

Virtual Spaces and Places for Work and Learning

Tekes, Helsinki
19th January 2009



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PROGRAM

10:00 - 12:00 Pre-seminar training: Basic overview of virtual worlds

Charles Woodward (VTT), Eilif Trondsen (VWW), Neil Katz (IBM), Riku Mäkelä (Tekes)

12:00 - 13:00 Lunch and networking

13:00 - 14:00 Virtual worlds at work - global overview

Eilif Trondsen, Director, Virtual-Worlds @ Work (SRI International)

14:00 - 15:00 Experiences from the front line: Case IBM

Neil Katz, CTO of IBM's Digital Convergence business unit

15:00 - 15:45 Demos, hands-on experiences, networking and coffee

15:45 Virtual worlds in real use right now - panel discussion

Eilif Trondsen (VWW), Neil Katz (IBM), Antti Ilomäki (realXtend), Sampsa Nissinen (Tekes), and moderator Riku Mäkelä (Tekes)

16:45 Summary notes

17:00 - 20:00 Networking, discussions, virtual worlds hands-on, sauna



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Virtual Worlds – Basic Overview

- 10:00 Virtual reality vs. reality
 - Virtual reality, augmented virtuality, augmented reality, reality
 - Charles Woodward, VTT
- 10:30 Virtual worlds
 - What virtual worlds are, what are the platforms, and what are the benefits they can provide
 - Eilif Trondsen, SRI-BI
- 11:30 Where to start with immersive 3d worlds?
 - Interview of Neil Katz, IBM



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Charles Woodward, VTT

Dr. Charles Woodward is the Research Professor of Multimedia Technology and leader of the Augmented Reality research team at VTT, Finland. Woodward received his Ph.D. degree in Computer Science at Helsinki University of Technology in 1990, where Woodward and his team were the pioneers to develop easy-to-use 3D modeling and ray tracing visualisation for industrial designers. The years 1991-2000 Woodward worked in international 3D CAD software business at DeskArtes Oy, in which he was the co-founder and CEO. Joining VTT year 2001, Woodward has lead various projects in the fields of Video Coding and Augmented Reality, and he was nominated as Research Professor in 2004. Woodward's current reseach interests include Augmented and Virtual Reality, Mixed Reality, 3D Modeling, Computer Graphics, Computer Entertainment and Mobile Multimedia.



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Eilif Trondsen, SRI-BI

Eilif Trondsen is the Research and Program Director of the Virtual Worlds @ Work (VWW), a research consortium for innovation and learning at SRI Consulting Business Intelligence (SRIC-BI) in Menlo Park, California. The focus area of his research and consulting at SRIC-BI—a spin-out of SRI International (formerly Stanford Research Institute)—is the use of technology for business performance improvement and learning. He has 29 years' experience at SRIC-BI and at SRI International, leading or contributing to a variety of projects for U.S. and foreign clients in the private and public sectors. For ten years, Eilif held the position of Research Director of the Business Intelligence Program (now the Scan program) at SRI and currently leads VWW (www.sric-bi.com/vww). In his tenure at SRI and SRIC-BI, Eilif has given numerous presentations on various eCommerce, eLearning and virtual worlds topics at conferences and to SRI clients around the world. Eilif has also the author and co-author of numerous publications on eCommerce, eLearning and virtual world topics. He also serves as co-chair of the SDForum's SIG on virtual worlds.



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Neil Katz, IBM

Neil Katz is an IBM Distinguished Engineer and a member of the IBM Academy of Technology. Currently, Neil is the CTO for IBM's new business unit focused on Digital Convergence with a key emphasis on the emerging opportunity in immersive 3d Virtual Worlds. Neil has technical experience in multiple disciplines in his over twenty five years in the industry that he now leverages in working with key customers and as part of the Digital Convergence EBO. This extensive experience includes the mobile computing and wireless industries where he has designed and managed everything from mobile handheld devices (He holds patents on the power management system used in today's ThinkPad computer) to architecting solutions for IBM's largest wireless telecommunications customers. In addition to his background in wireless communications and mobile device design he has in depth knowledge in technical areas such as Online games, web 3D, messaging, wide area networking including content delivery networks, and network delivered applications including Software as a Service Neil has filed over 50 U.S. patents and is an IBM Master Inventor. Neil holds both a B.S.E.E. and an MBA degree.



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Antti Ilomäki, realXtend

Mr Antti Ilomäki, the realXtend project manager since December 2008, has been working for realXtend since the beginning of the project. Initially his duties included analyzing the virtual worlds market and handling communications, from summer of 2008 to last December he was also a project lead for one of the development teams. He is a specialist in computer games and virtual worlds with a MSc at the department of Information Processing Science at the University of Oulu (specialisation in digital media).



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Nissinen and Mäkelä, Tekes

Sampsa Nissinen works at Tekes as Technology Advisor. He is the Program Director for Tekes TILA (Spaces and Places) Program. TILA program provides support and funding for public and private organizations in Finland for research, development and innovation projects related to cross section of physical, social and virtual spaces.

Riku Mäkelä is Development Manager at Tekes and Satakunta TE-center. In his role as the virtual spaces theme coordinator at TILA Program, he is scouting the activities and active organizations in Finland and abroad to boost the deployment of these promising tools for work, learning and other uses. Prior to his current role, Riku worked for Tekes in Silicon Valley and in Helsinki with main emphasis on internet, eBusiness and healthcare IT. Before his Tekes tenure that started in 2000, Riku was a product manager for healthcare products and partner in IT startup. He holds an MSc degree in engineering and Award in Business Studies.



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Demo spots 15:00 – 15:45

- TeamingStream – team training
 - @ auditorium: Tomi Väisänen, Lotta Hietanen
- Lumoflow – collaboration space (no 3D)
 - @ hallway: Sami Linnanvuori, Kristian
- realXtend – virtual world platform (OS)
 - @ hallway: Antti Ilomäki



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Demo spots 17:00 – 18:30

- TeamingStream – team training
 - @ auditorium: Tomi Väisänen, Lotta Hietanen
- Lumoflow – collaboration space (no 3D)
 - @ hallway: Sami Linnanvuori, Kristian
- Woodward
- Katz
- Trondsen
- realXtend – virtual world platform (OS)
 - @ hallway: Antti Ilomäki



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