

27 Sep, 2014

Opening Ceremony of the Modern Museum

12th MIWoSE: "Cross-disciplinarity in Second Life"

Participants: Yan Lauria, Vic Michalak, comet Morigi, SHOWSHOW (showshow.camel), motoko Moonwall, こそっと (kosotto.zimmermann), Chantal (nymf.hathaway), Tulpa (jes.cobalt), Dawn Rhiannyr, Aiko Maeda 前田愛子 (aiko.torii), リリす (lilith.liamano), びぶ (bviro Broono), 亜瑠 (aru7), yoshihiro Obolensky, KJsan Kanto, Heiden (viggry.ruhig), Nat Ure (nat.spirt), Giovanni Tweak, Quenya Jinx, herman Bergson

(Co-curator, comet Morigi's greeting)

- [7:02] comet: Thx for our ceremony.
- [7:02] comet: We created the museum from my young memory.
- [7:03] comet: It was from the synchronicity of Einstein, PICASSO, & Stravinsky.
- [7:04] comet: I got interested in the three masters at the same time when I was 12 years old.
- [7:04] Yan: Oh!
- [7:04] comet: but I didn't know the 3 were in the same generation.
- [7:04] comet: I found 10 years later, that the 3 were in the same generation.
- [7:05] comet: since the synchronicity, I always see anything in parallels histories.
- [7:06] comet: Yan has been very active and passionate to create this museum for the synchronicity
- [7:08] comet: that is he call inter discipline.
- [7:08] comet: I hope you all see the civilization and culture history in this museum.
- [7:09] comet: thanks. and welcome.
- [7:09] SHOWSHOW: .-''-. APPLAUSE APPLAUSE .-''-.
- [7:09] Vic: ☺



(Host of the Modern Museum, Vic Micharak's greeting)

[7:09] Vic: Welcome, honored guests!

[7:10] Vic: We are proud to host The Modern Museum on STEM Island.

[7:10] Vic: Like Second Life itself, The Modern Museum is an international collaboration celebrating a visual representation of the imagination.

[7:10] Vic: Here you will find artistic expressions of the way people from all over the world have viewed their world over a period of thousands of years.

[7:11] Vic: Art can be a common thread that binds our cultures together, transcending language and boundaries and time.

[7:11] Vic: We began the celebration with a modern Japanese purification and dance ceremony.

[7:11] Vic: It is quite appropriate then that this museum was built here in Second Life.

[7:11] Vic: The Modern Museum adds the "Art" element to "STEM" (Science, Technology, Engineering, and Mathematics) to make it "STEAM".

[7:12] Vic: This is fitting because science and technology both have natural and human-created beauty and aesthetics associated with them.

[7:12] Vic: I would like to thank Yan and Comet and his colleagues for creating this wonderful place here on STEM Island.

[7:12] Vic: I would also like to thank Yan for this workshop (MiWOSE) and for his many contributions to Second Life over the years.

[7:10] Vic: ようこそ 名誉のゲスト

[7:10] Vic: 私たちは STEM Island が近代博物館をホストすることを誇りに思っています。

[7:17] Chantal: ☺ thank you for taking the effort Giovanni

[7:18] Dawn: he is! :)

[7:21] Vic:
http://www.msichicago.org/scrapbook/scrapbook_exhibits/reverspective/history.html

[7:22] Vic: <http://www.learner.org/interactives/renaissance/printing.html>

[7:25] Giovanni: Giorgio Vasari

[7:25] Chantal: Great

[7:25] Vic: <http://members.efn.org/~acd/vite/VasariLives.html>

[7:26] Vic: That appears to be a link to this entire book about artists of the time..

[7:28] Vic: <http://smarthistory.khanacademy.org/leonardo-last-supper.html>

[7:28] Aiko: la joconde

[7:28] Vic: <http://www.leonardoda-vinci.org/>

[7:30] Vic: <http://www.learner.org/interactives/middleages/feudal.html>

[7:31] Vic: http://www.brown.edu/Departments/Italian_Studies/dweb/plague/effects/social.php

[7:32] Vic: <http://www.hieronymus-bosch.org/>

[7:32] Chantal: ☺

[7:33] Vic: It gives a perspective of a different kind into the mind of a person at that time and place

[7:33] Chantal: Bruegel ☺

[7:33] Vic: <http://www.ibiblio.org/wm/paint/auth/bruegel/>

[7:34] Vic: It is imaginative!

[7:34] Vic: The legendary Tower of Babel translated into the architecture of the time...

[7:35] Yan: yes!

[7:35] JES: ☺

[7:35] Vic: Getting lost in a museum is a wonderful activity!

[7:35] JES: agrees Vic ☺

[7:35] Dawn: yes Victotally agree!

[7:36] Chantal: I see the girl with the pearl earring... my favourite

[7:36] JES: heheheh

[7:36] Vic: Stage is below and down the stairs...

12th MIWoSE: "Cross-disciplinarity in Second Life"

(Presentation by Yan Lauria)

Second Life

Me Communicate World Build Help 5. Advanced Buy L\$ Shop 7:39 AM PDT

STEM Island, STEM Island

MIWoSE -Purpose-

- to **share best practices** in visualization, not only of science **content**, but also science **contexts**.
- to create new scientific value through **cross-disciplinary collaboration** using Multi-user online 3D Environments.
- to encourage the providers of science exhibits through **communication with educators and students**.
- to establish an **Educational Resources Network** among various fields in SL.

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Chat Speak People Profile Walk/run/fly Camera controls

Second Life

Me Communicate World Build Help 5. Advanced Buy L\$ Shop 7:41 AM PDT

STEM Island, STEM Island

934

Cross-disciplinary collaboration through Visualization

Trans-disciplinary
Scientists - Decision makers - Residents, etc
To resolve social problems

Visualization
communication
through creating contents and contexts
in multi-user online 3D environment

Inter-disciplinary
Natural science - Social science - Humanity
To resolve global issues
To make science to social knowledge

Cross-World
Language difference
Time zone difference
Cultural difference

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Stand

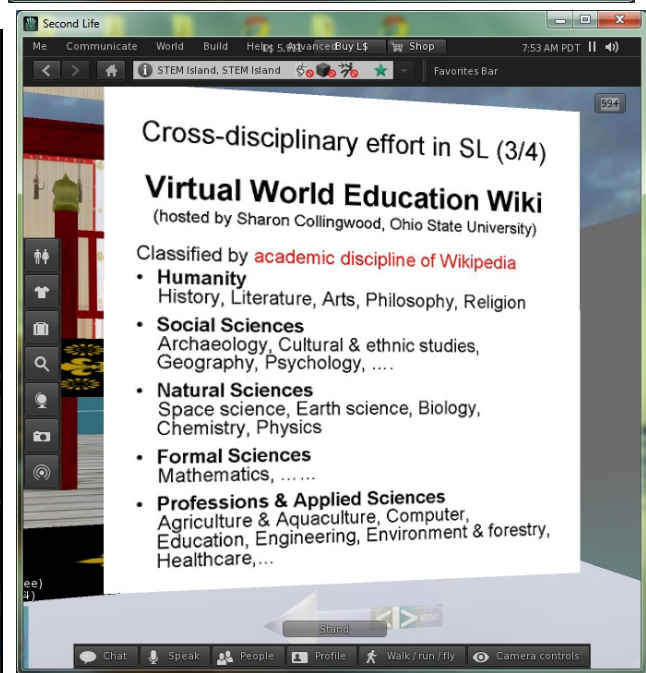
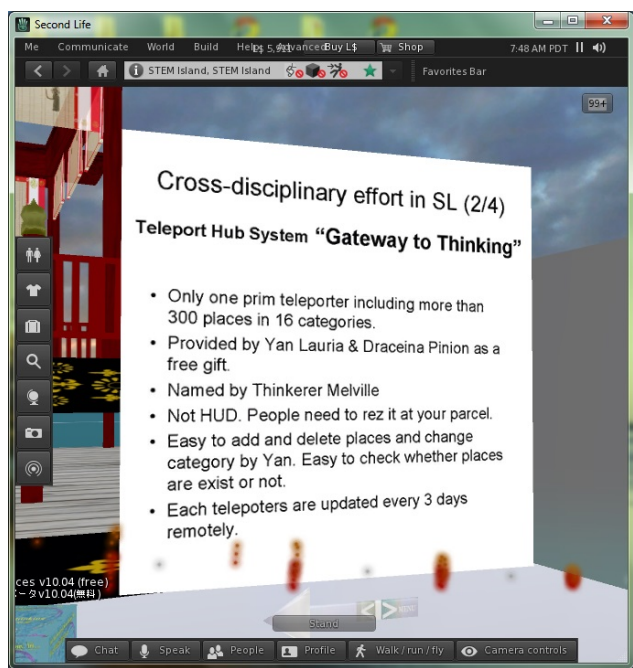
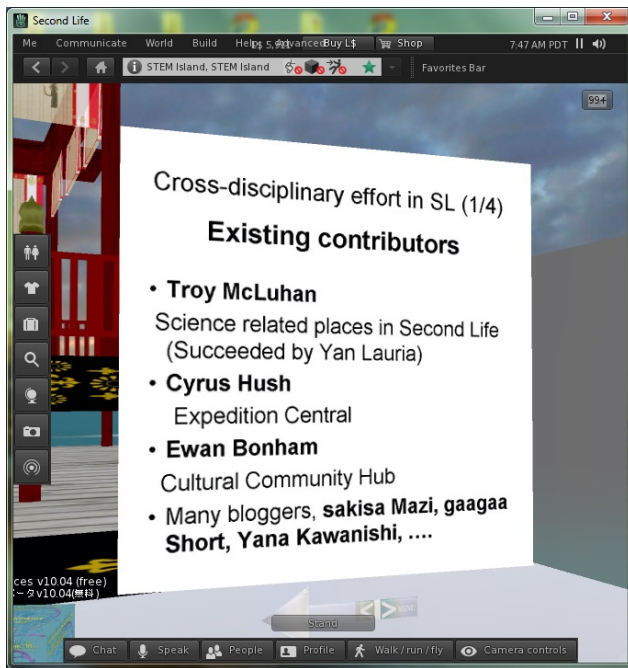
Chat Speak People Profile Walk / run / fly Camera controls

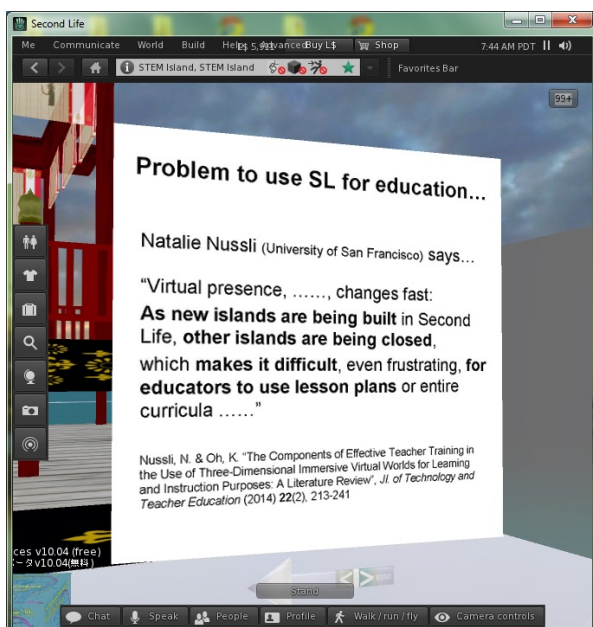
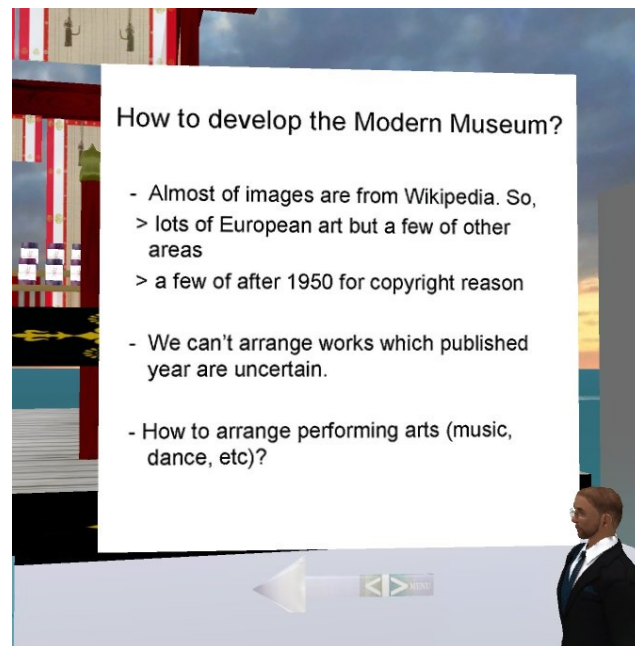
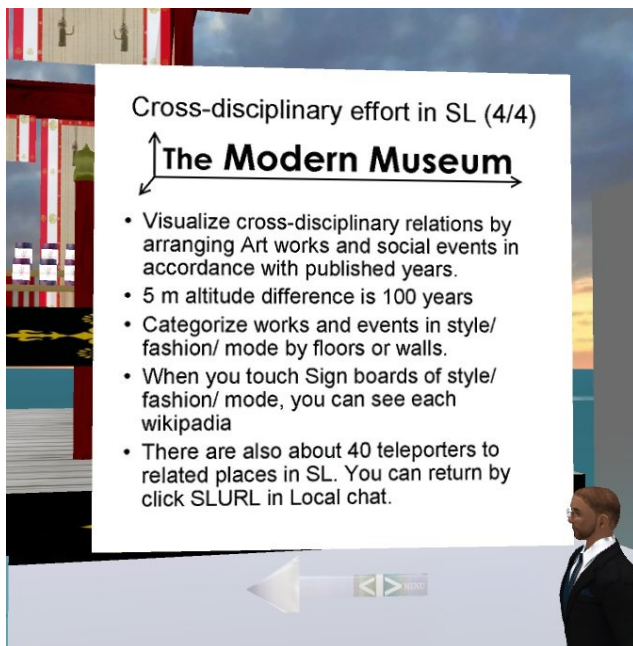
The screenshot shows the Second Life virtual world interface. At the top, the title bar reads "Second Life" with standard window controls. Below it is a navigation bar with links: "Me", "Communicate", "World", "Build", "Help 5, Assistance", "Buy L\$", "Shop", and a clock showing "7:43 AM PDT". A search bar contains "STEM Island, STEM Island". On the left is a vertical toolbar with icons for avatars, clothing, inventory, search, compass, camera, and a circular icon. The main view shows a presentation slide titled "Why Cross-disciplinary?" with the following text:

- Society is consisted cross-disciplinary.
- Research achievements become social knowledge by structuralizing in cross-disciplinary framework.
- Visualization in multi-user online 3D environment has possibility to help cross-disciplinary understanding than language only communication.

At the bottom of the slide is a "Stand" button. The bottom of the screen features a status bar with icons and labels for "Chat", "Speak", "People", "Profile", "Walk/run / fly", and "Camera controls".

The screenshot displays a virtual world interface from Second Life. At the top, the system bar shows the user's name 'Me', navigation options like 'Communicate', 'World', 'Build', and 'Help', and the time '7:45 AM PDT'. Below the bar, a search bar contains the text 'STEM ISTEAM, STEM Island'. The main view shows a presentation slide titled 'Records Continuum Diagram' by 'Frank Upward'. The slide features a circular diagram with concentric rings and radial lines, divided into four quadrants labeled 1: Create, 2: Capture, 3: Organize, and 4: Pluralize. The diagram is labeled with various terms like 'Evidential Axis', 'Institutional Axis', 'Record Keeping Axis', and 'Transaction Axis'. The background of the virtual world shows a red and white building and a cloudy sky.





[7:41] Vic: We are glad you restarted MiWOSE!

[7:47] Vic: See http://www.researchgate.net/profile/Hajime_Nishimura and <http://jamstec.academia.edu/HajimeNishimura> -- hope you do not mind, Yan...

[7:48] Vic: http://secondlife.wikia.com/wiki/Troy_McLuhan -- Yan is a very appropriate successor

[7:50] Vic: It is a spectacular and useful achievement, Yan!

[7:53] Yan: http://www.vwed.org/wiki/List_of_SITES_and_teaching_resources_in_Second_Life

[7:53] JES: Awesome resource Yan ☺ Thank you

[7:56] Vic: The design of The Modern Museum is a work of art itself! ☺

[7:58] Vic: I hope you are able to add art from many cultures...

[8:00] Vic: Here is one possible site, Yan ---

<http://www.makeuseof.com/tag/5-web-galleries-view-worlds-historical-art/>

[8:02] motoko: ぱちぱちぱちぱちぱちぱちぱち

[8:02] Chantal: Applauds!!!!
[8:02] herman Bergson: ♪♪♪♪ ♪♪♪♪ APPLAUSE ♪♪♪♪ ♪♪♪♪
[8:02] こそと: (*°▽°/) ☆ぱちぱちぱちぱちぱちぱちぱち
[8:02] Heiden: very good
[8:02] Nat: applausew
[8:02] JES: Thank you Yan :)))
[8:02] Giovanni: Thank you Yan
[8:02] びぶ: ぱちぱちぱちぱちぱちぱちぱちぱちぱちぱちぱちぱちぱちっ!
[8:02] Vic: Yay!!!
[8:02] Chantal: Thank you Yan! Amazing work!
[8:02] Dawn: wonderful Yan
[8:02] Aiko: yes thanks !!

(Discussion)

[8:02] Vic: There are some museums with online collections that might agree to show their art
[8:03] Jes: You have done marvelous work here Yan ☺
[8:03] Vic: For example -- <http://www.clevelandart.org/art/collections>
[8:03] Vic: [http://www.clevelandart.org/about/legal/terms-and-conditions - conditions for use](http://www.clevelandart.org/about/legal/terms-and-conditions-conditions-for-use)
[8:03] Vic: <http://www.clevelandart.org/art/departments/japanese-art>
[8:04] Vic: Yes, they have conditions for use ---- would have to ask
<http://www.clevelandart.org/about/legal/terms-and-conditions>
[8:04] Vic: Thank you, Wikipedia Commons!! ☺
[8:06] Vic: Limitations of Second Life... difficult to choose so many fine works of art worldwide...
[8:06] Aiko: /me bow respectfully
[8:06] comet: Yan named it "Modern Museum" inspite of we might not need the name of "Modern" because museum is natively/originally modern itself. Yanさんは、博物館が元から近代のものだと知りつつ、「近代博物館」の名称を即決した。
[8:07] Vic: We appreciate your fine work in SL, Yan! ☺ Thank you!!
[8:07] comet: Does anyone wonder the name ?
[8:08] Vic: I think it aptly describes the concept of the site.
[8:08] Vic: It is more than just an art museum
[8:08] Nat: Art History is a better description
[8:08] Vic: It is a design to view visual imagination
[8:08] comet: I think Modern Museum is a museum of Modernity.
[8:09] comet: or, Museum of What's the museum.
[8:09] Nat: But could be Modern Museum of Art History
[8:09] Chantal: Sounds good Nat
[8:09] Vic: Yes, that would be a good compromise
[8:10] Vic: Modern Museum of Artistic Expression?
[8:10] Nat: Iconic Art

[8:10] comet: As a result, Yan had to make it mainly in Art.

[8:10] Vic: STEAM -- yes, U.S. educational movement

[8:10] comet: 結果として、美術史が軸に成らざるを得なかった。

[8:11] Vic: STEM --> STEAM --- art as part of the aesthetics of nature and science and technology and math

[8:11] comet: Art had to be the stem of this museum as a result.

[8:11] Vic: beauty in design

[8:11] Vic: STEM = Science, Technology, Engineering, Math

[8:12] Vic: Applied science and philosophy

[8:12] Vic: Yes... ☺

[8:12] Vic: Yes! Steam 蒸気

[8:12] SHOWSHOW: a simple cell in the body that is able to develop into any one of various kinds of cells (such as blood cells, skin cells, etc.)

[8:12] Vic: Adds energy to STEM!

[8:13] comet: Monet & Turner loved steam.

[8:13] SHOWSHOW: STEM cell means

[8:13] Nat: Steam is good for making coffee

[8:13] Vic: Steam was also very important in creating the modern scientific age...

[8:13] Vic: Industrial Revolution

[8:13] Vic: haha Nat

[8:13] comet: Steam Punk may be a good example between steam and Modern.

[8:14] Vic: Good connection, comet!!

[8:14] Vic: parallell

[8:14] Vic: Late!!!

[8:14] Jes: Ok Yan ☺

[8:14] Chantal: I like to thank you Yan, Vic, Comet, the dancers and all others who worked together to make this museum materialize. Great achievement! I have to leave.

[8:14] Vic: Thank you very much for coming, everyone.... I hope you enjoyed it

[8:15] Jes: This was/is awesome ☺

[8:15] Nat: Thanks Yan

[8:15] Vic: Yes, please... this is part of history itself!

[8:15] herman: ♪♪♪♪ ♪♪♪♪ APPLAUSE ♪♪♪♪ ♪♪♪♪

[8:15] Chantal: You too ☺

[8:15] Dawn: Thank you for a wonderful time your work is awesome

[8:15] Vic: You too, Yan... sleep well

[8:15] Jes: You too Yan ☺

[8:15] びぶ: ぱちぱちぱちぱちぱちぱちぱちぱちぱちぱちぱちぱちぱちぱちっ ! /
Pachipachipachipachi Pachipachipachipachi Pachipachipachipachi crackling clap!

[8:15] こそっと: (*°▽°/) ☆ぱちぱちぱちぱちぱちぱちぱち

[illegible]