

Virtual Worlds: The Next Generation of Military Communities of Practice (CoPs)

Where we are at:

- CoPs are one of the main military online Knowledge Management tools for knowledge transfer, social learning and networking.
- Current 2D CoPs in use by U.S. Army use AKO, Tomoye ECCO or Microsoft SharePoint software.
- Current 2D CoP software focuses predominantly on asynchronous (non-real time), communication and collaboration with no almost no synchronous (real time) capabilities

Where we are need to be:

- CoPs that offer a truly immersive 3D member experience
- CoPs that offer a blend of asynchronous and synchronous communication and collaboration capabilities

Current limitations which must be overcome before virtual worlds can become viable military replacements for existing 2D CoP software:

- Software must be secure, behind the firewall, and accessible by military personnel
- Software must contain both asynchronous and synchronous communication and collaboration capabilities
- Software must be scalable for large groups on the virtual world at the same time in the same area
- Military computers that can handle the graphics
- Sufficient military broadband available

