A to Z Experimental Chatroom
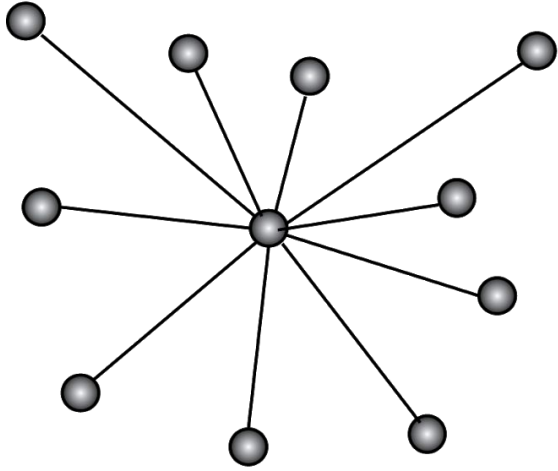
-> Hackers & Designers
-> july 20, 2020

questions welcomed anytime

-> voice
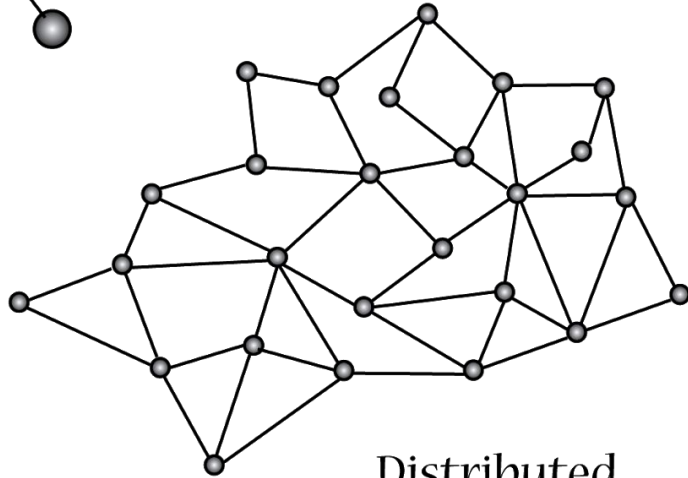-> Etherpad
-> jitsi chats
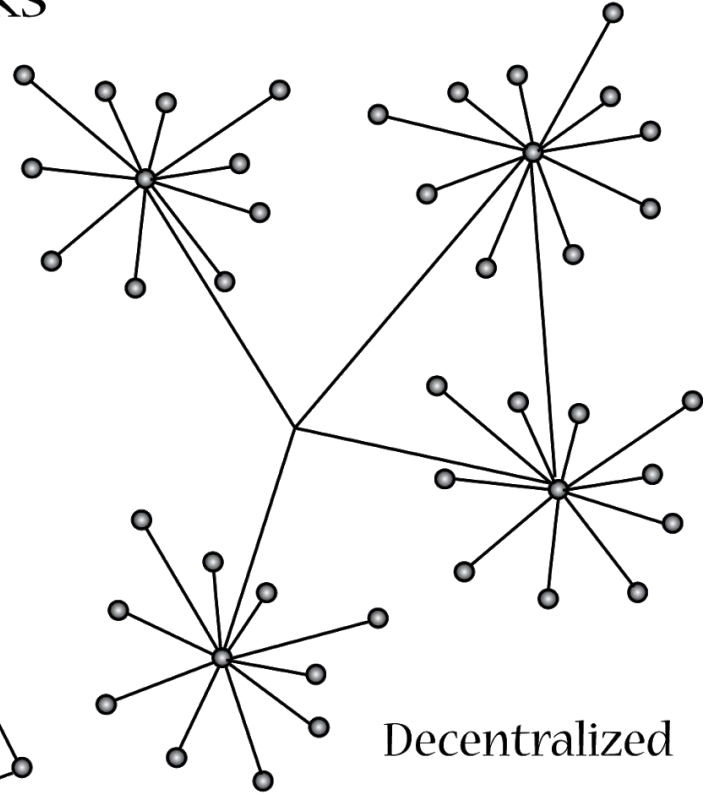
Types of Networks

Centralized

Distributed

Decentralized

Web 1.0

Serendipity

Idling

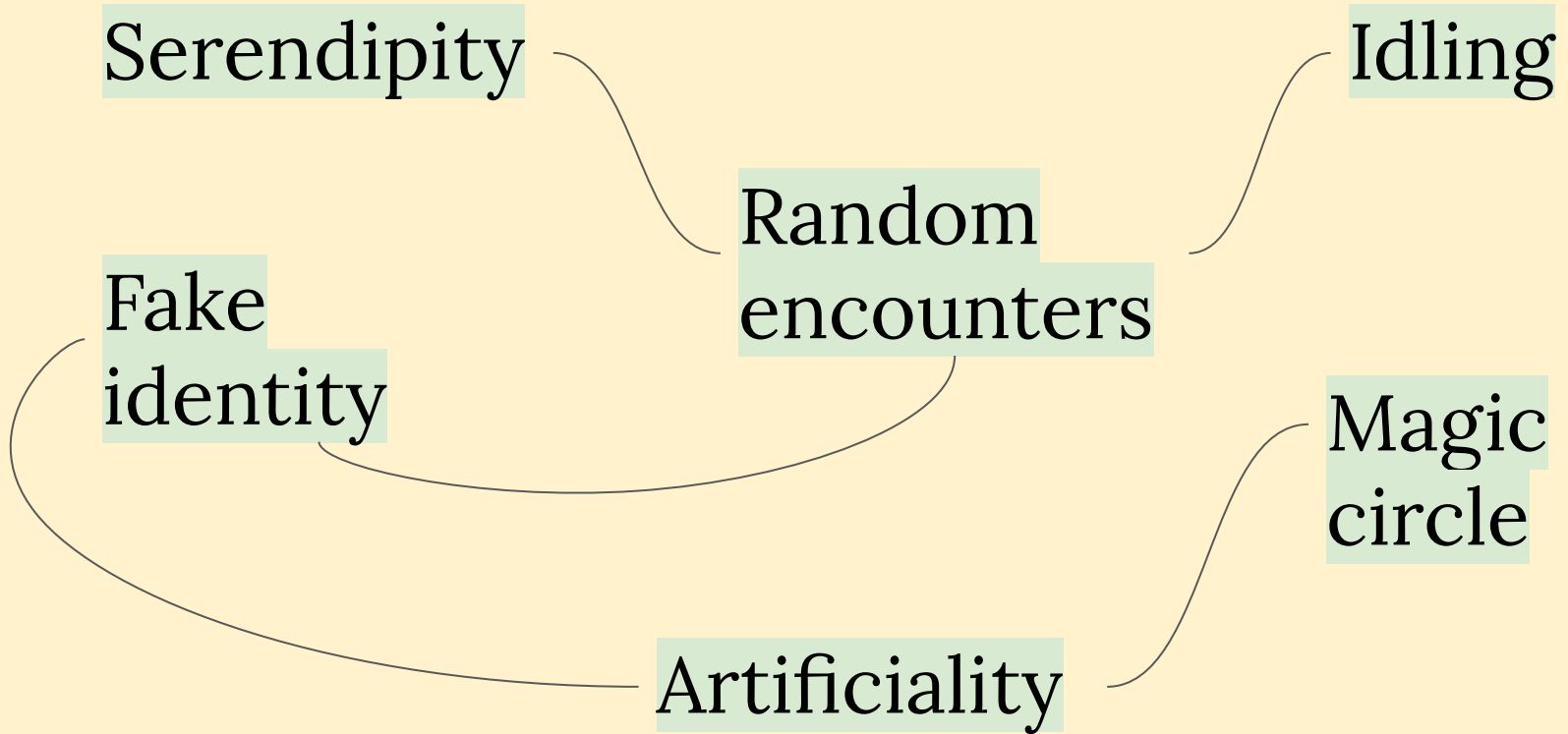Random encounters

Fake identity

Magic circle

Artificiality

Compuserve (1969)

Talkomatic (1974)

TALK   (Channel 1)

$$$ Dr. Wool   woolley / cerl   1-20
Okay, that's better.

I was hoping Papa Del's is still around - it was the best

$$$ brian   brian dear / uofdel   1-25
is garcia's still in business?

$$$ A   peltz / s   5-16
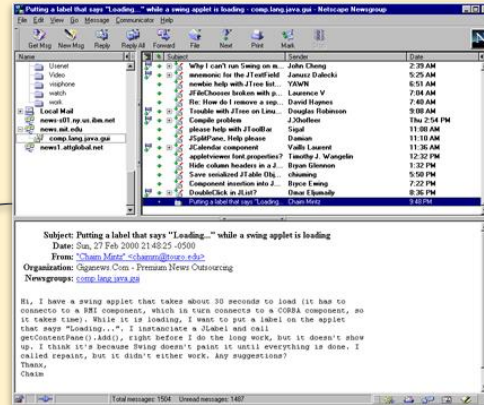I haven't eaten at delz for a while
it's better than garcias tho.

$$$ Loren   platte / unl   1-18
grin and *sigh*

$$$ Doug   dwb / nginear   1-0
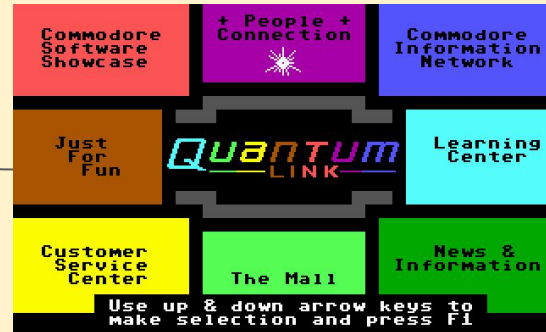hmmmm

BBS (1978)

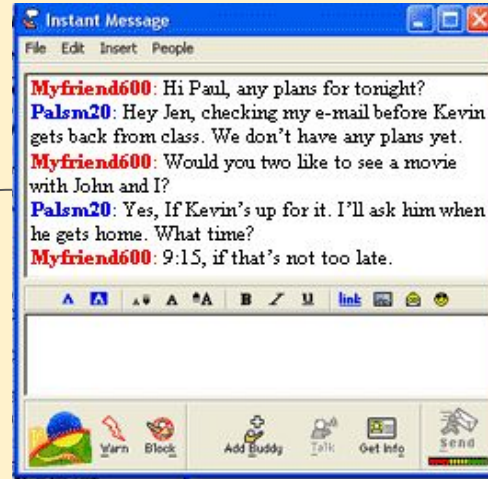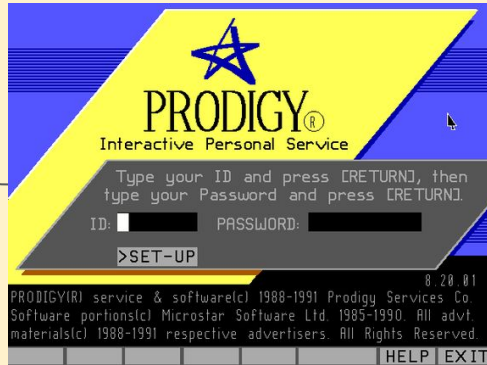Usenet (1980)

MUD (1980?)

Quantum Link (1985)

Telnet british-legends.com

```
*n
Path.
You are standing on a path which leads off a road to the north, to a cottage
south of you. To the west and east are separate gardens.
*w
Flower garden.
You are in a well-kept garden. There is an unexpectedly sweet smell here, and
you notice lots of flowers. To the east across a path there is more garden.
*w
Cliff.
You are standing on the edge of a cliff surrounded by forest to the north and
a river to the south. A chill wind blows up the unclimbable and unscaled
heights. At the base of the cliff you can just make out the shapes of jagged
rocks.
*w
As you approach the edge of the cliff the rock starts to crumble. Hurriedly,
you retreat as you feel the ground begin to give way under your feet!
*leap
You are splattered over a very large area, or at least most of you
is. The rest of your remains are, evn now, being eaten by the seagulls
(especially your eyes). If you'd have looked properly before you leaped you
might have decided not to jump!
Persona updated.
Would you like to play again?
:
```

Commodore Software Showcase

+ People + Connection

Commodore Information Network

Just For Fun

QuanTum LINK

Learning Center

Customer Service Center

The Mall

News & Information

Use up & down arrow keys to make selection and press F1
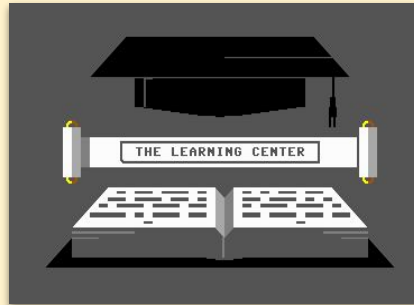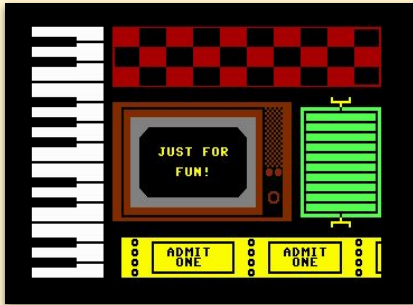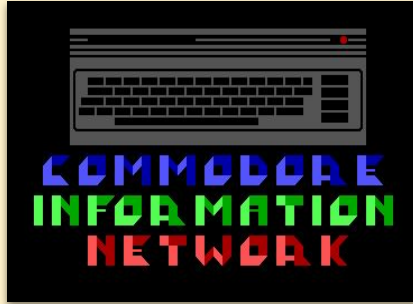
Prodigy (1988)

AOL (1989)

The Palace (1995)

Chatroulette (2009)

Quantum Link (1985)

Quantum Link: People Connection

```
+  Lobby              PEOPLE HERE: 23
HI:  Cathleen,Bill P1,Bob K
BYE: Travis

QGuide QL    Welcome to Q-Link! If you
             need any help just let
             me know.  The QGuides are
             always online to help you.

Cathleen     Thanks, QGuide

Steve C      Hi everyone, good to see
             you again. Is anyone going
             to the lecture tonight?

Bill P1      Wouldn't miss it for
             anything.

Tony         Bill, thanks for telling
             me about the new C-128
             program.  I downloaded it
             and it's just what I was
             looking for.
```
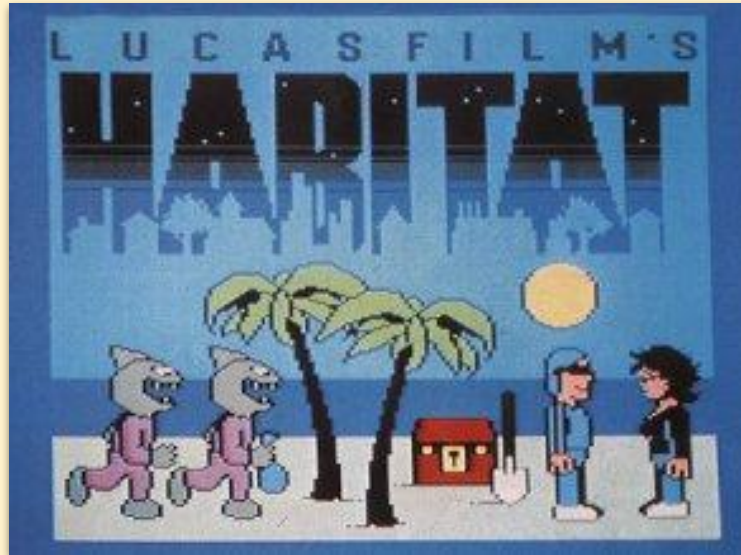
```
Expressions
  :)   - Smile/Happy
  :(   - Frown/Sad
  :D   - Big smile/Laugh
  :c   - Pout
  :>   - Mischievious smile
  :'(  - Cry
  ;)   - Wink
  :*   - Kiss
  []   - Hug
  :O   - Shout/Yawn
Press a Key
```

Quantum Link: Habitat
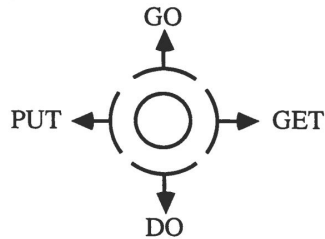
Quantum Link: Habitat

Heads

Quantum Link: Habitat

Joystick command verbs

GO

PUT ← ○ → GET

DO

Function keys

- F1 — ghost/de-ghost
- F2 — toggle region transition music
- F3 — list some online Avatars
- F6 — change flesh color
- F7 — get help information
- SHIFT-RUN/STOP — exit Habitat

Gesture keys

- CTRL-1 — wave hand
- CTRL-2 — point
- CTRL-3 — palms up
- CTRL-4 — jump
- CTRL-5 — face forward
- CTRL-6 — face backward
- CTRL-7 — bend over
- CTRL-8 — stand up
- CTRL-9 — punch
- CTRL-0 — frown
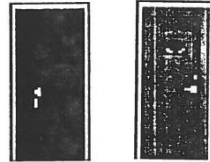
Quantum Link: Habitat

Multi-player shared universe

- An imaginary world...
- ...inhabited by real people...
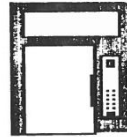- ...who enter it via their home computers

Teleport

Vendroid

Doors

Escape Device

ATM

Body Sprayer

Things to do

- Games
- Sports
- Quests
- Exploration
- Parties
- Hanging out
- Drama
- Business
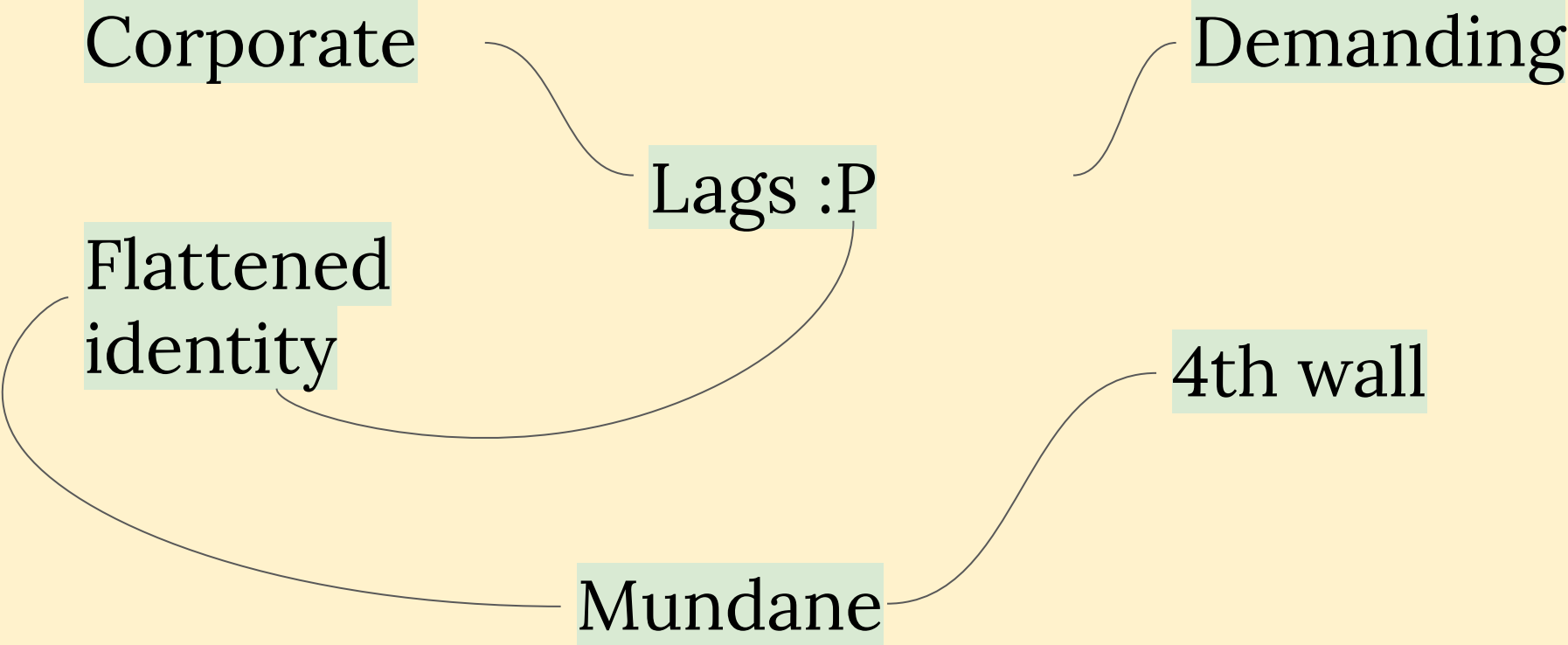- Politics
- Religion
- Sex
- "Events"

Quantum Link: Habitat

"The Habitat Beta Test was actually a paying pilot-test. The testers would be paying $0.08 per minute to play and in this way we could see if Habitat was financially feasible. ...We wanted to see if Habitat was fun enough for paying customers..."

— F. Randall Farmer, co-creator of Habitat

[PDF p162](#)

What kinds of top-down decisions were made that shaped the Habitat community?

Web 2.0

Corporate

Demanding

Lags :P

Flattened
identity

4th wall

Mundane

FUTURE