Virtual Worlds: Considering Standards

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ADL Co-Lab Hub

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# Virtual Worlds: Considering Standards

**5. TITLE AND SUBTITLE**

Virtual Worlds: Considering Standards

**6. AUTHOR(S)**

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**11. DISTRIBUTION/AVAILABILITY STATEMENT**

Approved for public release; distribution unlimited

**13. SUPPLEMENTARY NOTES**


**14. ABSTRACT**

**15. SUBJECT TERMS**

**16. SECURITY CLASSIFICATION OF:**

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**17. LIMITATION OF ABSTRACT**

Same as Report (SAR)

**18. NUMBER OF PAGES**

15
Disclaimer

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Purpose & Scope

- Stimulate high-level discussion on issues in virtual worlds interoperability and standards
- Collect feedback for further consideration
Leveraging lessons learned may encourage evolutionary advancement and increase rate of adoption

“Those who cannot learn from history are doomed to repeat it.”
~George Santayana

“The successful man will profit from his mistakes and try again in a different way.”
~Dale Carnegie
What We Know for Sure

Problems we face using this modality are somewhat familiar

- A one-size fits all solution does not exist
- Interoperability issues are among reasons cited for delayed adoption
- Organizations may test a variety of solutions and choose one or many
- Existing learning content is fulfilling basic requirements
- Legacy learning, content, and/or talent management systems are too valuable to abandon
- Blended solutions have proven to be effective; VWs can be part of those solutions
The Current Challenge

Content is specifically designed for a particular platform

Virtual Worlds

- VW platform
- VW event or scene

SCORM-based e-learning

- LMS platform
- LMS platform
- LMS platform

Content is not standardized and does not work across different platforms

SCORM API is standardized interface

Content is standardized and works across different platforms

LMS platform

sco

sco

sco

sco

sco

sco
An Idea: Develop a Connection

Content is specifically designed for a particular platform

Virtual Worlds

- VW platform
- VW event or scene
- VW platform
- VW event or scene
- VW platform
- VW event or scene

no standardized interfaces

Content is not standardized and does not work across different platforms

SCORM-based e-learning

- LMS platform
- LMS platform
- LMS platform

SCORM API is standardized interface

Content is standardized and works across different platforms

Middleware
Another Idea: Change (Some) Virtual Worlds

Will changing SCORM address the challenge?

[Diagram showing the comparison between Virtual Worlds and SCORM-based e-learning platforms, highlighting the differences in standardization and interoperability.]
An Idea: Modify SCORM

Will changing some VWs fix the problem?
Making virtual world learning available to SCORM systems is being examined.
Yet Another Idea: An Overarching Solution

Perhaps we should consider an overarching solution that will address all immersive technologies now and in the future.

Umbrella Standard?
## Current and Past “Use Cases”

A few current and past efforts were designed to examine potential solutions

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<th></th>
<th>OLIVE</th>
<th>Protosphere</th>
<th>Nexus /SIMILE</th>
<th>PowerU</th>
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<th>Sloodle</th>
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Resources
Resources

- ADL Initiative
  - http://www.ADLNet.gov/
- Industry report
  - SRIC-BI
    - http://www.sric-bi.com/vwc/
- Variety of workshops, conferences, and discussions
Questions or Comments?

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