Web–Based Simulation

Research and Commercial Opportunities

** PANEL **

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Research and Development

Beginnings, 1996
- Remote Execution via CGI
- Java–Based Simulators

Expansion, 1997–2000
- Distributed Simulation
- Components
- Agents
- 3D / Virtual Reality
- Embedding

Future Directions, 2001 (A Space Odyssey)
- Stay Tuned

Progress in Web–Based Simulation (WBS)

Beginnings: What are you building?

I'm building a brick.

Expansion: What are you building?

I'm building a wall.

Future: What are you going to build?

Well, why doesn't the WBS community work together to build something greater?

IFAQ (InFrequently Asked Questions)

What areas fit under the umbrella of WBS?

Does WBS represent a paradigm shift in simulation?

Are there areas outside simulation that WBS will pull in, *eg*, CSCW?

WBS software development : object, component and/or agent?

When will widely available, easy–to–reuse WBS components exist?

WBS Software Architecture: HLA, HLA–Lite or something else?

Where does Multi–Modeling fit in?

From large digital libraries to large model repositories on the Web?

What is happening on the commercial side?

What might trigger greater commercial interest in WBS?