P2P DVE 2009

First Workshop on P2P Distributed Virtual Environments
http://icumtw37.di.unipi.it/default.aspx
St.Petersburg, Russia, 12-14- October 2009

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colocated with ICUMT 2009
The International Conference on Ultra Modern Communications
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Aims and Scope

Distributed Virtual Environments (DVE) like military or civil protection distributed simulations and massively multiplayer online games (MMOG), for instance *World of Warcraft* or *Second Life*, are currently gaining increasing attention in the software market. In a DVE users located at geographically distributed hosts interact within a virtual world which is populated by user or computer controlled avatars and by passive objects which may be updated by the avatars. The client server model is currently the reference model for these applications, but several *P2P based approaches* have recently been proposed. In the client server model a single server manages the shared state of the DVE and is responsible of notifying both the position updates of the avatars and the updates to the shared state. The main drawback of this solution is the low level of robustness and scalability due to the presence of the single server. The definition of a fully *P2P distributed architecture* for DVE is an actual challenge because of the complexity of these applications which integrate networks, graphics and AI programming. On the other hand, the adoption of a distributed computational model is mandatory to overcome the low scalability of client server architectures.

The workshop will focus on fundamental challanges and issues in the fields of *P2P Distributed Virtual Environments* and it will highlight the newest trends in this emerging area.

Topics of Interest

Topics include but are not limited to:

- P2P Overlays
- Scalability
- Responsiveness
- State Consistency
- State Persistency
- Scalable P2P Information Retrival
- Security, Privacy
- Content Streaming
- Cheating Prevention Techniques
- Self Adaptiveness

- Hybrid Architectures
- Implementation Issues

Important Dates

Paper Submission due:	18 July 2009
Notification of Acceptance:	30 July 2009
Camera Ready due:	15 August 2009
Workshop Date:	13 October 2009

Submissions

All accepted papers will be published in IEEE Explore. All submissions must describe original research, not published or currently under review for another workshop, conference, or journal. The submissions will be refereed by at least two reviewers in terms of correctness, originality, technical strength, significance and quality of presentation. Authors should prepare a PDF file following the IEEE single-spaced, double-column pages using 10 pt size fonts on 8.5X11 inch pages. Papers are restricted to a maximum length of six (6) pages, including text, figures, references, and appendices. Papers must be submitted electronically through the following website:

http://edas.info/N7847

Commettes

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Links

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