

Virtual Worlds Landscape: Big Players and New Comers

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MMO Statistics – The Big 10

1. World of Warcraft, released 2004 - 10 million subscribers.
2. Habbo Hotel, released 2000 - 8 million active users. Finland-based teen MMOG
3. RuneScape, released 2001 – 5 million active users. A Java-based MMORPG
4. Club Penguin, released 2006 - 4 million active users. MMO for kids
5. Webkinz, released 2005 - 3.8 million active users. Basically a beanie baby MMOG
6. Gaia Online, released 2003 - 2 million active users. Not quite an MMO, not quite a social site
7. Guild Wars, released 2005 - 2 million active users. MMORPG out of South Korea
8. Puzzle Pirates, released 2003 - 1.5 million active users. Casual pirate MMOG.
9. Lineage I/II, released 1998 - 1 million subscribers. South Korean MMO
10. Second Life, released 2003 - 800,000 active users.

MMO Statistics – Others of Note

Maplestory, released 2003 – 56 million reported users. Side scrolling MMORPG

EVE Online, released 2003 – 250,000 users. Space based MMORPG

Playstation Home ("Home"), development since 2005, not released yet

EDUCATIONAL APPLICATIONS OF “FUN” GAMES

World of Warcraft as Language Tool



EVE Online for Business Education



EDUCATION SPECIFIC VIRTUAL WORLD APPLICATIONS



Ancient Spaces – University of British Columbia

- Provides tools to recreate historical ancient environments in explorable virtual space



Chemcollective.org – Carnegie Mellon

- Collection of virtual labs, scenario-based learning activities, and concepts tests which can be incorporated into a variety of teaching approaches



Mental Illness Simulator - Janssen Pharmaceutical

- A virtual reality simulation that it says lets a participant see the world through the eyes and ears of a person with schizophrenic illness.



FRAMEWORKS

Project Darkstar/Wonderland – Sun

- Project Darkstar is software infrastructure created to simplify the development of online games, virtual worlds, and social networking applications
- Project Wonderland is a toolkit for creating collaborative 3D virtual worlds



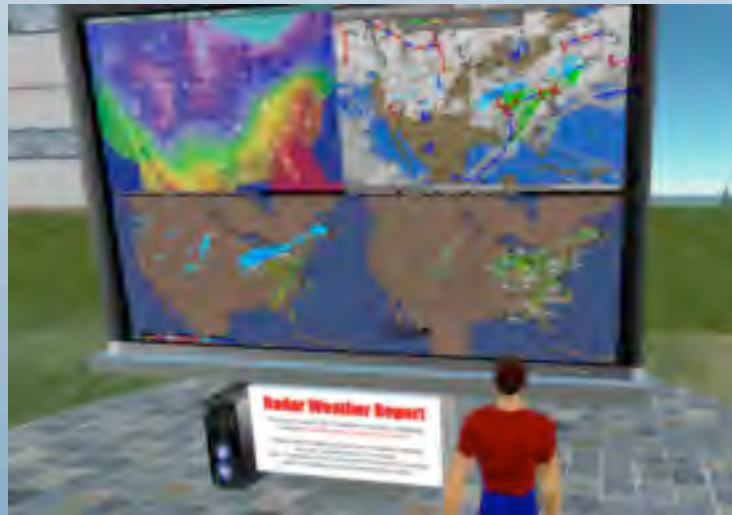
Active Worlds

- Browser based platform for delivering real-time interactive 3D content over the web



OpenSimulator

- A BSD Licensed virtual worlds server which can be used for creating and deploying 3D virtual environments. It can run in a standalone mode or connected to other OpenSimulator instances through built in grid technology.



And Many More

- ...many Second Life/Croquet examples
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