

The Power of Global Collaboration
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Open Sim for Wounded Warriors

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**Wounded Warrior
OpenSim Project**

Assumptions & Beliefs

If you build it, they will use it!



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Examples of real-world and virtual conversion

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**Video of this Open Simulation environment can be found
at www.youtube.com/watch?v=mRypYq56Ko**



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New ways to stay in contact and communicate

Replication of real world

Young people like video games this resembles a game



Reality & the Current State

Deployment challenges are significant

What is it to be used for? (strategy for use)

Who maintains the environment?

Adoption issues (cultural beliefs)



The Next Generation of Users

Social interaction doesn't always translate to a 3D virtual environment

Virtual environments are not games by definition

Communication is done asynchronously largely through texting and posting

Consider the current social tools and leverage potential



Alternate Virtual Approaches

Explore 2D as well as 3D web solutions

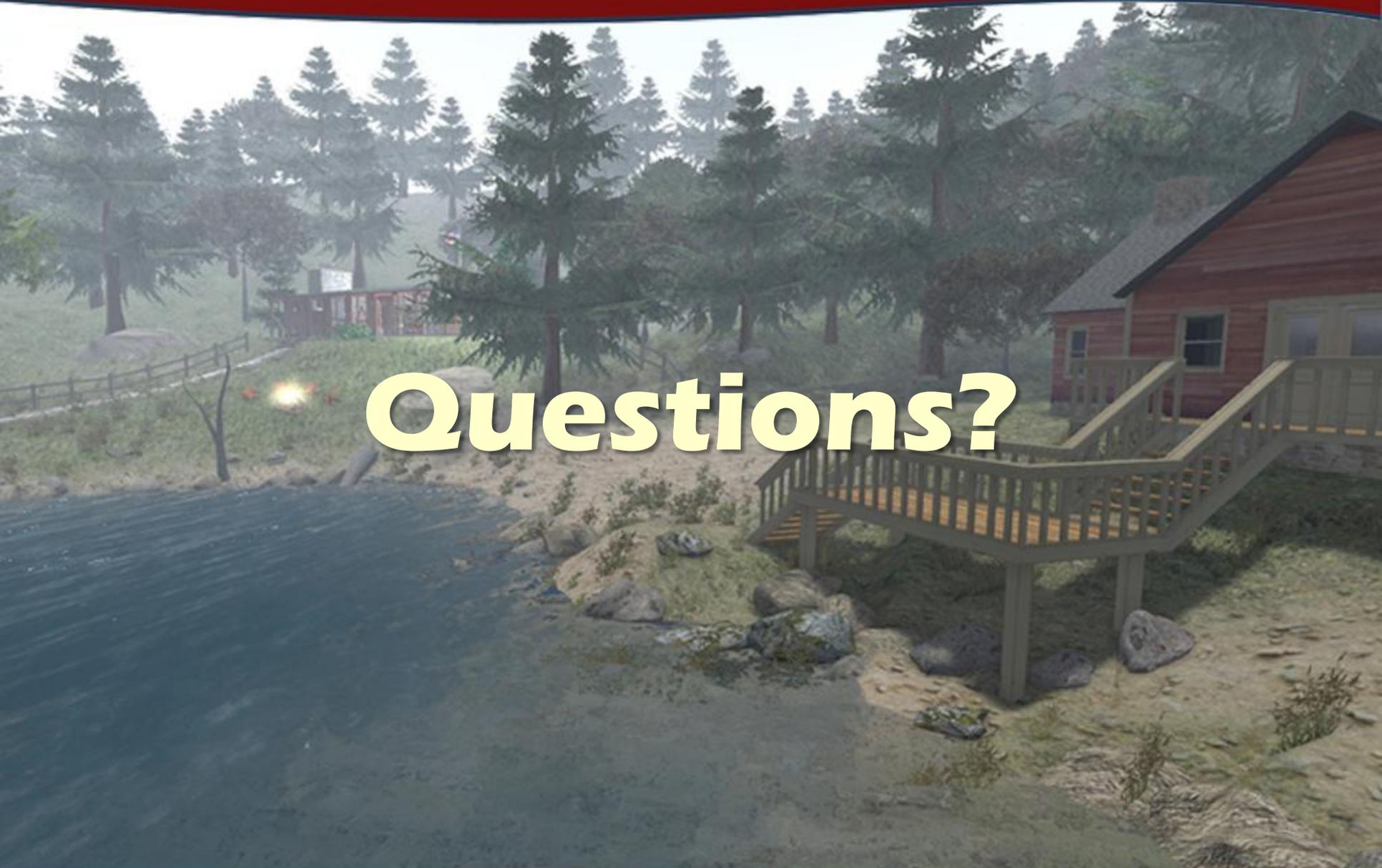
Streamlined virtual environments for browser only

Leverage social mediums like Facebook, Twitter, Web Forums, Google+

Understand your target audience



Open Simulation Project

A 3D rendered scene of a cabin in a forest. The cabin is a two-story structure with red horizontal siding and a grey roof. It has a large wooden deck with a railing and a set of stairs leading down to a rocky shore. The surrounding environment is a dense forest of tall, thin evergreen trees. In the foreground, there is a body of water with a dark, rippled surface. The overall atmosphere is misty and somewhat somber.

Questions?