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Project Acronym: **VILL@GE**

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D6.1 – First Version of the Vill@ge Demonstrator

D6.2 – Final Version of the Vill@ge Demonstrator

WP6: *Implementation of the Demonstrator*

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D6.1 D 6.2 – First and Final Version of the Vill@ge Demonstrator

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Version History

Version	Date	Comments, Changes, Status	Authors, contributors, reviewers
0.1	01/09/2010	First version	Author: Vassilis Linardos
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Glossary of Acronyms

Acronym	Definition
D	Deliverable
EC	European Commission
WP	Work Package
VR	Virtual Reality
PHP	Hypertext Preprocessor
HTML	HyperText Mark-up Language

1 Introduction

Deliverable 6.1: First version of the Vill@ge Demonstrator” and 6.2: Final version of the Vill@ge Demonstrator” are part of Workpackage 6 called “*Implementation of the Demonstrator*”. These deliverables have been the result of the work that has been done so far and the feedback we got from the developed prototype of the system. It is noted that full functional description (user’s manual) of the final Vill@ge Demonstrator is in the deliverable 6.3 User Manual.



Figure 1: Village LLP Island bird’s eye view

2 Country Sites

The Vill@ge LLP world is divided into 4 different sections:

- Britain
- Hungary
- Greece
- Vill@ge LLP main area



Figure 2: Vill@ge LLP world map

3 Interactive tools/Language support application

3.1 Karaoke

In the main area of the Vill@ge world there is the Karaoke bar where the visitors can choose a song and start singing along. You have to get closer to the Karaoke bar main screen in order to select a song.

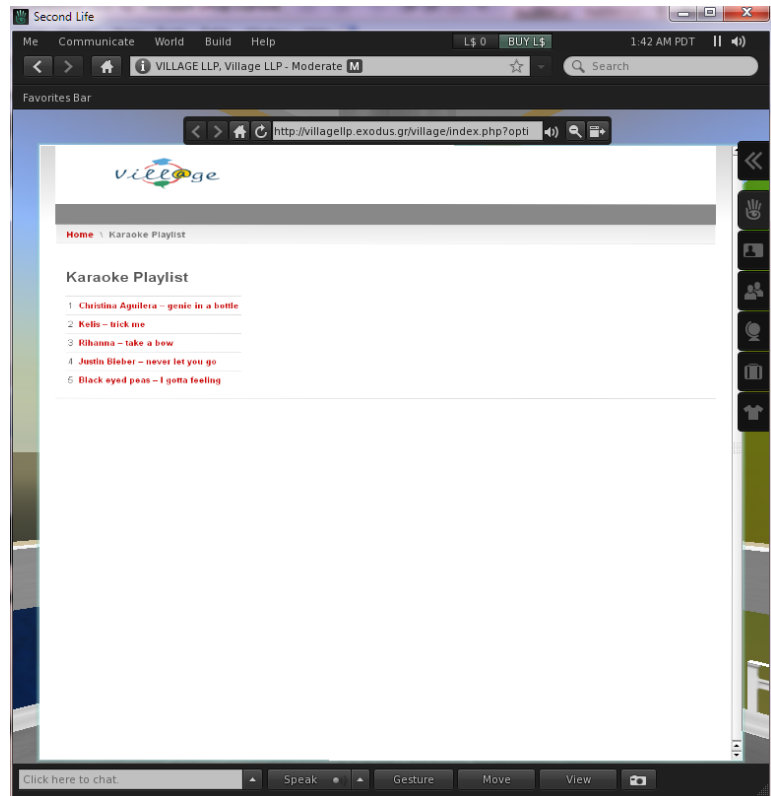


Figure 3: Karaoke bar

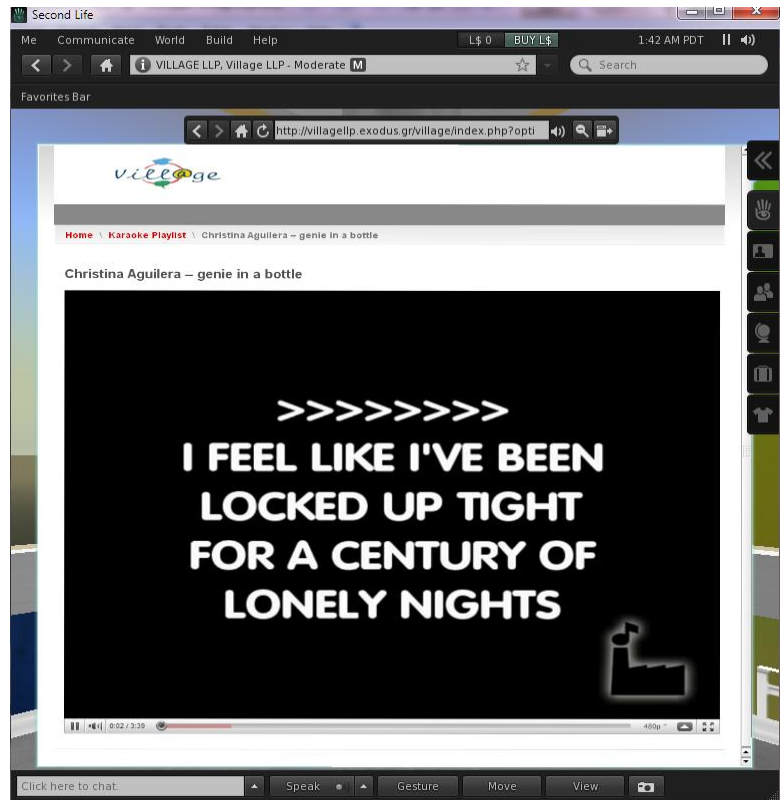


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Here is the list of available songs.
You can pick one to start singing.



Once you start singing along, any
friends that are around you will
hear you singing.





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3.2 Poster Generator

The aim of the Poster Generator is to provide the kids with a facility to upload their pictures, choose their preferred background from a range of available ones, and name the people that are shown in the photo. When the user finishes creating his poster, he can save it in the “Poster Gallery”. This can eventually lead into communication between young learners, commenting on each other’s poster.

The poster generator is located in the upper floor in every museum in each country.



Figure 4: Vill@ge LLP – Poster generator

Once you enter the museum you can go to the upper floor by clicking on the “Poster Gallery” label (on floor).





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Once you are in the upper floor you can activate the poster generator gallery by clicking on the “Create Poster” label.





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This is the main screen of the poster generator application

You only need to fill in the information on the left side of your screen. On the right side, you will see your poster being created. You can type in:

- Poster title
- Description
- Location
- Date
- Select image
- Select background

Once you complete your poster, click the 'Continue' button to save the poster.

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Once the poster is saved we can put it up on the museum wall so other people can see our creations.



3.3 Lexicon

A lexicon is provided to help the students in communication and this is available at all time. The Lexicon application is available to all VILL@GE users, constituting a point of reference in language learning.



Outside all major buildings like the museum, travel agency, bank, zoo, clothing shop and supermarket, you will see three stands that give the visitor access to the following:

- Lexicon for primary level students;
- Lexicon for university level students

You can click on the Zoom button to bring in full screen mode the Lexicon application as you can see in the next figure. The first page allows the user to choose the languages from/ and to/ which he would like to translate. All words are accompanied by an image and an audio file for exercising pronunciation:



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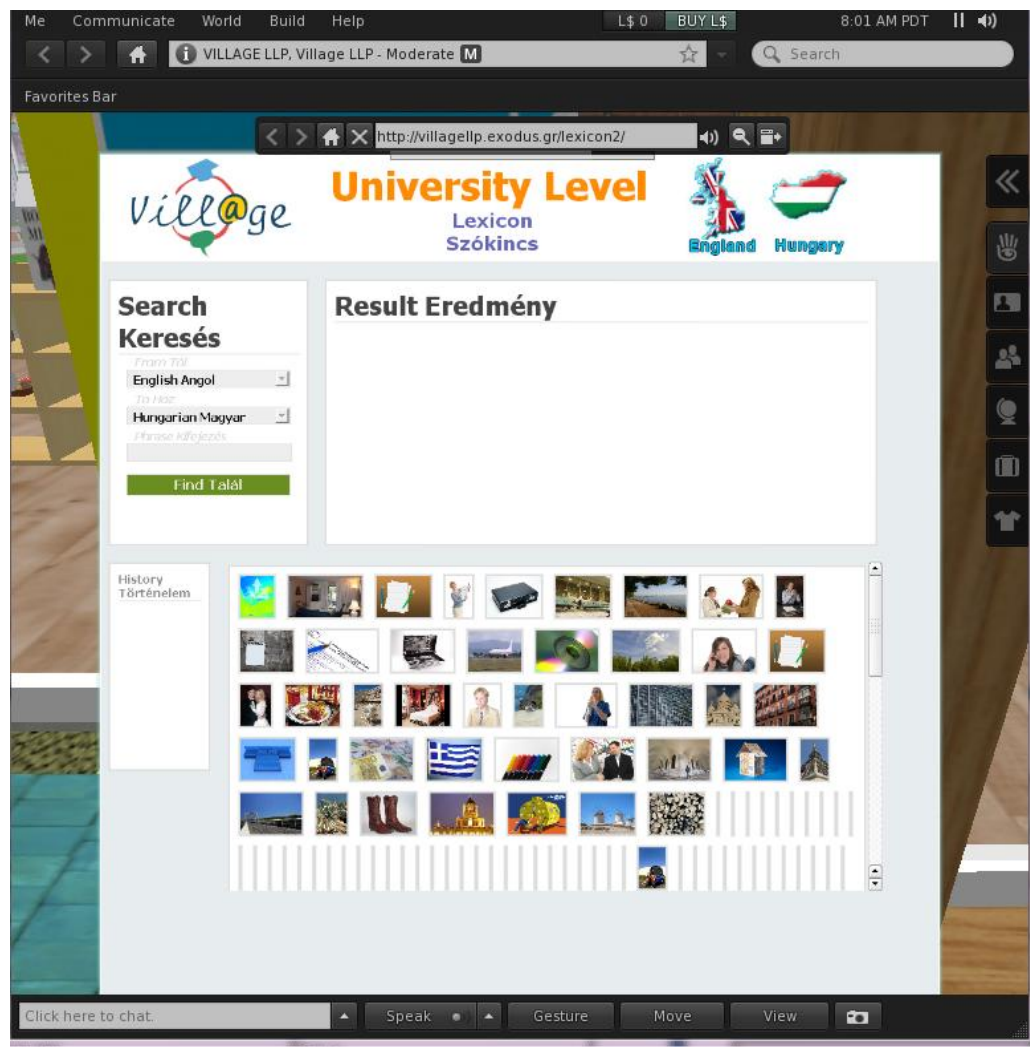


Figure 5: Vill@ge LLP - Lexicon

4 Language learning activities in Vill@ge LLP world

4.1 At the Museum

The museum has two floors. On the ground floor there are posters and some simple information about Britain and British culture. There are no stairs to the top floor. Instead, you will see a white rectangle on the floor near to the entrance to the museum. If you double click on this you will be transported to the top floor.

The top floor is a picture gallery where users can create posters and put them on the walls for other users to see. To create a poster you need to click on one of the white cubes in the middle of the floor.

Clicking on the white cubes will give you this screen which you can use to create your own poster.

- You can give your poster a title by writing in the box under the heading Name of the Poster.
- You can write four sentences on your poster using the boxes called Description.
- You can add a picture using the select Image button.
- You can add details about yourself: your name, where you are from, and the date.
- You can change the background.



Figure 6: Museum

4.2 At the Zoo

The zoo is designed in such a way for young learners to:

- Learn the names of animals
- To practice numbers (up to ten)
- To practice indicating plurality

It is intended that a learner will meet with a native speakers and go round the zoo naming the animals and saying how many there are.

The users can communicate through typing (chat) or they can speak directly using a microphone.

In the zoo there are animals which young learners are likely to have encountered in language classes such as horses and elephants. But if they haven't, then their native speaking friend can help them.

By the entrance of the zoo there is a stand where if you pass your mouse over it, and click on the activation button in the window that appears, a video is played illustrating the interaction which might take place. (demonstrator mode)



Figure 7: Zoological Park

4.3 At the travel agency

The travel agency is designed for university learners to:

- Practice the language specific to these places and jobs
- To gain fluency and experience in dealing with customers in these locations

It is intended that a university learner will take the role of an employee in the travel agency and meet with a native speakers who play the role of the customers. The customer will be given a task to carry out like renting a car.

By the entrance of the travel agency there is a stand where if you pass your mouse over it, and click on the activation button in the window that appears, a video is played illustrating the interaction which might take place. (demonstrator mode)



Figure 8: Travel Agency

4.4 At the clothing shop

The clothes shop is designed for young learners to:

- Learn the names of items of clothing
- To practice colours
- To practice adjective and noun agreement (in Greek and Hungarian)

It is intended that a learner will meet with a native speakers and go round the clothes shop. One user pretends to be a customer and the second the shop assistant. They can go around the shop together looking for particular items of clothing to wear.

By the entrance of the clothing shop there is a stand where if you pass your mouse over it, and click on the activation button in the window that appears, a video is played illustrating the interaction which might take place. (demonstrator mode)



Figure 9: Clothes shop

4.5 At the real estate agency

The real estate agency is designed for university learners to:

- Practice the language specific to these places and jobs
- To gain fluency and experience in dealing with customers in these locations

It is intended that a university learner will take the role of an employee and meet with a native speakers who play the role of customers. The customer will be given a task to carry out like checking a house that it is for sale.

By the entrance of the real estate agency there is a stand where if you pass your mouse over it, and click on the activation button in the window that appears, a video is played illustrating the interaction which might take place. (demonstrator mode)



Figure 10: Real Estate Agency

4.6 At the supermarket

The supermarket is designed for young learners to:

- Learn the names of food and drink
- To express preferences
- To ask and answer whether something is present

It is intended that a learner will meet with a native speakers and go round the supermarket. One of the two is given a shopping list and they will have to collect items for dinner. They can ask each other where things are and say whether they like the things on the list or not.

By the entrance of the supermarket there is a stand where if you pass your mouse over it, and click on the activation button in the window that appears, a video is played illustrating the interaction which might take place. (demonstrator mode)



Figure 11: Supermarket

4.7 At the Bank

The bank is designed for university learners to:

- Practice the language specific to these places and jobs
- To gain fluency and experience in dealing with customers in these locations

It is intended that a university learner will take the role of an employee and meet with a native speakers who play the role of customers. The bank customer will be given a task to carry out for example opening a bank account.

By the entrance of the bank there is a stand where if you pass your mouse over it, and click on the activation button in the window that appears, a video is played illustrating the interaction which might take place. (demonstrator mode)



Figure 12: Bank

5 Steps to visit the Vill@ge World

1. In order to run Second Life, the user has to download the client software “Second Life Viewer 2”. The download link is: <http://secondlife.com/support/downloads/?lang=en-US>.
2. After the Viewer is downloaded, it has to be installed.
3. Run the Viewer application.
4. Once you double click on the application icon you will get the following screen



Figure 13: Second Life Login Screen

Login using the following credentials:

- a. Username: **VillageGuest Gant**
- b. Password: **vill@gellp**
- c. Choose *Start at my last location* and click  Button.

5. The avatar will land on Village LLP Island.



5.1 Downloading and installing Second Life client software

In order to go into the Vill@ge LLP world first you need to go to the following web address

www.secondlife.com/

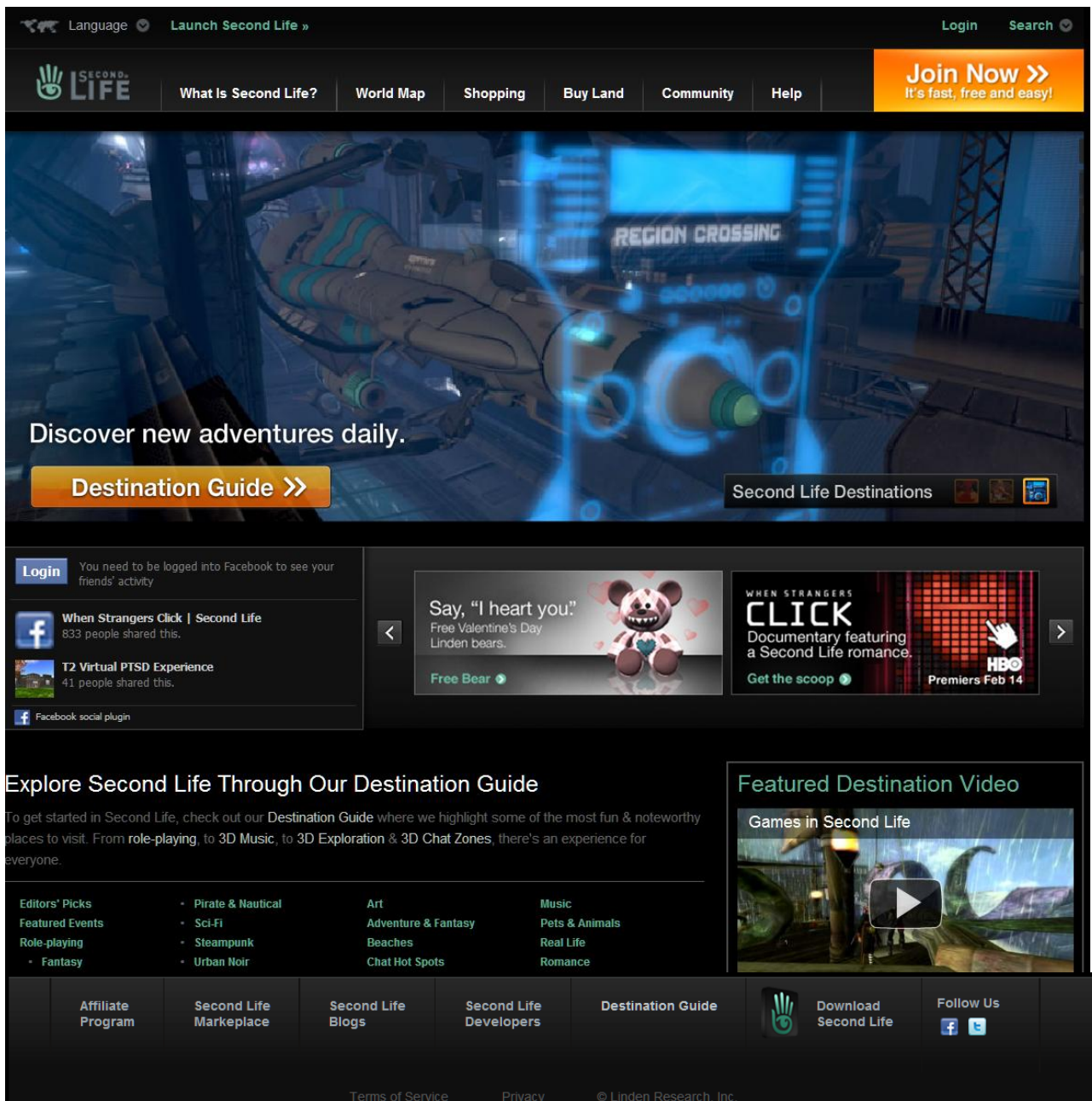


Figure 14: Second Life main web page

Click on the download section on the bottom of the screen. Once you do that the second life client software will be downloaded on your computer. Then double click on the application you just downloaded to install the client software.



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5.2 Creating Second Life User Account

Here you can see some of the information required by second life in order to create a new account.

Create your Second Life Personality

Create your user name and password

Your username includes a first and last name. Each last name is available for a limited time. Choose a first name to see which last names are available now!


Create a First Name

Find Last Names

Create a Password

Note: Your username is both your screen name in Second Life, and your login ID. Once you register, your username cannot be changed













First Name Last Name



You in Second Life

Choose a starting look

Click on images below to select a starting look. Once in Second Life, you can change your appearance, or shop for a whole new look.



Just a Few More Details ...

E-mail Address

I was born

Month

Day

Year

Security Question

Select a question

Security Answer

Security Check



Enter the two words above:

Problem? [Try a different one.](#)
You can also [try an audio captcha instead](#) or [get help.](#)

Provided by reCAPTCHA

Need Help? Have Questions?
[Please see our FAQ](#)

By clicking Create Account you are indicating that you have read and agree to the [Terms of Service Agreement](#) and [Privacy Policy](#).

Create Account »

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IMPORTANT NOTE:

Once you create your second life user account in order to gain access to the Vill@ge LLP island you have to send to mlin@exodussa.com your First Name, Last Name so we can give you access to the island. You will receive a confirmation email that you have access to the Vill@ge LLP island.

5.3 Visit the Vill@ge World

Vill@ge virtual world is available only to validated users for security reasons. You must first create a second life account through the normal registration process of second life (chapter 2.2). When you get an email confirmation approval of your account you can use second life viewer to access Vill@ge virtual world.

Once you run the second life viewer Second life will take you to a default first location. In order to move (teleport) to the Vill@ge LLP island you have to do the following steps:

Go to menu > select World > select World Map > type Village LLP at the tab next to Find button > press Find > select Village LLP > and finally press the Teleport button to transfer to Vill@ge virtual world.

