Desktop Sharing in Virtual Worlds

Abstract

This thesis details the integration of a common collaboration technique, desktop sharing, into a virtual world environment. Previous literature shows no intersection between these fields. This thesis will illustrate that existing collaboration technology can be integrated into virtual worlds with a minimal amount of effort. Outlined in this thesis are the developmental and procedural challenges encountered in demonstrating seamless desktop sharing in a virtual environment and a stress test of the integrated system revealing that the inclusion of desktop sharing resulted in minor performance loss.

The Problem

Current virtual world technology has limited capability for collaboration because of a lack of collaboration tools. This thesis proposes that it is feasible to take a common collaboration tool such as desktop sharing and introduce it into a virtual world.