

Index

Symbols

- 2.5D 103, 114, 126
 - 2D 24, 57, 111, 112, 118, 119, 121, 126, 260, 261, 263, 321
 - 3D 1, 4, 6, 7, 9, 12, 14, 16, 17, 18, 19, 20, 21, 22, 23, 24, 25, 38, 39, 41, 42, 44, 46, 52, 53, 56, 57, 62, 67, 69, 87, 89, 103, 106, 107, 110, 111, 112, 113, 114, 115, 117, 119, 121, 122, 125, 126, 145, 146, 148, 149, 153, 157, 159, 257, 258, 259, 260, 261, 262, 263, 264, 265, 310, 313, 316, 319, 321, 325, 326
 - 3D applications 259, 260
 - 3D artists 212
 - 3D avatars 270
 - 3D, Community, Creation and Commerce (3D3C) 16, 17, 19, 20, 22, 23, 24, 25, 34, 38, 39, 41
 - 3D computer environment 207
 - 3D content 212, 214
 - 3D environments 106, 112, 205, 206, 212, 213, 257, 262
 - 3D games 210
 - 3D glasses 213
 - 3D graphics 214, 257, 259, 260, 261, 263, 264
 - 3D immersive 103, 117
 - 3D-Internet 258, 259, 263
 - 3D modeling 235, 307
 - 3D modeling program 207
 - 3D models 207, 212, 213, 258, 260
 - 3D objects 12, 208, 212, 270
 - 3D platform 257
 - 3D scanning 212
 - 3D space 206, 208
 - 3D Squared 95, 98, 99
 - 3D virtual education worlds 145
 - 3D virtual learning environment 133
 - 3D virtual world 310, 316
 - 3D Web 117, 121, 122, 125, 126
 - 3D worlds 146
- ## A
- abaya 275
 - Active Worlds 145, 147, 149
 - Active Worlds Educational Universe (AWEDU) 149, 156, 157
 - AdBlock Plus 297
 - Adobe 51, 52
 - ADR on-line 188
 - advertisements 290, 297
 - Aligned Management Institute (AMAInc) 150
 - alternative dispute resolution (ADR) 187, 188
 - Amazon 16, 17, 22, 28, 34, 39, 48, 310, 322, 323, 327
 - AMD-ATI 24
 - American Bar Association's Virtual Worlds and Online Gaming committee 231, 232
 - America's Army 129, 130, 131, 134
 - animated screens 271
 - animation 18
 - Ann Meyers Medical Center (AMMC) 149
 - anonymizing tools 251
 - AOL/Time-Warner 43, 70
 - Arabian society 274
 - Arabic 271, 275, 278, 280
 - A-Space 128, 134, 135
 - asset 236, 237, 256
 - asynchronous environments 145
 - asynchronous virtual worlds 163
 - Augmented Reality (AR) 18, 40, 307

Index

authenticity 208, 209, 212, 215
availability 256
avatars 2, 3, 4, 5, 6, 7, 10, 12, 20, 22, 26, 28,
36, 37, 145, 146, 154, 163, 172, 215,
270, 281, 282

B

bandwidth 39
Berne Convention, 1886 192
Binary Format for Scenes (BIFS) 260
Bing 54
blogs 244, 246, 248, 251, 295, 307
brand identity 292
British Central Police e-Crime Unit 172
broadband 43, 58
browser 60
building blocks 218
business to business (B2B) 43, 49, 50, 51, 52,
53, 70, 75, 103, 112, 122, 126, 192
business to consumer (B2C) 70, 75, 76, 85,
103, 122, 126, 192, 270, 271, 276

C

Cajun culture 98
Carnegie Mellon University 156
Caspian Learning 146, 147
Catastrophic Planning and Management Insti-
tute (CPMI) 136
cell phones 307
Certificate of Originality (CoO) 234, 235, 236,
237
chats 206
Chief Virtual Architect 92
China's Ministries of Culture and Commerce
162
CIA 127, 128, 133, 135, 141, 142
CIA Triad 246, 249, 256
Cisco 106, 107, 111, 245
Cisco Systems 52
clickstreaming 197
Client 239
client-server game 62
Close Combat 131
cloud computing services 320
Club Penguin 152, 153
CNN 93

cognitive map 217, 219, 222
COLLADA 113, 138
commerce 16, 17, 18, 19, 23, 24, 31, 33, 35,
38, 39, 40, 41
commercial disputes 187, 188
Communications and Information Technology
Commission in Saudi Arabia 277
Communications Decency Act of 1996 193,
200
Computer Fraud and Abuse Act 198, 199
computer networks 3
computer technology 248
computing infrastructure 271
confidentiality 244, 246, 247, 256
Consumer-to-Business (C2B) 75, 77
Consumer-to-Consumer (C2C) 75, 76, 78, 87
Content Creator 236, 237, 238, 239, 240
Content Distributor 240
Convention on Cybercrime 200, 201
cookies 197
copyrights 17, 189, 190, 191, 192, 194, 199,
200, 232, 234, 235, 236, 241
corporate cultures 272
corporate demographic 292
Council of Europe 200
creations 21, 27, 37, 39
CSS 25
cultural adaptation 272
cultural anthropologists 272
cultural attractors 281
cultural data 272
cultural ideal 271
cultural markers 281
cultural models 272
cultural practice 271
currency 272, 280, 310, 311, 312, 321, 324,
326
Customer Engineering Conference (CEC) 151
Customer Relationship Management (CRM)
118
customer relationships 270
customer service 43, 48, 49, 50
Cutlass Bomb Disposal Robot 94
cyber attacks 135
Cyber-Behavior Research 128, 135
cybercrime 198, 199, 200

cyberlaw 186, 189, 193, 194
 cyberspace 186, 188, 189, 190, 192, 193, 195,
 197, 198
 cybersquatting 190
 CyberTown 4, 7, 14
 cyber transaction 186

D

DBC Radio TV 317
 demographics 290, 292, 296, 298, 301, 305
 Department Health and Human Services (HHS)
 198
 Department of Homeland Security (DHS) 135,
 136, 140
 derivative slander 256
 derogatory slander 248, 256
 desktop market 280
 DHTML 25
 dial-up internet 278
 digital immigrants 137
 digitally disenfranchised 137
 Digital Millennium Copyright Act (DMCA)
 190, 192, 236, 243
 digital model 308
 digital natives 137
 digital representation 3
 Direct3D 259
 Disney Interactive 44
 Divine Law 274
 Doom 62
 DSL connection 278
 dynamic content 43, 45

E

East Carolina University (ECU) 148, 149, 151
 eBay 34, 35, 39, 48
 e-business 61, 70, 87
 e-commerce 42, 52, 56, 60, 61, 69, 70, 75, 76,
 82, 83, 85, 88, 103-126, 163, 186-204,
 244, 245, 253, 257, 258, 259, 261, 263,
 264, 267, 268, 269, 270, 271, 275-285,
 287, 288, 290, 291, 293, 294, 298
 e-commercial 61, 71, 75, 78
 e-commercialization 61, 69, 72
 economic 267, 274, 278, 279

Economic Espionage Act 199
 economic growth 267
 e-Crime Unit 172
 eDispute resolution 188
 education 205
 Electronic Arts 63, 71, 73, 74
 Electronic Communications Privacy Act 199
 electronic data interchange (EDI) 70
 e-mails 48, 49, 50, 56, 206
 Empiric layer 280
 End User License Agreement (EULA) 164,
 165, 166, 167, 168, 170, 232, 235, 237
 English as a Second Language (ESL) 21
 environmental size 219
 epistemologies 268
 eProducts 195, 196
 ethics and values struggle 245
 European Commission Taxation and Customs
 Union 162, 181
 European Union 162
 EVE Online 175, 177, 181
 exploit 256

F

Facebook 16, 17, 43, 44, 45, 54, 55, 56, 58, 59,
 93, 101, 109, 112, 114, 118, 163, 181,
 245, 247, 248, 250, 251, 253, 292, 296,
 299, 305
 family honour 274
 FarmVille 163, 166, 173, 174, 175, 176
 Fashion Research Institute (FRI) 231, 232,
 233, 234, 235, 240
 faxes 206
 FBI 133, 142
 Federal Consortium 128, 133
 Federal Consortium for Virtual Worlds 128,
 133
 Federal Law Enforcement Agency Training
 Center (FLETC) 135, 136
 Federal Trade Commission (FTC) 198
 female consumer 273, 275, 282
 file transfer protocol (FTP) 53
 Final Fantasy Online 310
 firewalls 233
 Formway Furniture 52

Index

G

game-oriented worlds 1
gaming 244, 245, 246, 250
gaming communities 62, 66
gaming worlds 17, 19, 38
geographic information systems (GIS) 135, 307
geographic mapping 43, 45
Geolocation 250, 252, 256
Geolocation Jumping 256
geometrical structure of an environment 220
GIS environment 209
global businesses 271
global communications 4
global economy 93
global marketplace 102
global network 303
global retailers 268
global tourism 111
global treaty 192
Global War on Terror 127, 128
global workforce 91
Gogolin's Security Principle 256
Google 12, 43, 45, 46, 49, 50, 54, 55, 207, 208, 209, 210, 211, 212, 213, 215
Google Earth 24, 69, 89, 110, 207, 208, 209, 210, 212, 213, 307
Graphical Processor unit (GPU) 18
Graphical User Interfaces (GUIs) 25, 68
Grid 236, 237, 239, 240
Grid Operator 236, 237, 239, 240
Groundswell 119, 124, 125

H

Habbo Hotel 152, 153, 310
Habitat 4
Hague Conference on Private International law 188
Havok Physics 39
herd mentality 296, 307
high-end systems 18
hijab 275, 282
Hijrah 280
Hofstede 268, 271, 272, 286
Homeland Security 127, 128, 134, 135, 136,

139, 140, 143

Homeschooling 147, 148
HTML 25, 53, 60, 261, 262, 264
HTTP 122
human behavior 164
human-computer interfaces 17
human social interaction 270
human urges 164
hybrid 9

I

IBM 91, 92, 95, 97, 100, 104, 111, 112, 113, 117, 124, 151, 152, 157, 159, 245, 315, 316, 322
imagination 18, 27
Immediacy 68
immersion 18, 39
IMVU 17
Indiana University 146, 147, 149
individual differences 221
InFocus Corp 52
Information Systems Security Consortium 246
input/output memory management units (IOM-MUs) 246
instant messaging (IM) 250
integrity 246, 256
Intel Labs 233, 234, 235
Intellectual Property (IP) 231, 234, 235, 240
intellectual property laws 232
Intellectual Property Rights 191, 192
Intelligence Advanced Research Projects Activity (IARPA) 128, 134, 135, 140
Intelligence agencies 127
interaction 18, 20, 22, 39, 317, 319
interactions channeling 12
interactive adventures 42
internal virtual world 233
International Intellectual Property Alliance 192
International Society for Technology in Education (ISTE) 155
international variables 272
Internet Explorer 43, 53, 54
Internet message board 188
Internet service provider (ISP) 43
Internet Tax Freedom Act (ITFA) 195, 197
Inventory Archive Resource (IAR) 241, 243

- investors 259
 - IP address 251
 - iPods 307
 - Islamic Law 275
 - Islamic regions 274
 - Islamic Sharia law 273
 - ISO 138
 - IT platform perspective 279
 - IT-related security risk 246
- J**
- JavaScript 259, 260, 261
 - Jellyvision clients 43
 - journalists 93, 95
 - jurisdiction 186, 187, 188, 192, 194, 195, 196, 197, 203
- K**
- KACST 283
 - Kaneva 310
 - Kelly Services 103, 108, 119, 120, 123
 - Kidz Connect 147, 148
 - Kindle 298, 299
 - Klastrup 2, 14
 - KZero 161
 - KZERO Research 258
- L**
- landmarks 217, 218, 219, 220, 221, 222, 224, 226, 227
 - landmark size 220
 - language translation 272, 283
 - large-scaled environment 219
 - laws 245, 249
 - leisure places 2
 - Lenovo 106, 107
 - Library of Congress 189
 - LifeChurch 27
 - Linden Dollars 21, 22, 23, 35, 312
 - Linden Labs 90, 93, 95, 97, 101, 145, 147, 162, 167, 168, 169, 170, 171, 175, 176, 177, 178, 182
 - Linden Script Language (LSL) 22, 23, 31, 259
 - LinkedIn 43, 45, 49, 55, 245, 248, 251
 - Local Area Network (LAN) 62, 63, 83
 - long-term memory 219
 - Louisiana Immersive Technologies Enterprise (LITE) 98, 99
- M**
- Madrid Agreement, 1891 189, 192
 - Madrid Convention of 1891 190
 - Mafia Wars 109, 114, 124
 - main memory (RAM) 247
 - manufacturers 259
 - market economies 160, 162, 165, 166, 171, 172, 179
 - marketing 268, 269, 272, 273, 285
 - marketing convergence 42, 44, 46, 47, 56, 59, 60
 - Massively Multiplayer Online Game (MMOG) 160, 161, 162, 167, 170, 172, 173, 174, 176, 177, 178, 179, 181, 207
 - Massively Multiplayer Online Role Playing Games (MMORPG) 4, 61, 63, 65, 67, 68, 76, 78, 81, 82, 86, 89, 114, 245, 256
 - Maze War 4, 15
 - Medicine Meets Virtual Reality (MMVR) 150
 - MEPG-V 138
 - Metadata 307
 - metaphor layers 297, 307
 - Metaphor Shear 290, 297, 307
 - Metaverse 20, 41, 69, 87, 89
 - Metaverse Foundation 138
 - micropayments 109
 - Middle East Economic Digest 276, 288
 - military presence 127, 128
 - Ministry of Commerce of the People's Republic of China 162
 - Mirror Virtual World 215
 - mirror worlds 61, 69, 74, 78, 110, 111, 122, 307
 - mobile banking 280
 - Moore's Law 295, 308
 - MOOs 173
 - Mozilla Firefox 43
 - MP3 player 311
 - MPEG-4 260
 - MPEG-V 5
 - multi-player worlds 22
 - Multi-User Dungeon (MUD) 4, 19, 173

Index

MyBase 128, 132, 133, 134, 140, 142, 143
Myspace 22, 23, 25, 43, 44, 54, 55, 56, 58, 93,
163, 245, 248, 292, 296

N

National Center for Supercomputing Applica-
tions (NCSA) 53
National Education Association 153
National Oceanic and Atmospheric Administra-
tion (NOAA) 93, 129, 141
National Stolen Property Act 199
National Taxpayer Advocate 162, 163
NATO 128, 140
Naval Undersea Warfare Center (NUWC) 131
navigable universe 2
navigation 217, 218, 219, 220, 221, 222, 223,
224, 225, 226, 228, 229, 230
navigational aids 220
navigational strategy 219
Neal Stephenson 297, 307
near field communication 256
Netflix 44
Netscape Navigator 53
network 2, 3, 5, 6
Ning 17
Nintendo DS 311
non-traditional gamers 69
Northrop Grumman Corporation (NGC) 94
novelty-based cultures 271
Nvidia 24

O

O3D 259, 260
Office of the Director of National Intelligence
(ODNI) 134, 140
OLIVE platform 112
online gaming 61, 62, 65, 66, 69, 70, 71, 74,
75, 76, 78, 79, 81, 82
online gaming economies 61, 62, 79, 81
online gaming participation 62
online goods 310
On-Line Interactive Virtual Environment (OL-
IVE) 106, 107, 112, 113, 115
online persistent spaces 2
on-line representation 2
online virtual environments 270

ontologies 268
OpenGL 259, 260
OpenGrids 259
Open Metaverse 138
OpenSIM 164, 259
OpenSim Archive Resource (OAR) 232, 241,
243
OpenSim-based virtual worlds 231, 233, 234,
237, 238, 239, 240, 241, 243
Open-Simulator (Open-Sim) 231
Open Social 24
organisational semiotics (OS) 269, 275
Organization of Economic Cooperation and
Development (OECD) 197
OWL 208
ownership 17, 31, 36

P

Pacific Rim Exchange 148
Paradigm Shift 308
Parallels 246
Patent Cooperation Treaty, 1970 192
patents 189, 196, 197, 234, 235
PayPal 34, 39, 249
PDF format 51
Penguin Club 24
Persistent 68
photo-sharing 43, 45
Physical world layer 279
pixel tags 197
Playstation 3 115
podcasting 244
Points of Interest (POI) 209
political 274, 279, 284
portal 54, 60
power-leveling services 256
Primitive Unit 238
private enterprise environment 233
private network 233
pro bono 231, 232
productive utility 256
profiles 250
proxy servers 251

Q

Quake 62, 63

R

rapid response missile (RRM) 130
 Reaction Grid 146, 147
 RealExtend 240
 Really Simple Syndication (RSS) 291, 295, 299, 308
 real money trading (RMT) 161
 real-time 3
 real-time chat 145
 real time communications channel 292
 real time simulation 18
 real-time video 43
 Real Virtuality 206
 Real Virtual Worlds 16, 17, 18, 19, 20, 21, 22, 23, 25, 28, 29, 31, 34, 38, 39, 205, 207, 208, 209, 212, 214, 215
 real world 160, 161, 162, 163, 164, 165, 166, 167, 169, 170, 171, 172, 173, 174, 175, 177, 178, 179, 180
 real-world business problems 75
 real world economy 160, 165, 172, 180
 real-world space 225
 reliability 17
 religious activities 274
 Request for Information (RFI) 128, 132, 136, 140
 Request for Proposal (RFP) 128, 130
 risk 244, 246, 248, 256
 roaming camera 22
 robust software applications 43

S

satellite imagery 307
 satellite internet 278
 satellite radio 311
 Saudi Arabia 267, 268, 269, 273, 274, 275, 276, 277, 278, 280, 282, 283, 284, 285, 286, 287, 288, 289
 Saudi Arabian female 267, 269
 Saudi culture 276, 282
 Saudi Riyal (SAR) 280, 281
 Saudi society 274, 275, 277, 282, 284
 scalability 17
 ScienceSim 146, 147, 234, 235, 242
 Search Engine Marketing Professional Organization's (SEMPO's) 52

search engines 42, 43, 44, 49, 52, 54, 56, 58, 60
 Second Life 4, 40, 79, 80, 83, 86, 87, 107, 120, 123, 124, 147, 148, 149, 151, 152, 153, 156, 157, 158, 207, 208, 209, 210, 211, 212, 215, 249, 253, 290, 300, 301, 302, 303, 326
 Second Life Community Convention (SLCC) 101
 semiotic identification 269
 Sensorama simulator 18
 sensorial channels 18
 SEO functions 49
 server 114
 shared spaces 68
 Shengri La virtual world 231, 232
 short-term rate of return 259
 Silicon Graphics 18
 SIMS 32, 33
 simulated environment 206, 207
 simulated world 9
 simulation 3, 5, 9, 15, 314, 315, 317, 318, 319
 small-scale environments 219
 Small Worlds 145, 147
 smartphones 163
 social capital 77, 87
 social challenges 271
 social communities 117
 social conduct 274
 social features 2
 social focus 2
 social games 163, 176
 social group 160
 social identity 62, 66, 81, 82
 social interactions 162, 163, 269, 270
 social media 290, 291, 292, 293, 294, 296, 298, 299, 303, 305, 306
 social media network 292
 social network games 163
 social networking 42, 44, 52, 54, 55, 56, 106, 128, 135, 245, 251
 Social Networking Potential (SNP) 298
 social networks 43, 45, 55, 56, 206, 308, 320, 321
 social norms 245, 269, 270, 273, 278, 279, 281, 282, 283, 284

Index

social places 2
socio-cultural dimensions 267, 275
socio-cultural factors 275, 285
sociology 17
SOCOM 131, 134
Sony Online Entertainment 165
Sony PlayStation 3 24
spatial knowledge acquisition (SKA) 216, 217, 218, 219, 220, 221, 222, 223, 224, 225, 226, 230
spatial layout complexity 219, 220
spatial updating 219
static sites 43, 45
stock market trends 307
substitute 316, 317, 318, 320, 321
Suni Imaging 53
synchronous collaboration 3
synchronous persistent network 207
synchronous virtual worlds 163, 173
Syntactic layer 280

T

targeted audiences 292
target market 271, 272, 278, 281, 283
Team Orlando 127, 133, 134, 142
technological era 205
Terms of Service (TOS) 165, 167, 168, 169, 170, 171, 181, 232, 235, 237
text-based chats 5
The Ancient Chinese Art of Chi-Ting 209, 215
The Disaster Zone 136
The Electronic Signatures in Global and National Commerce Act (E-Sign) 193
The Forbidden City 146
The Palace 4, 13
The Semantic Web 208
The Sims Online 7
ThinkBalm 104, 111, 112, 123, 124
threat 256
time format 272
tourism 205
Toxic Immersion 256
trademarks 189, 196, 234, 235
trade secret law 234
trade secrets 191
traditions 268, 271, 273, 274, 283

tribes 62, 67, 76
Triple Play 47
tweets 206
Twitter 92, 93, 245, 248, 292, 298, 299, 308

U

unauthorized disclosure 188
Uniform Electronic Transactions Act (UETA) 193
United States 187, 188, 195, 197, 199, 202, 203
Universal Copyright Convention, 1952 192
UNIX based systems 62
URLs 42, 50
U.S. Air Force 128, 131, 134, 142
U.S. Army 128, 129, 130, 131, 134, 318, 322
U.S. Army Research Development and Engineering Command 130
U.S. Army's Federal Virtual World Challenge 128
US Centers for Disease Control and Prevention (CDC) 128, 129, 140
U.S. Department of Defense 128, 198
U.S. enemies 138
user authentication scheme 34
User Experience 239
user-generated content (UGC) 25
users 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12, 15, 16, 17, 18, 19, 20, 21, 22, 23, 25, 28, 35, 36, 39, 41, 42, 44, 46, 53, 54, 55, 56, 57, 58, 59, 269, 270, 271, 272, 277, 278, 279, 280, 281, 282, 283, 288
users of content 209
user-to-user interactions 163
U.S. Marines 131, 134
U.S. military 128, 129, 138
US National Aeronautics and Space Administration (NASA) 129
U.S. Navy 131, 134
U.S. Navy SEALs 131
U.S. Patent and Trademark Office 189
USPS 53

V

Value Added Tax (VAT) 162, 169, 181, 196, 312

- v-commerce 42, 44, 56, 57
 - VE training 216, 217
 - videoconferencing system 2
 - Video-On-Demand 295
 - Viewers 239
 - viral advertising 308
 - viral marketing 298, 308
 - Viral Messages 298
 - virtual 3D space 206
 - virtual clothing items 310
 - Virtual Commerce 42, 60
 - virtual copies 316
 - virtual currency 4, 7, 162, 172, 173, 174, 177
 - virtual E-Commerce 267, 268, 269, 270, 277, 278, 279, 280, 281, 282, 283, 284, 285
 - Virtual E-Commerce Design 267, 269, 275
 - virtual economies 160, 161, 162, 165, 166, 168, 172, 177, 178, 179, 180
 - virtual education 144, 145, 146
 - virtual employees 302, 303
 - virtual entertainment venues 319
 - virtual environment 2, 13, 15, 163, 168, 173, 216, 227, 233, 290, 291, 292, 293, 294, 295, 296, 297, 298, 299, 300, 301, 302, 303, 304, 305, 307, 308
 - virtual environments the architecture 220
 - virtual events 315, 319
 - virtual goods 17, 52, 57, 58, 160, 161, 162, 163, 167, 172, 175, 176, 179, 310, 311, 321
 - virtual goods as gifts 161
 - virtual hotels 319
 - virtual items 311
 - virtual learning 146
 - virtual meetings 244, 252
 - virtual merchandise 48
 - virtual model 18
 - virtual money trade 162
 - virtual participation 146
 - Virtual PC 246
 - virtual place of worship 319
 - virtual platforms 93
 - virtual product experience(VPE) 270
 - virtual products 60
 - virtual purchases 310
 - virtual realism 205
 - virtual reality 2, 3, 15, 17, 18, 19, 20, 38, 145
 - Virtual Reality Modeling Language (VRML) 261
 - virtual relations 26
 - virtual services 42, 43, 44, 45, 46, 47, 48, 49, 51, 52, 53, 54, 56, 57, 58, 60
 - virtual shopping experience 310
 - virtual swag 315
 - Virtual Try-on 270
 - virtual work 90, 91, 96
 - virtual workspace 315
 - Virtual World adoption 104, 108, 111, 112
 - virtual world banks 312
 - Virtual World channels 118
 - virtual world commerce 310
 - Virtual World community 107, 108, 119, 120
 - virtual world designs 269
 - virtual world environments 103, 122, 319
 - virtual world goods 311
 - virtual world industry 127, 128, 129, 139
 - virtual world inhabitants 314
 - Virtual World investments 104, 121
 - Virtual World platforms 104, 113, 115, 120, 121, 122
 - virtual world simulations 129, 317
 - Virtual Worlds News 57
 - virtual world technologies 103, 104, 106, 112, 113, 123, 245, 247, 250
 - visual working memory 219
 - Visuospatial research 221
 - Vizerra.com 207, 208, 210, 211, 212
 - VMware 246
 - VR-headset 214
 - vulnerability 256
- W**
- Web 257, 259, 260, 261, 262, 263, 264, 265
 - Web 1.0 42, 44, 45, 46, 103, 109, 117, 119, 122, 123, 125
 - Web 2.0 42, 43, 45, 46, 56, 58, 60, 103, 117, 118, 119, 122, 123, 125, 205, 206, 246
 - Web 2.0 communication 206
 - Web 3.0 42, 43, 44, 45, 46, 56, 58, 60, 206, 208, 215
 - Web 3.0 expertise 206
 - Web3D 138, 261, 262, 263, 265

Index

- web beacons 197
 - Web interfaces 270
 - Webkinz 144, 152, 153
 - Web Lifestyle 272, 285
 - website's terms and conditions 194
 - WellWorld 313
 - western knowledge 268
 - Wi-Fi 292
 - Wii 71, 73, 74
 - Wikipedia 17, 28, 34, 39, 40, 41, 45, 46, 47, 54
 - Windows XP 278
 - Windows XP Home 278
 - Windows XP Professional 278
 - wireless internet 278
 - Wonderland 145, 147
 - World Intellectual Property Organization (WIPO) 192
 - World of Warcraft (WOW) 1, 19, 20, 23, 24, 35, 63, 64, 67, 68, 72, 73, 79, 85, 89, 162, 163, 165, 166, 167, 168, 169, 170, 171, 172, 173, 174, 175, 176, 177, 179, 180, 183, 210, 310, 311, 326
 - world peace 267, 268
 - WorldsChat 4
 - World Wide Web 62, 70, 117, 122
 - World Wide Web Consortium (W3C) 261, 263, 264
- X**
- X3D 138, 257, 260, 261, 262, 263, 264, 265
 - Xbox 71, 72
 - XBOX 360 115
 - Xerox 245
 - XHTML 261, 263, 264
 - XML 138, 257, 260, 261, 263
 - XML-based code 257
- Y**
- Yahoo 43, 54, 56
 - YouTube 16, 17, 22, 28, 34, 39, 43, 54
- Z**
- Zynga 161, 163, 174, 175, 176, 184