

# Participatory Science & Live Collaboration in the 3D Internet

Helmut PRENDINGER (National Institute of Informatics)

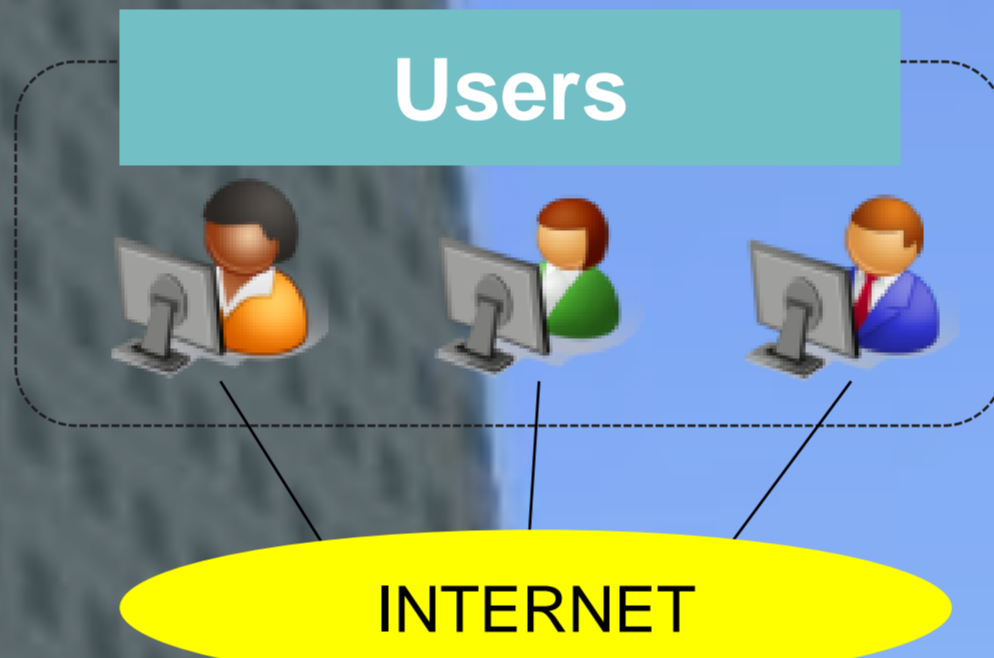
Real Life

Second Life



The **3D Internet** ("Second Life", OpenSim) is a shared 3D online space, where users – as graphical "avatars" – can meet, communicate, experiment, and collaborate naturally.

3D Internet become "Thrust Area" at SC'09 (Portland, OR, USA)



Platform for **Participatory Science**: not only experts, but also general public can easily contribute to scientific discovery and innovation (=democratization of e-Science)

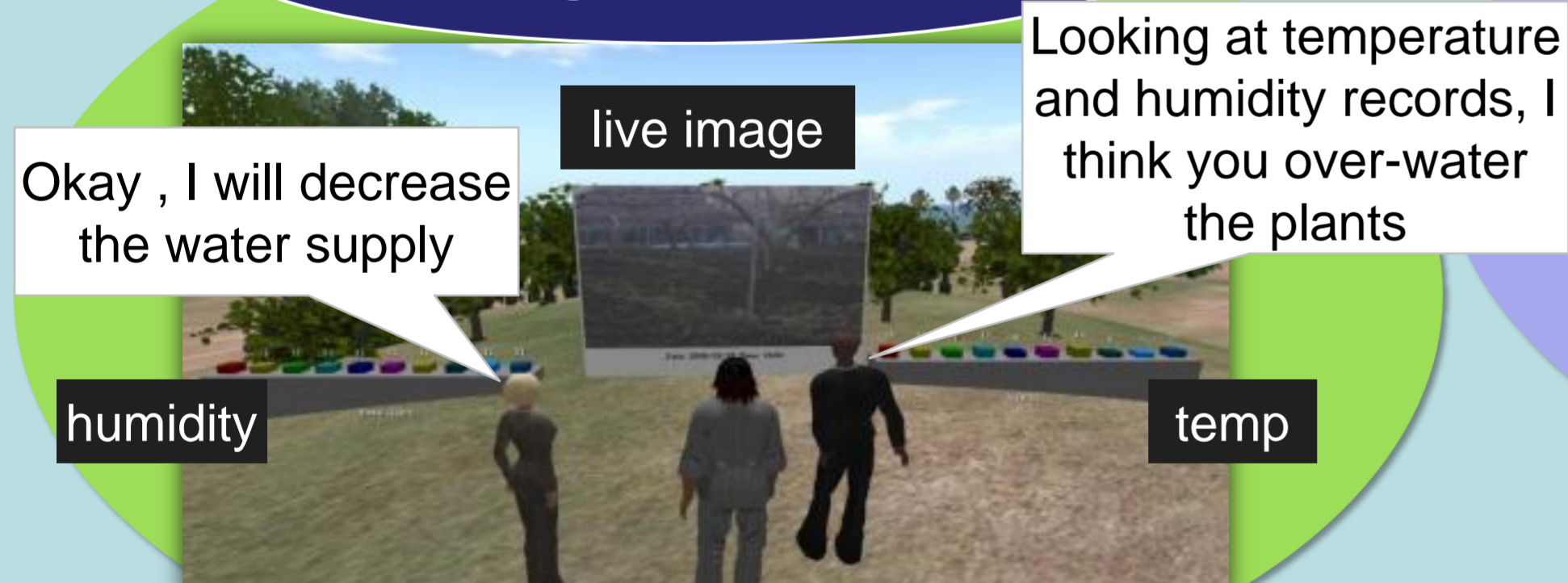
Bridges the gap between large-scale data and users.

**Live Collaboration**  
data sharing  
>>  
experience sharing

**Environmental Study**

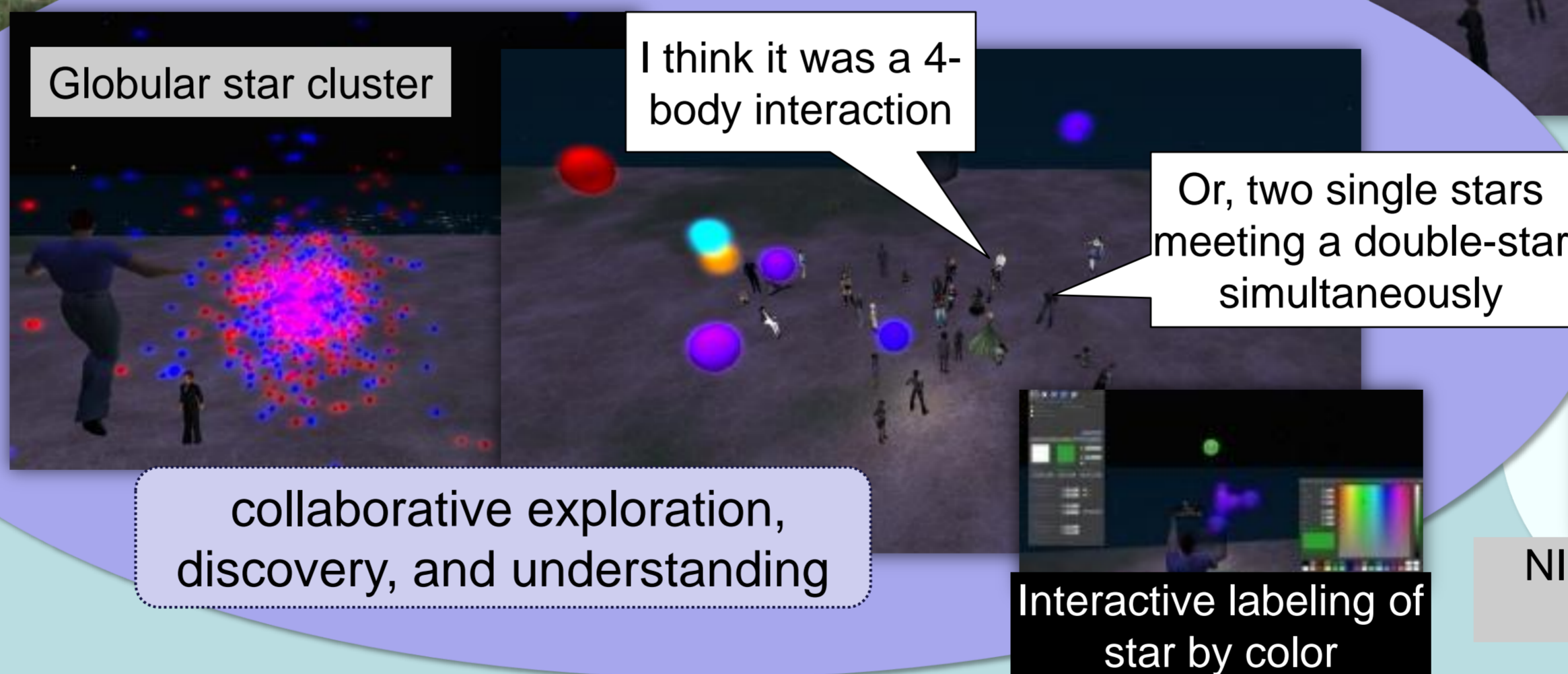


**Agriculture**



wisdom sharing across 'borders' (age, skill level, country)

**Astrophysics**



collaborative exploration, discovery, and understanding

**Molecular Science**



Let's collaborate with emotion!



**GLOBAL LAB**

**Education**



24/7 live experience of research and discussion

Hello professor! I am a student from Bangladesh and want to study with you!

NII Open House 2009 in Second Life

INTERNET

SINET3

SINET3

INTERNET

**Sensor / video data**

- Video
- Temp
- Humidity
- CO2
- ...

**Simulation data**

NAREGI Middleware

Star cluster evolution

**Simulation data**

Cray XT4

Galaxy formation

**Web data**

NII Website

- Poster
- Abstract



連絡先: Helmut PRENDINGER / 国立情報学研究所 コンテンツ科学研究系 准教授  
TEL : 03-4212-2650 FAX : 03-4212-2650 Email : helmut@nii.ac.jp