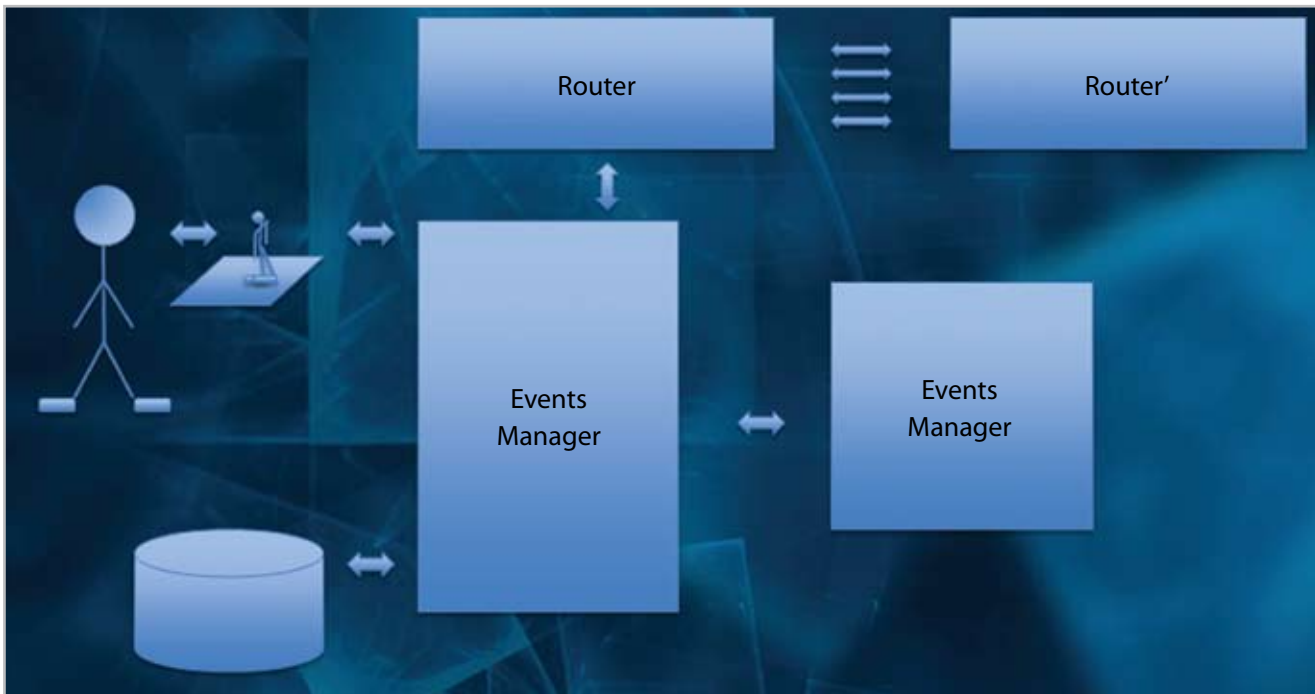


JAMSESSION: A DECENTRALISED ARCHITECTURE FOR SPECIALISED VIRTUAL WORLDS AND THE WEB 3.0

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JamSession – Virtual Worlds at your service

The technical goal of the project is the development of an architecture to build lightweight, specialised, decentralised virtual worlds. The design and implementation of specific worlds shall be based on specifications using a high level formal language, so that these activities become user friendly as well as formally verifiable. In order to illustrate, it will be developed some representative applications of this architecture. The broader ambition of the project is to enable entrepreneurs to build business initiatives based on virtual worlds using the JamSession architecture, based on minimised investments.



MAIN RESULTS

Several significant results have been recently obtained, directly related to the project goals. Some additional important results, however, shall be completed in the near future and featured as submitted papers to appropriate conferences and journals.

Two implemented prototypes have been implemented for the JamSession, both written in Prolog. Both prototypes can be downloaded from the project provisional webpage (<http://lidetJamSession.wordpress.com>). The latter prototype corresponds more closely to the up-to-date specification of JamSession. A series of papers have been written, some of which have already been published as technical reports. Downloads may be done from the project provisional webpage, as well as from the Lidet LAB webpage (<http://lidet.wordpress.com>).

PRODUCTS/PUBLICATIONS

Bressane Neto AF, Correa da Silva FS. 2009. Synthetic Characters with Personality and Emotion. *Intelligent Virtual Agents 2009*. (poster)

Araujo CJA, Correa da Silva FS. 2009. Governmental Virtual Institutions. Submitted to International Conference on Electronic Governance 2009. Colombia (poster).

Correa da Silva FS. 2010. On the ethics of democratic access to web information. *Knowledge, Technology and Policy*, p. 97-107.

Correa da Silva FS. 2010. Interação Estado/Academia para inovação em governo eletrônico no Brasil. In: Cláudia do Socorro Ferreira Mesquita; Nazaré Lopes Breta. (Org.) *Panorama da Interoperabilidade no Brasil*. Brasília: MP-SLTI, p. 64-73.

JOURNALS

Knowledge-based interaction Protocols for intelligent interactive environments (submitted).

On the ethics of democratic access to web information (*Knowledge, Technology and Policy*, 2010).

TimeSaver – Virtual worlds and active workflows to deliver friendly public services (submitted).

3-Nested Institutions – an organizational design pattern to optimize distributed workflows in electronic government (submitted).

NATIONAL/LOCAL CONFERENCES

On the construction of synthetic characters with personality and emotion (SBIA - Brazil, 2010).

POSTERS

Governmental virtual institutions (Icegov - Colombia, 2009).

Synthetic characters with personality and emotion (IVA - Netherlands, 2009).

TECHNICAL REPORTS

Please check <http://lidet.wordpress.com> for full list of technical reports.

PRESENTATIONS

Microsoft Research Latam Summit (Argentina, May 2009) – invited oral presentation.

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