

Visualising the Conflict

Second Life Island General Description

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Introduction

This document provides a detailed description of the layout and facilities to be found in the section of the Second Life island devoted to the 'Visualising the Conflict' project.

Model Map

The model map, located in the centre of the island was designed to help users to quickly gain an overview of the island. Being a scaled down replica, the island is visible to users without the need to use zoom features. The two of the four developed plots have the key areas replicated on the model map.

When the user first arrives on the island by default they are directed to the island location viewed in figure 1. The figure shows that the lower half of the island is "Reserved for future development". A sign in the centre of the model indicates the two developed areas of this project and the INCORE project <http://www.incore.ulst.ac.uk/sl/>.

This location can also be accessed through the Second Life URL (SLURL) <http://maps.secondlife.com/secondlife/Ulster%20INCORE/116/129/21>.



Figure 1: Default view of island model

The user can then either walk over or around either of the plots which they wish view. Navigation pins have been set into each of the main areas within each plot. Text hovers above each of these pins to indicate the name of the area.



Figure 2: Hovering text

When clicked the user is teleported to the desired location where another pin with the option to return to this model is placed.

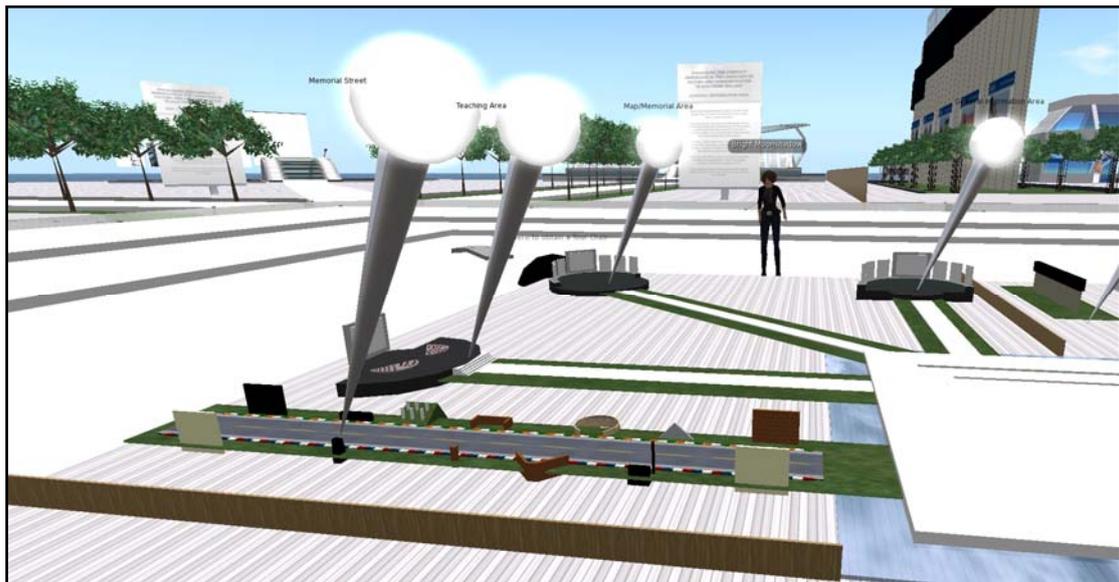


Figure 3: View of island model

Should users require a general overview, a tour facility has been created for the two developed plots. These are located on either corner of the developed plots and have hovering text applied.

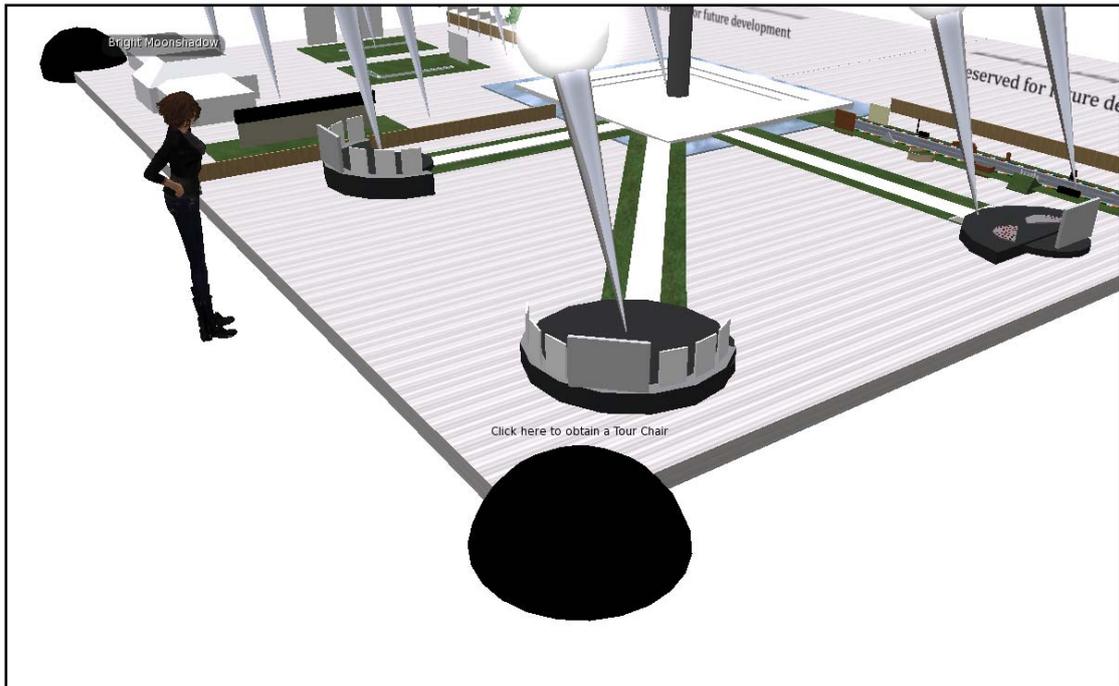


Figure 4: Tour facility

Once clicked, the tour facility will present an option to the user to decide which tour they would like to choose.

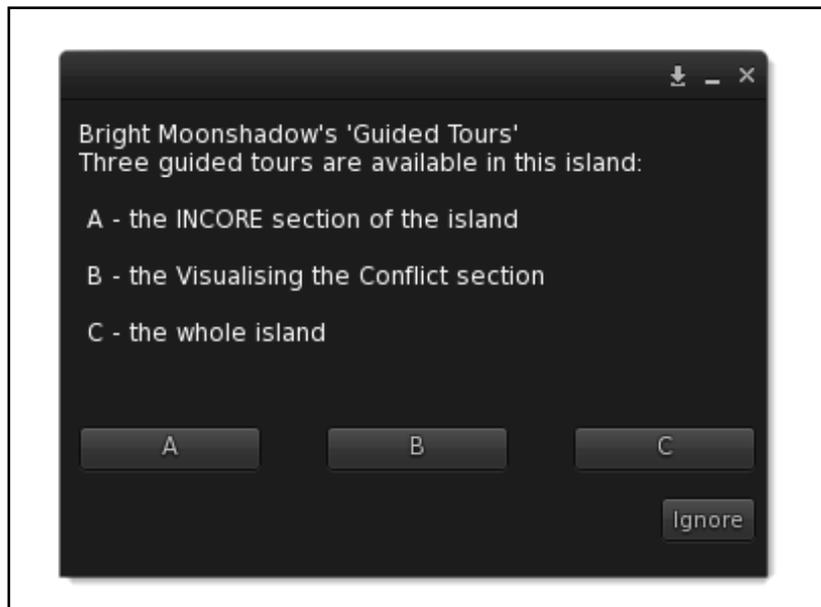


Figure 5: Tour options

A chair is then individually created for each avatar requesting a tour.

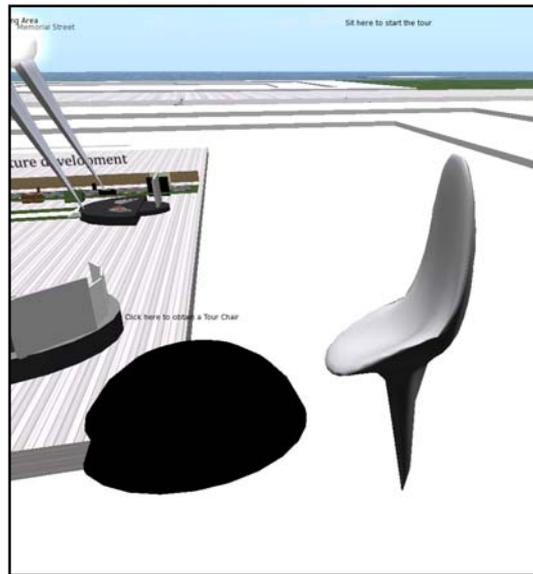


Figure 6: Tour chair

Once the user sits on the chair, it moves and positions itself over each of the main areas of the island as seen on the three figures below.

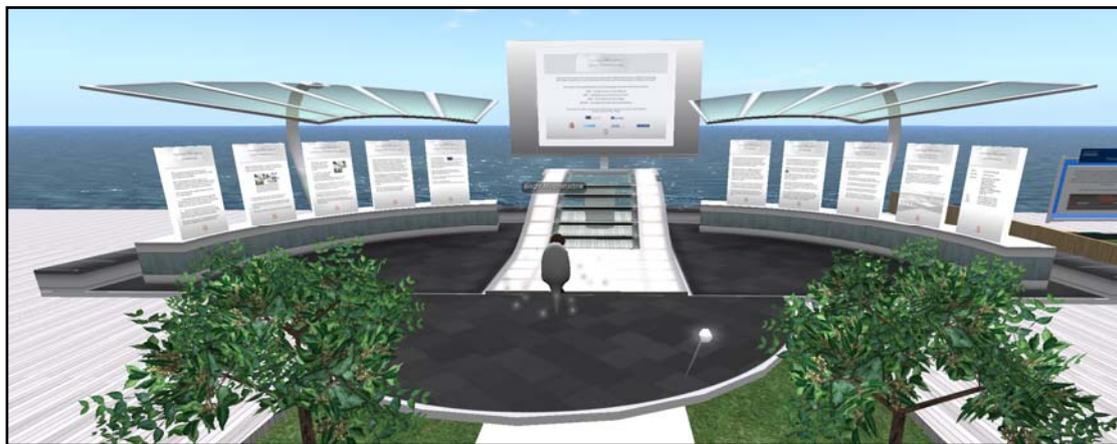


Figure 7: Tour chair – General Information Area

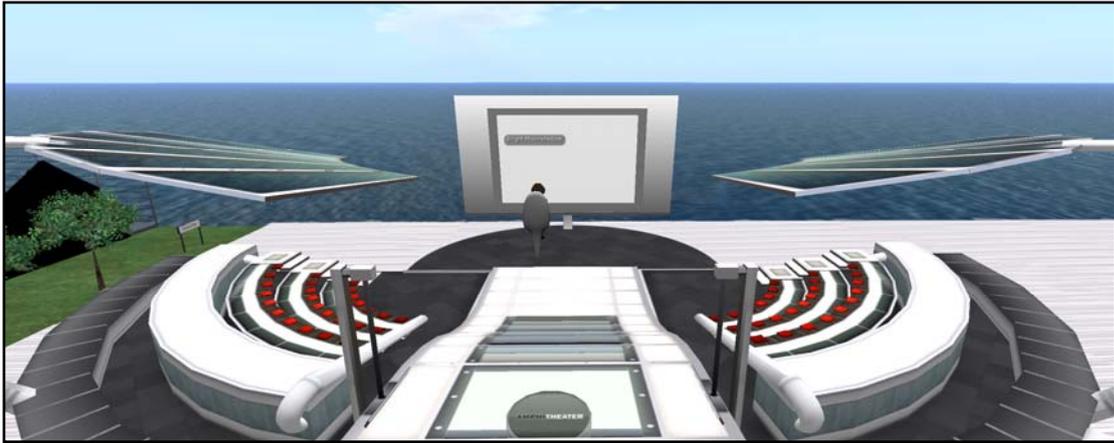


Figure 8: Tour chair – Teaching Area

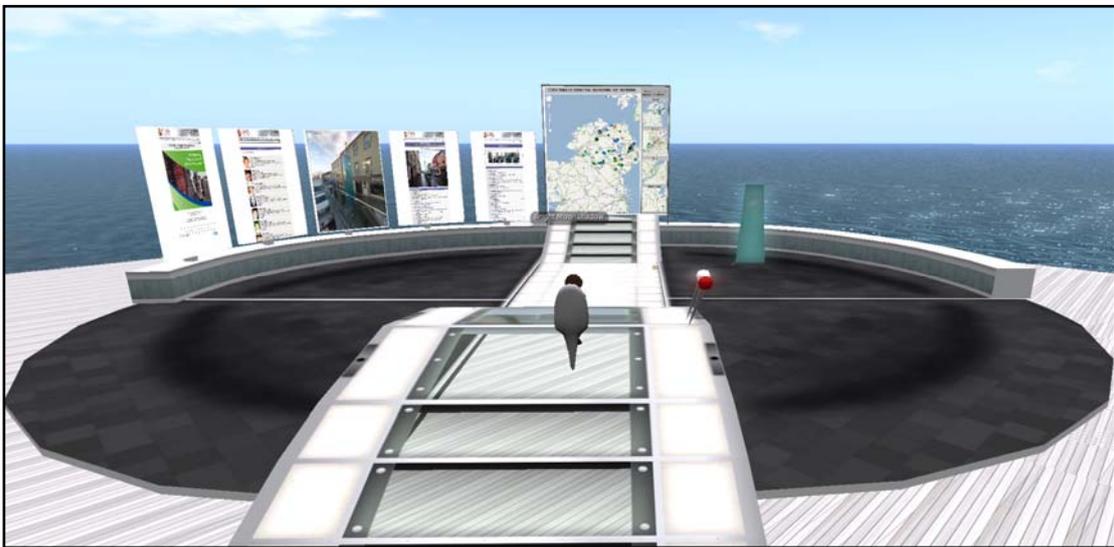


Figure 9: Tour chair – Map / Model Integration Area

During the tour, text based chat will be presented to the user at each stage.

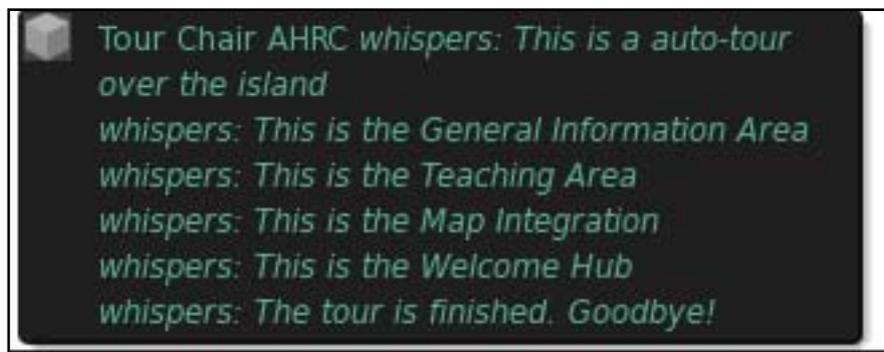


Figure 10: Tour chair – Text based chat

Once the tour has finished, the user will be brought back to the model island.

General Information Area

The general information area has eleven panels of information:

1. Introduction
2. Layout of the island
3. Layout of visualising the conflict
4. Background to the project
5. Funding for the project
6. Funding for the project (logos)
7. Content
8. Using the map
9. Information on physical memorials
10. Teaching area
11. Contact details

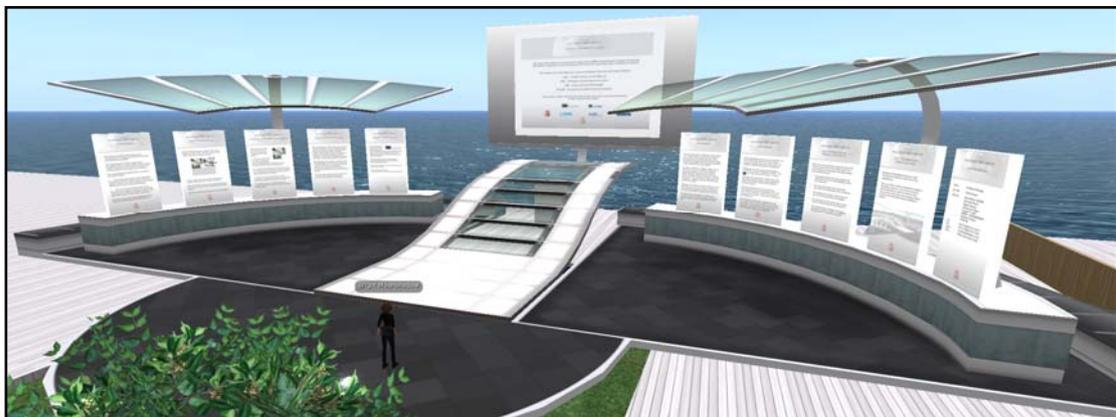


Figure 11: General Information Area

All of these general information panels are static and are for information purposes only.

Map / Memorials Area (Memorial models integration area)

The Map / Memorials Area is the interactive hub of the project. It integrates Google Maps, Google Street View, the existing CAIN Web resources, and 201 3D models of memorials from across Northern Ireland.

The Map / Memorials Area has an ideal viewing position that users should stand at to view this area of the island in order to have the best viewing point. A set of footprints act as a marker for this viewing point as seen in figure 12.



Figure 12: Marker for the ideal viewing position

The view, as seen in figure 13, from the ideal viewing position.

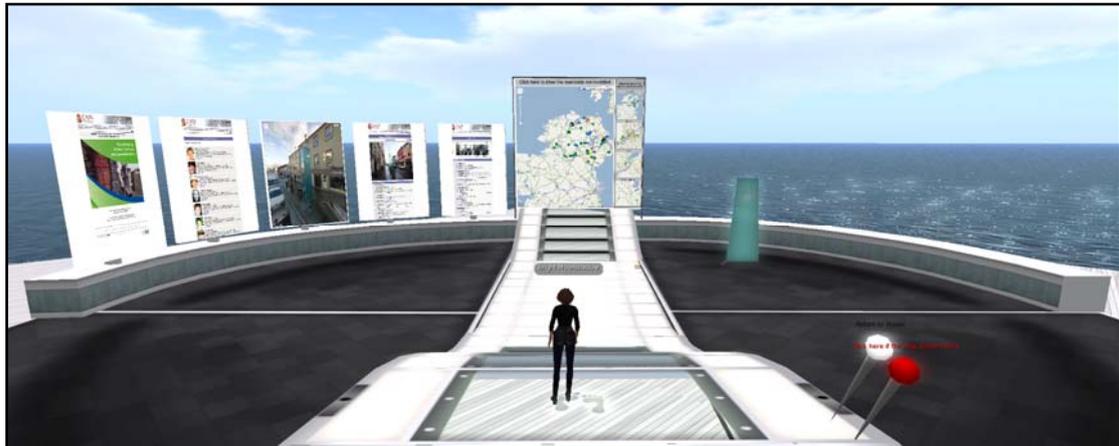


Figure 13: Ideal viewing position

From this position the users are able to interact and view all functionality associated with this area.

The interactive Google map in the centre of figure 13 is by default, zoomed to Northern Ireland. The view can be changed through the four thumbnails placed to the right of this map. The other views are Belfast, Derry and Mid Ulster. Touching each of these views will automatically change the view of the large Google map. Within each of these views are symbols, each representing a memorial in Northern Ireland. These symbols all represent different types of memorials seen in the map legend in figure 14.



Figure 14: Map Legend

When the user rolls over the symbols, information regarding the memorial is presented; this can be seen in figure 14 which previews a small thumbnail of the memorial, the name of the memorial as well as the memorials location.

Should the user roll over an area of the map which has multiple memorials they will be presented with a list, an example can be seen in figure 15.

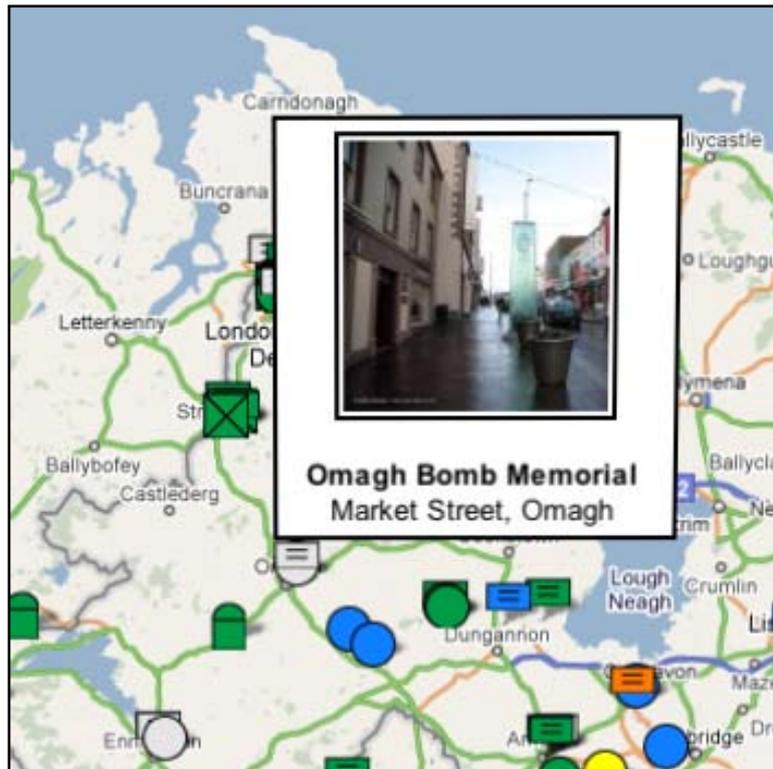


Figure 15: Memorial Information



Figure 16: Multiple Memorial Information

Through using the standard zoom functionality, which is common with all Google Map, the user can focus on certain areas in Northern Ireland. As the user zooms into the map the less chance the user has of seeing the multiple memorials information, as the map reacts with the desired location and spaces the memorials appropriately.

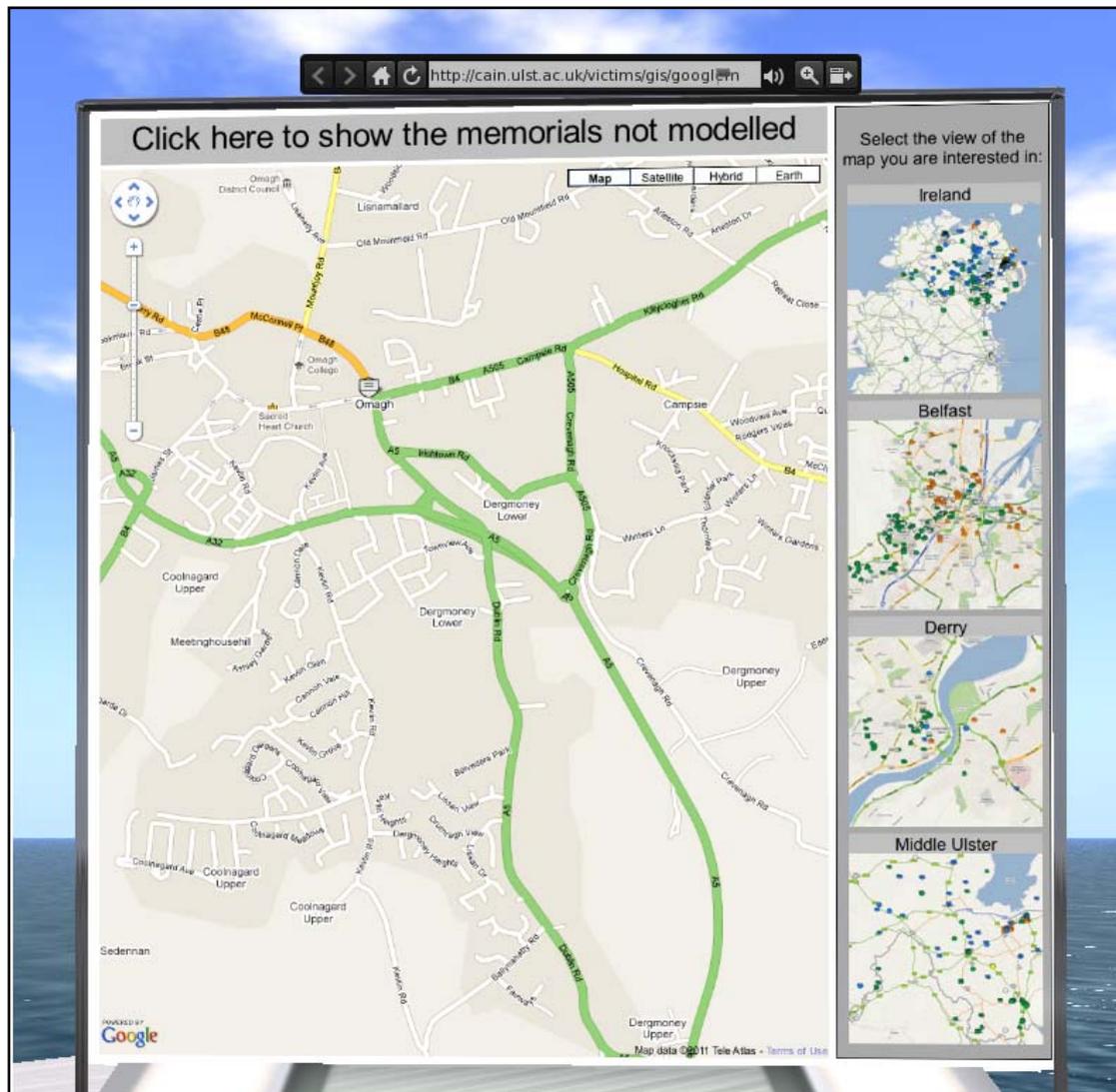


Figure 17: Zoom Feature

Once the user clicks on a symbol, a 3D memorial is presented to the right hand side of the map / model integration area and the five panels to the left hand side reflect information specific to the memorial.

If a user rolls their mouse over any of the panels, they are able to access zoom functionality, this hovers above all media and when clicked it will provides users with a ideal view, see figure 18. This functionality can be deactivated by clicking the minus zoom button, see figure 19.



Figure 18: Zoom In Feature



Figure 19: Zoom Out Feature



Figure 20: Map / Memorial Area

The five associated panels, seen on figure 20, reflect the following information (L -> R)

- Information from the CAIN database about the memorial;
- Preview of a photograph of the memorials with some information;
- Interactive street view of the memorial;
- People commemorated through the memorial;
- CAIN page containing information related to the memorials.

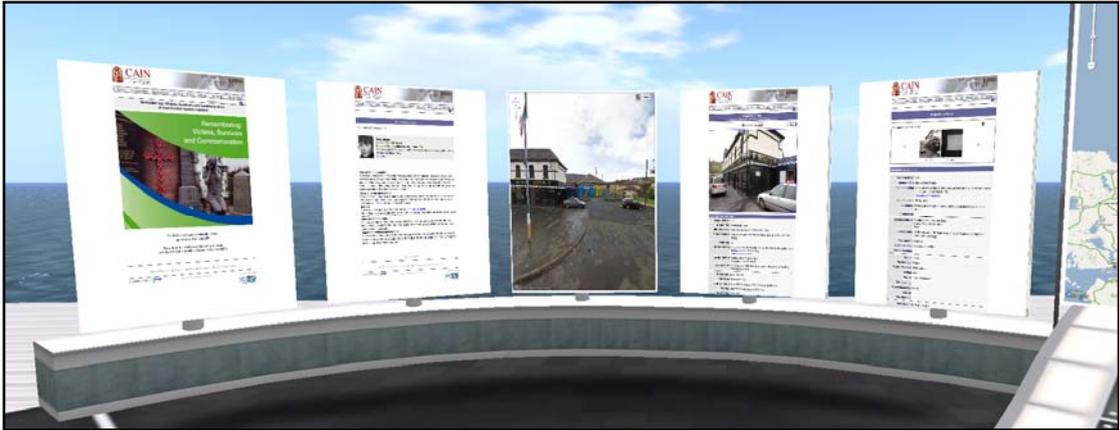


Figure 21: Preview of the panels

Having selected a symbol on the main Google Map, a 3D replica of the memorial chosen on the Google Map will be created and placed to the right hand side of the map / memorial integration area.



Figure 22: Example of a 3D replica memorial

When a memorial has been selected from the Google map – a message will appear on the users Second Life client stating that a memorial has been loaded and that it is visible to the right had side of this area.

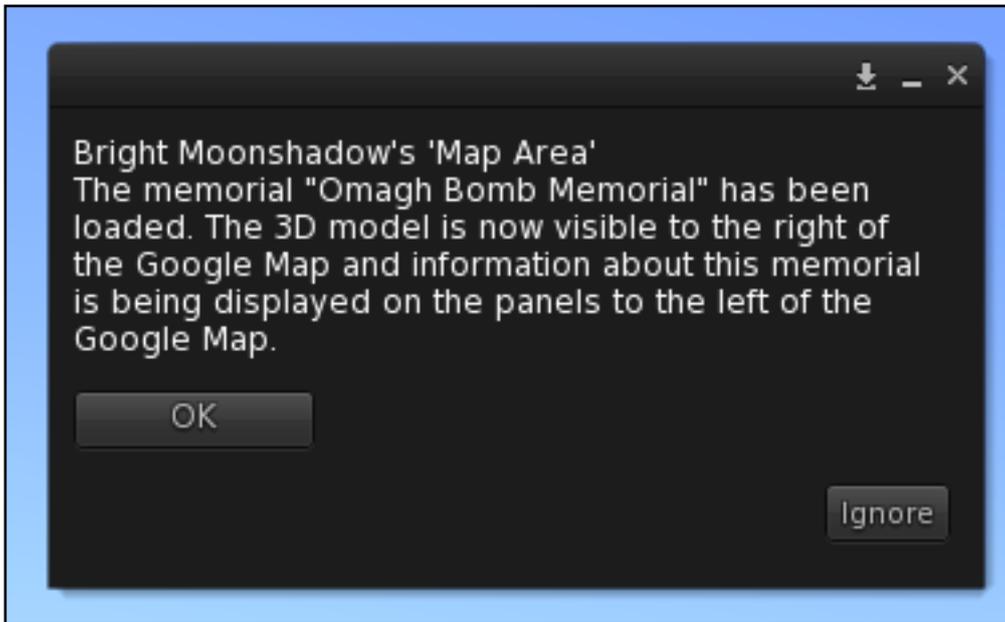


Figure 23: Message to users

Should for any reason the user need to reset the scripts which integrate all the elements of the map / memorial integration area, a 'pin' has been created to allow the user to restore this functionality to default.

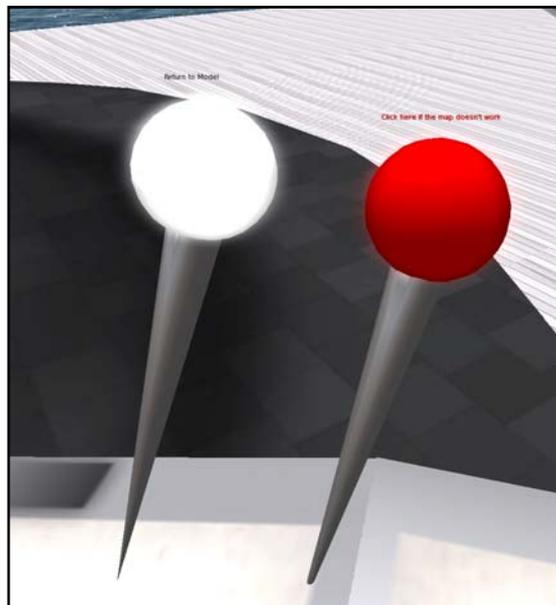


Figure 24: Red reset button

Teaching Area

The Teaching Area provides a 52 seat amphitheatre and has been designed so that it can be used for teaching purposes and informal meetings.

When a user moves the mouse over a seat they will see a 'chair' icon and by clicking their avatar will be automatically positioned on the seat. A menu also appears showing a range of 8 optional seating animations.



Figure 25: Seating animations selection

Media on a prim has been activated on to the large panel on the teaching area screen. This allows the landowner to display interactive webpage's / videos to students.



Figure 26: Media enabled teaching screen

Memorial Street

Memorial Street is fictional street representing both sides of the community in Northern Ireland. A total of 14 memorials have been placed on the street, complete with painted kerb stones.

A podium, see figure 28, is positioned to the right hand side of each of the memorial stating

- The name of the memorial
- The address of the memorial
- The memorial ID number



Figure 27: Video of Memorial Street

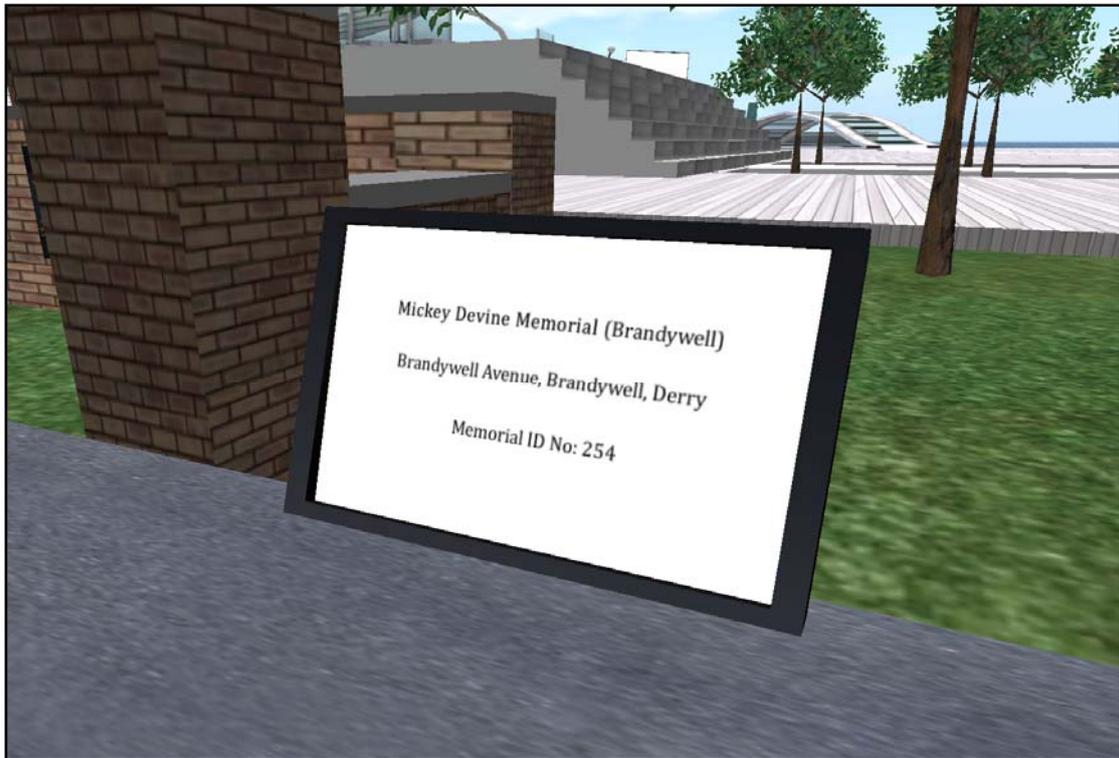


Figure 28: Information panel on Memorial Street

This concludes the description of the Visualising the Conflict section of the island in Second Life. Further information is provided in Second Life at <http://maps.secondlife.com/secondlife/Ulster%20INCORE/116/129/21> in addition to further information made available on <http://cain.ulst.ac.uk/victims/gis/>.