Virtual World in 2010+ Technical Notes, 2nd Revision

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5 September 2007

Computer Assisted User Interface

Used when a user is connecting through mobile
devices like cell phones, UMPCs, and MIDs

A combination of voice over IP, context-sensitive
voice command processing

Provides a smooth user experience even when
user input is extremely limited

Personality Profiling Engine

An engine that dedicates processing power
to record and profile user behavior

Creates personality profiles to:

Facilitate avatar interactions

Maintain avatar presence when the user is offline

Recognition, Mining, Synthesis

Recognition – Computer is sifting through the data
in real time identifying and creating a model

Mining – Computer is searching for
instances of the model it has created

Synthesis – Computer is extrapolating
from a model and suggesting future outcomes

Computer Controlled Avatars

Represent a new medium for delivering personalized ads

Can act as a "living profile" for others to
view and interact with

Allow users maintain presence when he or
she is offline

Real Time Video Analysis

Creates instant feedback to the virtual world
through video capture and recognition of the user's facial expression

Allows the user to create and manipulate
objects with 6 degrees of freedom through
hand gestures