

2ed life

Business



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Second Life Innovation for IBM in a second life environment IBM's Virtual worlds Dr. Irving Berger, the current IBM vice president called for a meeting in second life the previous week during his tour in London. He brought the secret of IBM's second life island in open. IBM has been carrying out research to know the importance of visual imagery in sending information, as well as many other elements of human interaction with the virtual and visual spaces. The business believes that virtual worlds innovation will greatly impact the daily operations of the company, IT, personal lives, and the larger society in the near future.

According to Berger, the goal of this innovation is to enhance meetings, commerce, training, and other related business activities. The company aimed at roaming freely in the online gaming field seeking for leadership moments and techniques, as well as being directed by an inclusive model of leadership when there is need to compare world behaviors. The highly collaborative and visual interfaces will be essential in the way the business interact with applications based on IT in future (Chou 755).

A mock-up of IBM's Almaden Research center which is the sole site of IBM's second life will provide supportive pointers for second life potential clients who require basic devices of their virtual representations, referred to as avatars. Some of the techniques to be used will include how to handle objects, gaze inside a room, chat with others, or teleport to new places. Even though second life is one of the greatest platform for collaboration for IBM, Berger says that other models of visual applications will be implemented later on.

Work Cited

Chou, C. Candace. " Virtual worlds for organization learning and communities
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