SECOND LIFE 5TH BIRTHDAY PARTY

Visualizing Real Data in a Virtual World

DATE	2nd July 2008	
TIME	12:30 – 13:30 SLT	20:30- 21:30 BST

	SL NAME	RL NAME	ORGANISATION	SL SPACE
SPEAKER	Corro Moseley	David Burden	Daden	http://www.slurl.com/secondlife/daden%20prime/160/184/26
SPEAKER	MB Chevalier	Maged N Kamel Boulos	University of Plymouth	http://slurl.com/secondlife/Education%20UK/33/63/22
SPEAKER	Arkowitz Jonson	Ben Lindquist	Green Phosphor	<http://slurl.com/secondlife/SciLands/170/92/28>)
SPEAKER	Illiminous Beltran	Michael Osias	IBM	Pending info
SPEAKER	Caia Alter	Gus Rosania	University of Michigan	(http://slurl.com/secondlife/SciLands/170/92/28)
CHAIR	Xanthe Oe	Melanie Swan		<http://slurl.com/secondlife/SciLands/170/92/28>)

SPEAKER BIOGRAPHIES (IN ALPHABETICAL ORDER)

David Burden/Corro Moseley

David Burden. David has over 20 years of business, marketing and technology experience. He started his career in army communications managing a range of mobile and wireless systems. After being "demobbed" in 1990, David joined Ascom, the Swiss telecoms company, and then Aseriti, the £70m turnover IT arm of Severn Trent plc ultimately becoming the company's Marketing Director. David founded Daden, a Virtual Worlds and Information 2.0 Consultancy in 2004. David has been involved in virtual worlds since the mid 1990s, having created early spaces using VRML and played in several early 3D communal worlds. David has been in Second Life since 2004 where his real-life and SL business Daden Limited helps businesses and organisations explore the social and commercial potential of virtual worlds. David also has a keen interest in artificial intelligence and Daden have an AI platform for use both in SL and on the web. David is a Chartered and European Engineer and lives in Birmingham - where he is active in City and Regional business, technology and innovation initiatives.

DADEN (www.daden.co.uk) are a full-service virtual worlds consultancy based in Birmingham. UK. We offer consulting advice, design and build services in virtual worlds, and have special expertise in the areas of web and real world integration, and creating interactive virtual personalities. We work with public and private sector clients to help them understand how best to apply virtual worlds technologies to benefit their organisations.

Clients include private and public sector organisations, media agencies and educational establishments. Recent projects include our virtual patient eLearning system (developed for St Georges Hospital) and our Google Maps to Second Life integration (Birmingham City Council) which has had the bloggers blogging! We also believe in pushing back the boundaries of chatbot capability, with the aim of helping to create the most advanced "precursor-AI's" possible.

Maged N Kamel Boulos/MB Chevalier

Maged N Kamel Boulos is Senior (Principal) Lecturer in Health Informatics at the University of Plymouth, Devon, UK. He previously worked as Lecturer in Health Informatics at the University of Bath, UK, where he was instrumental in developing the online MSc programme in Healthcare Informatics http://www.healthcare-informatics.info/, and worked before that at City University, London, UK, on M2DM, an EU-funded diabetes telematics project. As well as his medical degree and Master in Dermatology, he holds a Master in "Medical Informatics" from King's College, University of London, and a PhD in "Measurement and Information in Medicine" from City University, London, both in UK. He is well published on the topics of Web 2.0/social software/3-D virtual worlds, the Semantic Web and geographic information systems, including Internet/Web GIS, in health and healthcare. He is Fellow of the Royal Geographical Society, Fellow of the UK Higher Education Academy, Level 3 Member of UKCHIP, the UK Council for Health Informatics Professions, Member of the British Medical/Health Informatics Society, Senior Member of IEEE (Institute of Electrical and Electronics Engineers) and of IEEE EMBS (Engineering in Medicine and Biology Society), and Member of the World Association of Medical Editors (WAME).

Michael J Osias/Illuminous Beltran

Michael Osias is the Chief 3D Architect for IBM's IT Optimization Unit. His role is to provide customers with Virtual World and 3D Services in the areas of Command Centers, Datacenters, and other 3D business applications. There are several 3D Datacenter and other applications on the IBM Continent, which can be found by searching IBM on the world map.

Learn more about the IBM 3D Datacenter: http://slurl.com/secondlife/IBM+9/172/132/23

Ben Lindquist / Arkowitz Jonson

Ben Lindquist, founder of Green Phosphor, has successfully architected software projects for Right Media, Microsoft, American Express, Wingspan Bank, Jamaica Money Market Brokers Limited, the State of Florida, and numerous other clients. At Green Phosphor Ben is producing revolutionary technology which turns virtual worlds into data exploration environments.

Green Phosphor have invented a superior system for visually exploring and presenting data. The system(which has a patent pending) produces three-dimensional graphs based on real-time database queries; the graphs are viewable by multiple users simultaneously and are clickable; allowing easy, intuitive access to sorting, highlighting, subquerying, and a host of other features. The system achieves efficiency and extensibility far beyond any other graphing product or architecture currently available, while enabling an entirely new collaborative work environment for analysts.

- More data can be viewed at once
- Graphs are rendered faster
- Rough features and fine detail can be seen within the same graphs
- Navigation through databases is easier
- Teams can collaborate remotely

Green Phosphor obtained these advantages by integrating two major software technologies – virtual worlds and analytical databases - in a completely new way.

Gus Rosania/Caia Alter

Gus Rosania, Ph.D., is Professor at the Department of Pharmaceutical Sciences at the University of Michigan College of Pharmacy. His research group studies applications of modeling and simulation in drug design, and explores applications of virtual worlds for scientific collaboration, communication, and data visualization.

PrimPlotter is a script for plotting 2D or 3D scatter plots in Secnd Life (SL). PrimPlotter has two components: 1) an Excel spreadsheet application for entering the data to be plotted and setting the dimensions of the graph; and 2) an SL prim that serves as the origin of the graph, orients the graph coordinates, and rezzes the data points. With PrimPlotter every datapoint in a 2D or 3D graph can be assigned a different texture, and can be linked to a separate URL. As a demo, PrimPlotter was used to rezz a large image array at the DataViz site in SciLands (http://slurl.com/secondlife/SciLands/170/92/28). This image array is comprised of 384 images. The image size is 512x512 pixels and 8-bits in depth. Each image has been plotted on an individual 2x2 meter panel, with the panels arranged in four perpendicular 8x12 arrays. PrimPlotter is being released as open source, free software, with the intention of spurring interest in further developing SL-graphing applications, and to facilitate exploration of applications of SL for real life data visualization and communication. Instructions for obtaining, downloading and using PrimPlotter can be found at the Dataviz wiki (http://sldataviz.pbwiki.com/).

Melanie Swan/Xantha Oe (Chair)

Melanie Swan/Xantha Oe, of MS Futures Group, is a futurist interested in catalyzing the next level of virtual worlds. She is a frequent speaker on virtual worlds (http://www.slideshare.net/lablogga/slideshows), has designed a real-time on-demand 3d stock chart in Second Life (http://slurl.com/secondlife/SciLands/162/83/23 <http://slurl.com/secondlife/SciLands/170/92/28>) and coordinates the virtual worlds data visualization community.

So far virtual worlds have been used mainly for interacting with others and building. The next obvious step is making them alive with information, streaming in data and representing it visually, and in using virtual worlds as the front-end display for data applications. The virtual worlds data visualization community is organized though a wiki (http://sldataviz.pbwiki.com/) and the Data Visualization group in Second Life which collaborates and displays tools at the open source data viz island located in the SciLands (http://slurl.com/secondlife/SciLands/170/92/28).