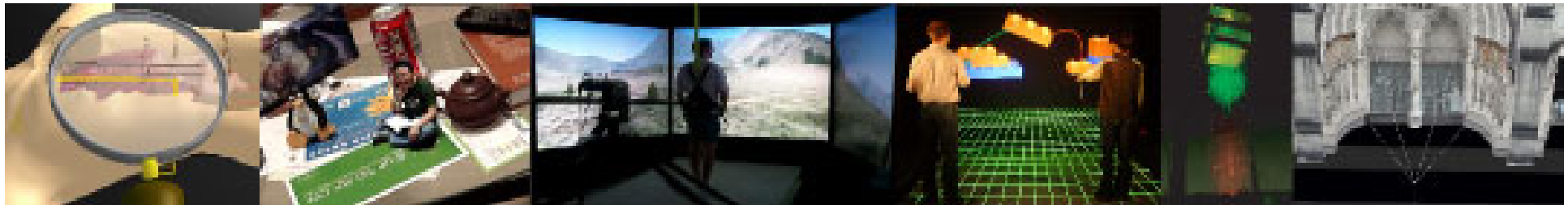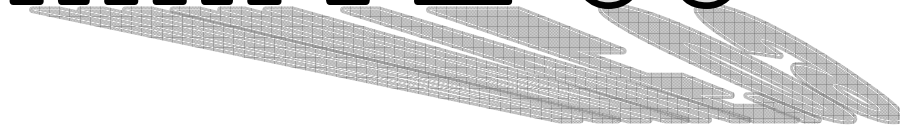The Second International Workshop on

Massively Multiuser Virtual Environments

MMVE'09

at

IEEE Virtual Reality 2009

March 14-18   Lafayette, Louisiana   USA

Welcome to Lafayette & MMVE'09

- MMVEs increasingly popular
  - games, virtual communities, web3D, simulation, training, …

- Required:
  - distribution platforms
  - virtual reality systems

- Our goal:
  - provide a link between networking & VR communities
  - discuss novel architectures, algorithms and protocols
  - incite collaboration between groups

Schedule (1/2)

08:30-10:00 am **Keynote**

Session Chair: Shun-Yun Hu, National Central Univ., Taiwan

Massively Multi-player Online Environments: Memories of the Past, Visions of the Future

by Jeff Kesselman, CTO, Rebel Monkey Inc.

10:00-10:30 am **Coffee break**

10:30-12:00 am **Paper session 1**

Session Chair: Gregor Schiele, Univ. of Mannheim, Germany

– **Design Issues for Peer-to-Peer Massively Multiplayer Online Games** by L. Fan, H. Taylor, **Phil Trinder**, Heriot-Watt University, UK

– **Spatial Publish Subscribe** by S.-Y. Hu, National Central Univ., Taiwan

– **HyperVerse - Simulation and Testbed Reconciled** by J. Botev, M. Esch, H. Schloss, I. Scholtes, P. Sturm, Univ. of Trier, Univ. of Luxembourg

Schedule (2/2)

12:00-01:45 pm **Lunch**

01:45-03:15 pm **Paper session 2**

Session Chair: Arno Wacker, Univ. of Duisburg-Essen, Germany

- **Deadline-Driven Auctions for NPC Host Allocation in P2P MMOGs** by L. Fan, H. Taylor, P. Trinder, Heriot-Watt University, UK
- **QuON – a Quad-Tree Based Overlay Protocol for Distributed Virtual Worlds** by S. Krause, H. Backhaus, Univ. Karlsruhe, Germany
- **Middleware Mechanisms for Interaction Interoperability in Collaborative Virtual Environments** by M. Ciampi, L. Gallo, A. Coronato, G. De Pietro, ICAR-CNR, Italy

03:15-03:45 pm **Coffee break**

03:45-05:30 pm **Open panel discussion**

- **Getting the user in the loop**
- **Great ideas you would like to try in a virtual environment**
- **…**

Proceedings

- Just like last year

- Papers will be published in Special Issue of International Journal of Advanced Media and Communication (IJAMC)

- Voluntary participation: authors will be asked if paper should be included

…and Now

…have fun with the workshop!

Open Panel Discussion

- **Participants:**
  - Jeff Kesselman, Rebel Monkey Inc., USA
  - Shun-Yun Hu, National Central Univ., Taiwan
  - Jan Sablatnig, TU Berlin, Germany

- **Topics:**
  - Getting the user in the loop
  - Great ideas you would like to try in a virtual environment
  - Do we need large scale virtual environments?
  - Super-Peers: practical solution or curse?
  - MMVEs beyond gaming
  - …