mmox bof

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agenda

:05 - administrivia / agenda
:05 - rationale for bof / draft charter
:20 - discussion of technical proposals
    :05 - less
    :10 - llsd + ogp
    :05 - vp-identity
:15 - concepts
    :05 - architecture models
    :10 - security
:35 - general discussion / q + a
:15 - charter bashing
:05 - next steps

motivation

why we're here

- cuss and discuss the charter

- talk about how technical proposals are related to the charter

- do you get the idea we're interested in the charter?

how did we get here?

- it's not like virtual worlds are new

- linden lab, ibm, opensim project and others have been working on interop for the last year and a half (or so)

- interop bake-off last summer

- submit independent or informational rfcs?

- or is there community support for a wg?

why publish?

- to shine a little sunshine to existing proprietary protocols (are there better ways to do things?)

- so firewall vendors will know what our traffic looks like

- so software developers have a fighting chance of making "the apache for virtual worlds."

victory condition (for today)

- general agreement that a unified (or a collection of distinct) protocols are possible

- general expression of interest from the virtual worlds and ietf communities to work together on a "good" protocol

victory condition (for mmox)

- successful protocol development

- warm fuzzy feeling that comes from knowing independent software developers are implementing your protocols

technical proposals

#include "less.h"

#include "llsd.h"
#include "ogp.h"

#include "vp-identity.h"

concepts

#include <architecture.h>

#include <security.h>

charter bashing

major points

- interop between worlds with the same model
- interop between worlds with different models
- access to vw resources via http
- describe traffic for firewall vendor's benefit
- security ramifications of virtual worlds
- a unified protocol or a family of protocols?

agreement?

- describe traffic for firewall vendor's benefit
- security ramifications of virtual worlds

contention?

- interop between worlds with the same model

- interop between worlds with different models

- access to vw resources via http

- a unified protocol or a family of protocols?

q + a

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