

**POSSIBLE LIST of TOPICS/CATEGORIES**  
**for the *Encyclopedia of Virtual Worlds and Environments***  
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Please note that you are not limited to the topics on the following list. They are ideas to think about and consider for your proposal. Please feel free to contact us if you have other topics or ideas you would like to write, or any variations on one of the suggestions below. For instance, *cyber-bullying/e-bullying* can be considered as one of “social and ethical considerations” in the “Virtual Communities” section.

**Conceptual and Theoretical Perspective**

CantGoTu environments	Situation awareness
Computational sociology	Social constructivist learning theory
Cyberpsychology	Social theory
Engagement theory	Six degrees of separation
Metcalfe's law	Small world phenomenon
Proximal development theory	Virtuality continuum
Simulated reality	Virtual environment theories

**Type of Virtual Worlds and Environments**

3-D virtual environment	VR, Desktop-based VR, True Immersive Virtual Reality)
Collaborative Behaviour Description Language	MUD Object Oriented (MOOs)
Collaborative interaction management	Multi-player Games
Collaborative Virtual Environments (CVEs)	Multi-user Dungeons (MUDs)
Computer-based simulated environments	Multiuser Virtual Environments (MUVES)
Immersive Virtual Environments (IVEs)	Networked virtual environments
Internet forums/boards	Social Networking Service (SNS)
Massively Multiplayer Online (MMOs)	Virtual classroom
Massively Multiplayer Online Games (MMOGs)	Virtual/digital library
Massively Multiplayer Online Role-Playing Games (MORPGs)	Virtual museums
Methods of virtual reality (Simulation-based VR, Avatar image-based VR, Projector-based	Virtual university

**Platforms/Sites/Products of Virtual Worlds and Environments**

Active Worlds	Entropia Universe
Barbie Girls	Forterra Systems
Club Penguin	Gaia Online
Cybertown	Habbo Hotel

Kaneva  
Mokitown  
Moove  
Neopets  
RocketOn  
Second Life  
SimCity  
SimLife  
Smallworlds  
Sloodle  
Spineworld  
Teen Second Life

The Manor  
The Palace  
The Sims Online  
There  
Twinity  
Virtual Ibiza  
VZones  
Whyville  
Zwinktopia  
Worlds.com  
Zwinktopia

### **Interface and Hardware Aspect**

Auditory  
Avatars  
Primary use input (glove, body suit,  
exoskeleton, track ball, 3-D mouse inputs)  
Full-body motion  
Game design theory  
Head-mounted display  
Head-up display (HUD)  
Interactive media

Interactive visualization  
Kinaesthetic  
Olfactory interface technology  
Omni-directional treadmill (ODT)  
Real-time computer graphics  
Tactile  
Tracking  
Visual

### **Virtual Communities**

Agent Personality Traits  
Behavioral issues  
Cognitive issues  
Collaborative software  
Collaborative Working Environment (CWE)  
Community of practice  
Digital generations  
Digital Roles  
Legal, social and ethical considerations  
Mass collaboration

Network of Practice (NoP)  
Personal relationships  
Psychological issues  
Social interaction and exchange  
Social network analysis software  
Socio-technical systems (STS)  
Telecommuting/e-Work  
Virtual data room  
Virtual human  
Virtual team

### **Virtual Learning Environments and Worlds**

3D synchronous learning  
3D virtual learning spaces  
ANGEL learning

Apex learning  
Asynchronous activities  
Atutor

Blackboard  
Blackboard/WebCT  
Blogs  
Cave Automatic Virtual Environment (CAVE)  
Claroline  
Classroom simulation  
Computer supported collaborative learning  
CyberExtension  
Desire2Learn  
Dokeos  
eCollege  
E-commerce  
eFront  
E-learning  
FirstClass  
Flexible learning environment  
Frog  
Fronter  
Fully online and blended approaches

Glow Learn  
ILIAS  
Instant Messenger  
iWebfolio  
LAMS  
M-learning  
Moodle  
Pass-port  
RSS  
Sakai  
SharePointLMS  
Synchronous activities  
Tele-learning  
TK20  
Virtual globe  
Web3D Technologies  
WebEx  
Wikis

### **Best Practices and Case Studies**

Anthropology of cyberspace  
Application  
Anthropology  
Commercial applications  
Computer-mediated  
Creativity and innovation projects  
E-commerce  
Education applications  
Edutainment  
Evaluation

Implementation  
Medical applications  
Online ethnography  
Online research community  
Personal experience  
Social applications  
Virtual training  
Virtual reality therapy  
Virtual world language learning

### **Global Virtual Worlds and Environments Development and Management**

Digital divide/e-Inclusion  
Multiculturalism and diversity  
Cornerstone development of virtual worlds and environments in different countries/areas  
Models, programs, and projects developed in different countries/communities  
Issues and policies of global, multilateral, and/or specific governance  
Standards and protocols

Social gaming  
Social goods  
Social media  
Technologies

### **Trends of Virtual Worlds and Environments**

Artificial reality  
Simulated reality  
Social network aggregation  
Computational sociology  
Artificial intelligence  
Mixed reality (MR)/ Augmented virtuality (AV)

### **All Other Related Issues in Virtual Worlds and Environments**

Desktop Video-conferencing (DVC)  
Open source  
Privacy in a virtual environment  
Virtual-world personality