jeremy: Hiu

hi!

gfe8: Hi

sbayne: hi there

is that Grace?

gfe8: It is indeed... Hi

DGdotNET: Hi folks :-)

Steph: Hi all

aiaustin: Hello again

jeremy: Excellent, hi Grace, glad you stayed up!

sbayne: Hi Grace - Steph, Daniel and Austin

aiaustin: I was just experimenting with a Synctube room

jeremy: Hi Austin, Steph and Daniel

sbayne: did you get one set up OK Austin?

aiaustin: I put up my three suggestions for the "Other Worlds theme

DGdotNET: Hi all .. should I come back in as "Daniel" or do you know me by my twitter name now?

aiaustin: Try them sometime folks at http://www.synchtube.com/r/aiaustin

sbayne: either's good DG

jeremy: thanks austin, i'll check them out

aiaustin: the GT5 one will hook you.. prepare to lose your life

jeremy: i'm a big fan of ghost in the shell

aiaustin: and dn't turn blue on Pandora!

jeremy: great music too

aiaustin: The Ghost in the Shell one with voice and drums is fantastic

onto te next theme...

sbayne: autin - what's the URL, we can add it to this session (it's only short)

aiaustin: These clips are about "being human"? or are they stil other worlds?

http://www.synchtube.com/r/aiaustin

edsgmj: Evening all

sbayne: these are other worlds

aiaustin: or short URL is

http://synchtu.be/aiaustin

jeremy: tonight is 'other worlds'!

sbayne: no - for the Gran Turismo 5 trailer

aiaustin: wait

jeremy: oh...other worlds too?

aiaustin:

1:59

http://www.youtube.com/watch?v=l2uQ2ayvvWY

2 minutes

sbayne: hello edsgmj

sbayne added Gran Turismo 5 - Off...

aiaustin: I have my old MR2 totally as we drive it for 15 years in GT5 :-)

sbayne: confession: I've never played it

aiaustin: immersive world are very interesting.... and from a training point of view can really engage learners

don't - it will tale over your life :-)

*take

jeremy: Sian, how am I not surprised?

sbayne: Jeremy

aiaustin: must be a gender thing ;)

:)

jeremy: lol

aiaustin:

sbayne: I've played the Sims

aiaustin: got the emoticon right on third attempt

dating?

jeremy: I'm impressed

DGdotNET: @aiaustin thats very true, but they can easily distract from the learning if they are poorly designed

sbayne: would anyone else here describe themselves as a gamer?

aiaustin: I know

I am not a gamer at all

gfe8: I'm definitely not

aiaustin: I like high fidelity simulations - flight sim fro example

edsgmj: me neither

DGdotNET: I think I am a part time gamer, if there is such a thing

Steph: me neither

aiaustin: I get more out of building than playing

jeremy: yes Daniel, I'd agree that there can be part time!

Steph: can a gamer tell me what makes it so attractive?

aiaustin: did not want to be god tyough

as in Simcity!

forgetting to go to bed?

DGdotNET: me too. Austin have you played any sandbox games? they remind me of World Builder

aiaustin: or have your dinner :-)

sbayne: yes, that's a real risk with Sim games!

aiaustin: sandbox games? examples?

DGdotNET: thanks Jeremy, then I am a part time gamer in that case :-)

aiaustin: GT5 is a terrible exmaple. you can fail on last corner for lots of atte,pts in a race and you know you are NEARLY there!

edsgmj: I get bored really quickly with games - maybe I can't suspend disbelief

DGdotNET: Austin, games likemXsyon, wurmonline, maybe even SL to a degree

jeremy: Interesting, do you have to suspend disbelief?

DGdotNET: *Xsyon

aiaustin: Poetic holodeck just looked boring to me. I would not use a holodeck for a simple low res fly over

edsgmj: yes I think so in order to keep engaged

aiaustin: I would want tyo engage with others, fl;y or drive together, or go into very crowded skies, roads or cities

no people.

Star trek holodecks are usually about engaging with people in some way

make the AI in the holodeck work hard I say!

jeremy: isn't star trek in general about people, rather than tech?

aiaustin: If you used flight sims 15 years ago they looked better than that "vision"

jeremy: or 'sci fi'

aiaustin: and World Buider is just a Minority Report rip off

edsgmj: not being a trekkie I had to look this one up http://en.wikipedia.org/wiki/Holodeck

aiaustin: true I am sure Jeremy

gfe8: Maybe it's because I'm tired but I'm feeling a little lost here folks. Should I be watching the movie, commenting on it or what?

sbayne: well, shall we watch it? there are a few fold we know aren't cming?

aiaustin: is that the 23rd century version of Wikipedia?

sbayne: let's play the movie

aiaustin: they can't give away what is not yet invented in today's version

yes :-)

edsgmj: lol

aiaustin: or we will chat forever

its off

sbayne: it's playing - is everyone synched OK?

aiaustin: I mean on

yes

edsgmj: yes thanks

Steph: yes.

DGdotNET: yip

jeremy: memories and reality...thinking Blade Runner here

aiaustin: I like it lookin like he starts with a cube like in Second Life

He looks smug

sbayne: funny - this is starting to look less 'futuristic' than it did last year - maybe there's just more augmented reality arout

around

aiaustin: :-)

thats the way it is

gfe8: I think he just looks like a guy with a plan

aiaustin: you must have a fickle attention span like all those Digital Natives

Good texturing

sbayne:

jeremy: the boiler suit is interesting, is he a worker?

aiaustin: y grass grows that quick too

*my

sbayne: he's making a pastiche - a lot of people do that in second life too

jeremy: cute sound effects?

are flowers really cute?

I thought it was about reproduction?

DGdotNET: I like the gestures hes using for UI

aiaustin: always nice to set the environment to sunset

Did you see Minority Report?

edsgmj: Really like the this bit as it seems to suddenly be more real

sbayne: I find this bit slightly disturbing - voyeuristic...

aiaustin: He wants her in his world

why Sian?

Steph: He created it for her?

aiaustin: He did and wants her to love it

gfe8: Why does he hide?

jeremy: isnt he being underhanded?

DGdotNET: thats what I thought too Steph

aiaustin: nooooo

why?

edsgmj: Perhaps this is a simulation of a memory? A present like a photo

Steph: Even in his bland boiler suit I noticed he had wedding ring on

aiaustin: he is anxious if she might not like it

jeremy: well noticed Steph!

sbayne: yes, that was my interpretation too edsgmj

DGdotNET: because he kept smiling and focusing on details as he built it
aiaustin: thats why he is pleased now
Steph: I think he just made heaven for her
aiaustin: no - another world thats all
an idealised one
she has to go....
gfe8: Not from memories then?
aiaustin: thats the way it is with other worlds
edsgmj: She is kind of see through so not quite real here
gfe8: I thought he was creating what he knew she iked
aiaustin: he can be with her in that other world
jeremy: neuro holographic!
DGdotNET: :-(sad now!
aiaustin: its a nice piece, very loving
he can live with her in the other world
edsgmj: Yes @ia austin I agree - he has only his memories of her and the hologram makes them
more real - pleasing yet painful
aiaustin: she is still there... maybe in a coma
Steph: I must've missed the last 20secs when watch it before
gfe8: I thought it romantic. He could be married to her Steph
jeremy: yet he doesnt reveal himself to her?
aiaustin: I think they are partners
or imagine they could be
sbayne: it certainly makes a contrast to the dystopic cyberpunk visions we've been looking at
aiaustin: and not so yucky
jeremy: Hello unnamed?
sbayne: I don't know - maybe it's yucky in another way
DGdotNET: So why was he hiding? I'm confused
aiaustin: I could actually watch all of that one
Steph: so he makes a new world from her memories
?
aiaustin: no settee required
Steph: or his?
jeremy: so the virtual realm was ultimately illusionary
edsgmj: Still not sure why he doesn't reveal himself - perhaps he can't build a hologram and be in it
at the same time?
jeremy: of no substance?
aiaustin: surely that is so by definition jeremy?
sbayne: for me there's a god-fantasy going on in this one though - he has total control over her by
manipulating her neurologically
aiaustin: ohh/.. but certainly it has substance
for him at least its improtnat - perhaps vital
Steph: The romantic side of me thinks he makes thing perfect...perhaps doesn't consider himself so
jeremy: the digital tech gives him power
gfe8: So did he do all this for himself?
DGdotNET: well he obviously misses her. But whats is it for her? some type of therapy?
aiaustin: why do you see it as him controlling her Sian. I see no sexist agenda here
maybe nothing for her - if she is in a coma?
but he would want nher.
sbayne: no not sexist exactly, just that there's a hint of manipulation, as well as romance
edsgmj: My thought too @gfe8 Is it just him expereincing this or does she expereince it as well?
aiaustin: and maybe the story could nbe that he is injecting the sensation back to her for her to enjoy

DGdotNET: ah ok that makes some more sense
aiaustin: via the little coloured thing on her ehad?
*head
gfe8: She does appear in her hospital nightgown...
jeremy: but can we enjoy things that are just in our heads?
aiaustin: he is giving her the experiences in her comatose state?
yes
absoluteluy - can't you?
jeremy: is that not perpetuating a privileging of the mind?
aiaustin: closae your eyes and think of your last vacation?
or seeing that nice animal or bird?
can you smell the gass now
*grass
jeremy: i am afriad not
aiaustin: oh dear
jeremy: lol
Steph: @Aiaustin or taking experiences from her and rebuilding them?
gfe8: I can
aiaustin: I better use world building and link up to you jeremy
jeremy: lol
aiaustin:
sbayne: I think the movie's more 'cyberpunk' than it seems - it shares the cyberpunk fantasy of being able to isolate consciousness from body
gfe8: What is the time factor all about... I couldn't work that out.
jeremy: yes, and situates digital spaces, perhaps, and something we experience disembodied
edsgmj: Still can't work out whether the purpose was for the builder to comfort himself or to provide a gift for his loved one
aiaustin: or both?
I think the little coloyred thing could be the key .. to input the dream to her?
he wanted her to enjoy it.
edsgmj: perhaps so - but why did they not encounter each other?
sbayne: yes, he didn't seem that comforted
aiaustin: Sian seems to tynk he is controlling... I cannot see that
DGdotNET: like a wifi version of existenZ
gfe8: The music, the use of colour and the lovely buildings make me go for the romantic view
aiaustin: shows we may think differently - no wonder genders sometimes misunderstand one another eh
me too
he wanted her to have an experiencve
not impose himself into it
DGdotNET: yipI don't agree hes controlling her either, she is apparently free to leave
edsgmj: Yes @gfe8 it seemed more romantic than controlling to me -
gfe8: So her lovely experience doesn't include him?
aiaustin: we should do a poll of male female vews?
DGdotNET: although she seemed a little sad to leave
aiaustin: she did not make it - he did
sbayne: but she's comatose on a bed! she's completely without agency
edsgmj: Did anyone have a clue about the time thing - he had a deadline to build and she had to leave?
aiaustin: thats a key too. she is experiencing it? through the colored device?
jeremy: yes, time seemed important
aiaustin: explain that?

DGdotNET: and the countdown? I think it was more like he knew she would be there at that time, rather than forcing the experience on her

aiaustin: she can move in the other world sian

in her mind

Steph: Time in restrictive in real world...was aware of merging the two worlds perhaps

gfe8: @aiaustin... it's fantasy!

DGdotNET: half of the things I type don't appear on the chat log...

aiaustin: @gfe8 and so?

sbayne: but she's comatose - he's programming her

gfe8: @DG what time though? The midnight hour?

jeremy: maybve not controlling but surely deluding?

sbayne: I do find that a little disturbing

DGdotNET: he was waiting for a timer, so its more like he was expecting here to be there rather than forcing the experience on her

aiaustin: no... Sian.. you have control on your mind...

sbayne: DG - sorry to hear you're having tech problems...

DGdotNET: *her to be there

edsgmj: Could this have been a last chance thing and opportunity to say goodbyw

aiaustin: maybe a psychologist can help

DGdotNET: no problem sian, I type fast

sbayne: good stuff

edsgmj: or maybe it was as mundane as visiting times at hospital

sbayne: I honestly find this more disturbing than eXistenZ - but I can see I'm on my own :)

DGdotNET: doesn't explain the fact that he hid from her tho edsgmj

edsgmj: doen't really disturb me ..

Steph: The mind is arguable still active in a comatosed patient

gfe8: @sbayne him hiding did creep me out on my first view

jeremy: but why would he show her flowers, over reality

is that not deluding her?

sbayne: but she appears to have no option but to allow the programme to run....

aiaustin: he also put the flower at her bedside!

sbayne: agree with DG and gfe that the hiding is problematic

aiaustin: he wanted her to see that too but knew she could not

Steph: Still romantic view - watching from a distance to see if she was happy

DGdotNET: maybe you have to do neuro regeneration with kid gloves Jeremy :-)

Steph: wasn't about him

jeremy: lol

sbayne: love it Steph - maybe I'm just weary and cybical here

cynical

aiaustin: come on... yuu must see lurkers everywhere!

edsgmj: @aiaustin may be it signifies his hope that she will recover and be able to participate in the real world

jeremy: i like cybical, is that cyborg related

aiaustin: I better set up counselign sessions for you all

sbayne: lol jeremy

aiaustin: *counselling

sbayne: he's a lurker in her psyche - creepy....

Steph: can't make sense of flower at bedside though

sbayne: that's my favourite bit

the two worlds aren't as separate as they first appear...

aiaustin: man piy t here. like you do wuith ill people in hospital even if THEY cannot see it

gfe8: @steph a reminder that he is still around

aiaustin: its not deep. he put flower theer and models it to pass into her thoughts if he can to comfort him and her
sbayne: simulation pervades reality - it *is* deep!
jeremy: lo
aiaustin: that was meant to say "man put it there" flower that is
jeremy: l
DGdotNET: perhaps the flower is more for him, to bring both worlds closer somehow
gfe8: or just to connect the two
jeremy: maybe only he can see it?
Steph: but the flower went from holagraphic world to real.
aiaustin: it was always real
jeremy: maybe the coma is the hallucination?
aiaustin: he modelled it in other world
DGdotNET: well she is in a coma so she can't see lol
gosh that was very callous of me.. apolz
jeremy: errr yes
aiaustin: ah well you never know with film makers jeremy!
Steph: true lol!
sbayne: ontological confusion the theorists would call it
jeremy: indeed
gfe8: Maybe she won't always be in a coma and it's the first thing she'll see whenshe wakes up
edsgmj: yep signifoes hope
sbayne: I don't think we're going to agree whether this is 'romance' or 'horror' or somewhere between the two
should we watch the poetic holodeck?
Steph: ok
edsgmj: sounds good
aiaustin: sure
gfe8: Yep
sbayne: alright, here goes
DG's having problems
aiaustin: not started for me
jeremy: oh no!
edsgmj: I've got it here
jeremy: anyone else not synched?
gfe8: @sbayne Yeah, I'm having tech probs too
sbayne: I've paused it
aiaustin: started now
DGdotNET: hi all, sorry, connection not so good for me
thank
jeremy: glad to see you back Daniel
sbayne: sorry to hear that gfe and DG
edsgmj: oops stopped now
jeremy: are you using IE Daniel?
aiaustin: spokje too soon. title came up but video at 0:00 still
sbayne: I've paused so people can synch - the More menu
DGdotNET: yes Jeremy
aiaustin: I am on Chrome again
edsgmj: fire fox fine here
jeremy: I know there have been probs with some versions, on upadting the chat
DGdotNET: sorry, no I am IN IE :-/ using FF
jeremy: ah

aiaustin: IE9 jammed inchat for me when we last did this
sbayne: firefox seems to be ok for me - chrome too last time
is everyone OK?
shall I play again?
edsgmj: y
aiaustin: ready
I never saw it play
gfe8: ready too
sbayne: playing now austin?
aiaustin: its at 0:00 for me
jeremy: oh dear
shall we try going from the top?
sbayne: tell you what, I'll rewind to the beginning
yeah
aiaustin: no and lcikcing pause and lay has no effect
DGdotNET: sounds good
aiaustin: title is there tahts all
I will relog
DGdotNET: hmm? have I lost chat?
no, ok
no, ok
sbayne: we see you
aiaustin: its playing for me after relogging
sbayne: ok - i'll play again - here goes
gfe8: @DG I think I lost chat earlier.
jeremy: distorted square wave!
DGdotNET: yip, I defo did too for a while, but ok now
edsgmj: this is a bit creepy - the holodeck has a mind of it's own
sbayne: unlike the girl in world builder!
edsgmj: lol
aiaustin: I have seen map tables 3d for real
jeremy: edsgmj - yes, but is it a creative, imaginative mind?
edsgmj: in response to what
aiaustin: based on those metal rods like you put your hand or face into
sbayne: that sounds amazing...
edsgmj: magical music?!
aiaustin: just driven by DTED data for a terrain
jeremy: well, it chooses to make itself into a mountain...
aiaustin: easy stuff. In Opensim we can set up 64 regions from a place of operations
I don't find this video challenging do any of you?
jeremy: how do you mean challenging ausin?
aiaustin: itself? why? its just a simple display
gfe8: I'm getting an error message.
DGdotNET: ah, I imagined some hidden builder rather than the mountain itself.
aiaustin: a 3d terrain display - no more no less
sbayne: I think that's cos I paused Grace
aiaustin: anyone seeing somethig creepy in shoign a map?
do you find google maps creepy?
jeremy: but what does it say about our perceptions of AI for example?
sbayne: a sentient map is a liitle creepy
edsgmj: why did it choose a mountain? and if no one is there or can interact with it what is the
point?

jeremy: something you know a little about?

aiaustin: now Google street view - thats REALLY creepy

what p AI? IT choosing.. you are all on another planet

edsgmj: agreed @sbayne

gfe8: I'm getting an error message now

aiaustin: simple 3D map display - no more no less to me

edsgmj: that would be fun @aiaustin

sbayne: I stopped the video gfe8 - I think the error's coming from me

aiaustin: no people

poor use of a holodeck

jeremy: maybe choosing to become another planet would have been more imaginative?

aiaustin: lets all go to Pandora :-)

jeremy: lol

gfe8: @sbayne I only got to see a very small clip of it

sbayne: for me google streetview and a sentient holodeck are uncanny - both familiar ad unfamiliar

aiaustin: can't wait for the underwater theme of Avatar 2

edsgmj: Who is the holodeck engaging with or is it just amusing itself?

sbayne: ah did you Grace?

DGdotNET: ah I missed the subtitled intro.. just watched on youtube. ok makes more sense

sbayne: I'll play it again while we chat

aiaustin: "it" is a display...

must we - its boring

edsgmj: but the intro text suggests more

sbayne: Austin - it's got its own meditative charm...

gfe8: @aiaustin we don't have to. I have watched it before

aiaustin: it does say transforms itself

jeremy: seems that the theme linking the two might be that 'natural' form are somehow more comforting?

aiaustin: I woud say its wasting energy and should be more eco concious

it should be in low power mode when no one is there

sbayne: more boundary-blurring - nature and technology

edsgmj: or maybe familiar is more comforting

aiaustin: not messing about showing mountains!

sbayne: but it's sentient austin - not rational?

jeremy: so are we scared of the digital?

or green!

aiaustin: a nice little bird flying over would have been nice

jeremy: that would have been too much like pandora

sbayne: ok i'll let it go straight into GT5 since we're nearly out of time!

aiaustin: :-)

ah people

more like it

bern

edsgmj: yawn!

sbayne: yawn!

aiaustin: come on

better than mountains :-)

sbayne: feeling a little sleepy now....

aiaustin: and you get mountains too

edsgmj: is it nearly the interval?

sbayne: must be - it's really dragging

aiaustin: it is 2 hours long

jeremy: there is no fantasy here? why is it digital, they could have filmed it!

edsgmj: wah!!

head ache coming on...

aiaustin: did you all order it on Amazon?

sbayne:

aiaustin: drive it

Steph: phew! sound was painful

aiaustin: ah.. you are just bnot into alternatives

:-)

DGdotNET: agree with Jeremy. I never understood why designers strive to make VR realistic.. its the whole point that its somewhere else?

sbayne: at least it was honest - unlike world builder ;)

aiaustin: you cannot get ANY of those cars without lotsd of effort

Steph: film 2 & 3 are not as creative as 1

aiaustin: you start with a second hand banger!

jeremy: Daniel, excatly reflected in the holodeck film

gfe8: @sbayne it's just not working for me folks and as it's after midnight I think I'll just sign off.

jeremy: why make a mountain?

aiaustin: @gfe8 great to see you

sbayne: OK grace, we need to wind up now anyway

aiaustin: thanks folks

off to have a go at GT5 :-)

ah.. maybe not my wife would kill me

DGdotNET: thanks everyone, catch you on twitter

jeremy: thanks Daniel

sbayne: thanks all for coming

edsgmj: Thanks everyone - interesting chat! ttfn

aiaustin: thaks Sian. Bye

Steph: nice meeting everyone, bye

jeremy: thanks edsgmj

cheers austin!

DGdotNET: later gators

jeremy: bye steph

aiaustin: bye jeremy

bye all

sbayne: bye!