Virtual Worlds and New Realities: Immersion, gesture-based navigation and rich media trends

- I will address some of the historical elements and future expectations.

- Why this is so important to the future of computing and network environments.

- What do we mean by virtual worlds? Why it matters?

- Historical development - make perspective

- Issues of current state

- Why this is SO much like 1994

- Why this is a "sandbox" for the nexus of future internet ecology

- Technology elements - Immersion, Sense of body, role of gesture, rendered realities, augmented realities, semantics, federated identities, . . .

- How some of the elements are emerging

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