











Mis see on?

- Arvutiabil loodud 3 mõõtmeline suhtluskeskkond, mis ei ole "mäng" - "I'm not building a game. I'm building a new country."
- Kasutajat esindab graafiline kujutis – avatar
- Sisu loovad kasutajad
- Avati 2003 (Philip Rosdale, Cyberpunk, Snow Crash)
- Esmalt kunstnike ja disainerite loodud keskkond

Palju on kasutajaid?

- Maailma tähelepanu 2006 jaanuar
- Detsember 2007 – 11.5 miljonit kasutajat
- Praegu on sellel keskkonnal rohkem kui 13 miljonit registreeritud kasutajat
- Paljud on passiivsed (aktiivsed 1.5 miljonit)

Kes on olnud edukad?

- Harvard, Stanford, Princeton
- Kultuuriasutused
- Muuseumid
- Kes on olnud edutud?

Meie eesmärgid

- Ise õppimine ja nende eestlaste õpetamine, kes sinna alles tulevad
- Eesti tutvustamine
- VM-i kui kaasaegse organisatsiooni maine tööstmine





Tulemus

- Sellest on kirjutanud "Washington Post" ja "Businessweek"
- TechCrunch
- AFP, BBC
- Maroko, Vietnami jms uudisteportalides
- Blogosfääri

Aasta betoonehitis

	12. SHF büroo- ja laohoone Arhitektuur Anne Vinkel (i)soarhitektuur Mare Hammer ja Pille Naudi projekteerija, konstruktioonid OÜ Human Grupp ehitaja OÜ FCC betooni tarija AS Rudus Halata selle ehitise poolt
	13. Klubbetoonist vahelagi projekteerija, konstruktioonid Betotrade OÜ, Arcelor betooni tarija AS Rudus koostööd Betotrade OÜ-ga Halata selle ehitise poolt
	14. Eesti Virtuaalne saatkond Second Life's Arhitektuur Scope Cleaver projekteerija, konstruktioonid Scope Cleaver ehitaja: Scope Cleaver betooni tarija: Scope Cleaver Halata selle ehitise poolt
	15. Rotermann'i äri- ja kortermaja Arhitektuur AB Kosmos OÜ projekteerija, konstruktioonid IB Pike OÜ, IB Printsüg DÜ ehitaja: Arno Kohonen OÜ ehitaja: KMG Ehitus AS, AS Kontek Int (betoonitööd) betooni tarija: Betoneks AS, JC Betoon AS Halata selle ehitise poolt

ETV24 Nädala inimene – Urmas Alter



The Washington Post

- [Estonia](#) is the latest nation to build a Second Life embassy, opening last month. Its ultramodern building represents the high-tech aspirations of a nation trying to make rapid technological progress. Daniel Vaarik, managing director of Hill & Knowlton Estonia, which designed the building, said the virtual embassy was a "logical step," adding that the intention is "to reach outside of Estonia and find people who are interested in . . . e-technology and e-governance, to create a discussion ground for e-services, communication in virtual environments."

Side muu meediaga

- Margus Laidre loeng EV 90. juubeli "Akadeemias"
- Kaja Taela loeng "Postimehes"

Helicopters & VTOL aircraft: Reporated how to
[1.02]
[1.03]
[1.04] Margus Dreamscape: Ladies and Gentlemen,
[1.05] I am Margus Dreamscape. William Gibson's novel Neuromancer started it all, launching the cyborg generation and introducing the world to cyberspace. The main character of the novel, Case, was the hottest computer cowboy cracking the information superhighway - jacking his consciousness into cyberspace, rustling encoded secrets, or involved with the money (I say it still)
[1.06] SKOA Vestonia Guest Chair 1.2: Touch chair to change position.
[1.07] Margus Dreamscape: Ladies Second Life mean a second chance for my own country, Estonia! I don't think so. For small countries it is crucial to be visible in the everchanging world. Using the words of the American linguist Noam Chomsky we should always be aware that our language is still on a moving train.
[1.08] Sonia Markman: just
[1.09] Margus Dreamscape: Therefore regard Second Life rather as one possibility among many others to reach where a small nation usually never gets in our physical world. I would like to see it as a gateway between the past and the future, a possibility by which we can keep our culture alive and how it's possible?
[1.00] Sonia Markman: sry :-)
[1.01] Margus Dreamscape: Historians who are supposed to be specialists in the affairs of the Past, are always being asked to speculate about the future. Moreover, one is inevitably led into the current field of the Present.
[1.02] Margus Dreamscape: This is into the everchanging panorama of predictions and analyses which were made in a Present that no longer exists. To review these predictions and analyses can be a humbling experience.






