



Project

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Challenges



- Over 90% of government workers can not access virtual worlds from their desktop.
- No interagency access to virtual worlds beyond public spaces such as Second Life.
- Functional requirements for multiple virtual worlds do not exist across government.

Solutions



- Government “trusted source” hosting solution for virtual worlds
 - Secure government network (by government for government)
 - E-authentication level 2—identity of users controlled
 - Multiple virtual worlds to meet user requirements
 - Trusted source of client software
 - Controlled levels of access
 - Economies of Scale
 - Enables Collaborative Projects
 - Shared 3D Content Repository
 - Software development pool

Initial Pilot: Stage 1



- ▶ Two virtual world vendors were selected by the NDU iCollege for the pilot
 - Vendor 1—iCollege CoP for CFO Community
 - Vendor 2—iCollege develop Education simulation and role play
- ▶ USDA installed, hosted and managed software
- ▶ Vendor 2 created interface with eAuth level 2
- ▶ Enrolled pilot users into eAuth System
- ▶ Identified initial virtual world functional requirements

Implementing the Prototype: Stage 2



- ▶ Meeting of advisory group
- ▶ Recruit investment partners
- ▶ Investment Partners:
 - Fund a segment of the vw environment and development
 - Create use cases
 - Advise USDA on functional requirements, RFP, business processes and procedures
- ▶ USDA created and issued multiple year and multiple award RFP (January, 2010)
- ▶ 4 Virtual world vendors are selected
 - ▶ SAIC, ThreeWire, Avaya, Assyst
- ▶ Develop individual and group spaces for multiple virtual worlds

Use Cases



- ▶ NDU iCollege–Community of Practice and knowledge management
- ▶ USDA–Virtual University and Continuity of Operations exercises
- ▶ DHS–Cybersecurity (2 short vignettes)
- ▶ USAF–Orientation to armed forces medical training facility

vGov Project Communications



- ▶ Brainkeeper wiki
- ▶ In-person meetings
- ▶ Regular virtual worlds meetings
- ▶ Teleconferences
- ▶ Shared project identity (vGov) and briefing
- ▶ FCVW Conference
- ▶ FISSEA Conference
- ▶ GITEC Conference
- ▶ ADL Conference

Advisory Groups



- ▶ Initial Pilot Group (USDA & NDU iCollege)
- ▶ Prototype User Group (USDA, NDU iCollege, DHS, USAF)
- ▶ Steering Committee
- ▶ SES Group (Spring)

Specific Challenges



- ▶ Cost models & economies of scale
- ▶ Agency and organization CIOs (ports and clients on desktops)
- ▶ Enrollment of critical mass into eAuthentication level 2
- ▶ Development of partner use cases & internal processes
- ▶ Governance
- ▶ Development of interagency processes and procedures to manage virtual space

Adding to Prototype: Stage 3



- ▶ Access to government workers across government
- ▶ Testing additional functionality (e.g., connecting worlds to databases)
- ▶ Adding tools to capabilities (e.g., Green Phosphor)
- ▶ Expansion/extension of use cases
- ▶ Develop additional use cases
- ▶ Add investment partners to Prototype
- ▶ Expand services to shared content repository

The Future?





Contact Information

<http://www.ocio.usda.gov/vgov>