

The ETH World logo depicts three spaces: the administrative space, the academic space, and the technology space. These spaces form the organisational backbone of all three campuses, bringing together the physical campus the virtual campus, and the supporting technical infrastructure.

The concept is to bring the community into the campus. It includes a 3D virtual world as a place to build the community and access information repositories. The 3D virtual world complements the sense of place of the physical campus, and provides windows to it. The physical campus has portals to the virtual campus, so that movement between the two are seamless. A database, holding records of students, employees, and of course offerings, is the basis for the virtual world where people are represented as avatars. Each object in the

database is an object in the virtual world, including rooms, portals, things and people with intentional functions and behaviors.

The virtual world is circular, with curved panels creating three ovals. The transport boundaries allow seeing other parts of the virtual campus. These are implemented as software agents, and provide privacy, security, and interactivity. The use of shape is intentional: curved spaces indicate movement, and rectangular spaces indicate stability. Walls provide a visual boundary for holding information and tools. Video windows provide access to activities in the physical campus. Sound is proposed to create ambience and provide information. A structure modeled similar to the Honggerberg campus houses faculties, departments, and offices: they are rectangular and stable. The portals and corridors have curves shapes indicating movement. A representation of the Visdome provides access to presentations and demonstrations.

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