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Nota di contenuto	Front matter -- Contents -- Part I: Introduction -- 1 Introduction -- 2 Virtual Worlds -- Part II: Rule-based Place Design in 3D Virtual Worlds -- 3 Generative Design Grammars -- 4 Generative Design Agents -- Part III: An Adaptive Virtual Gallery -- 5 A Generative Design Grammar for a Virtual Gallery -- 6 An Adaptive Virtual Gallery -- Part IV: The Future of Adaptive Virtual Worlds -- 7 The Future and Impact of Adaptive Places -- List of Figures -- Index
Sommario/riassunto	Designing adaptive virtual worlds takes the design of places for education, entertainment, online communities, business, and cultural activities in 3D virtual worlds to a new level. The place metaphor provides a rich source of styles and examples for designing in 3D virtual worlds. This book is one of the first design books in the field showing how those styles can be captured in a design grammar so that unique places can be created through computational agents responding to the changing needs of the people in the virtual world. Applying the techniques introduced in this book has immediate implications on the design of games and functional places in existing virtual world platforms such as Second Life, OpenSim and Active Worlds as well as future virtual worlds in which the boundaries between digital and physical environments blur.

