

**NOW PLAYING**

**INNOVATION**  
IN THE TIME OF  
**COVID**  
A FILM BY MIKE NEWELL

JAVIER BARDEM GIOVANNA MEZZOGIORNO BENJAMIN BRATT

HOW LONG WOULD YOU WAIT FOR INNOVATION?

March 1<sup>st</sup>, 2020

**NOW PLAYING**

PREPARE TO GET SERVED

**CLOUDY**  
with a chance of  
**MEAT BALLS**

THIS SEPTEMBER

IN 3D AND REAL D 3D IN SELECT THEATERS

September 1<sup>st</sup>, 2019

**NOW PLAYING**

Eric  
Hackathorn  
SOS Workshop  
2020

December 2<sup>nd</sup>, 2020

**COMING SOON**

OCEANS RISE. CITIES FALL.  
HOPE SURVIVES.

"EXHILARATING!  
THE SPECIAL EFFECTS  
HIGHLIGHT OF THE YEAR."  
-Jeffrey Labrecque, NBC-TV

**DEEPIIMPACT**

COMING IN OCTOBER

October 2021



*Innovation in the Time of COVID*

# Overview

Introductions

Who am I?

Past

Video gaming technology

Present

Day 274 of quarantine

Future

Too many ideas not enough time!

Questions

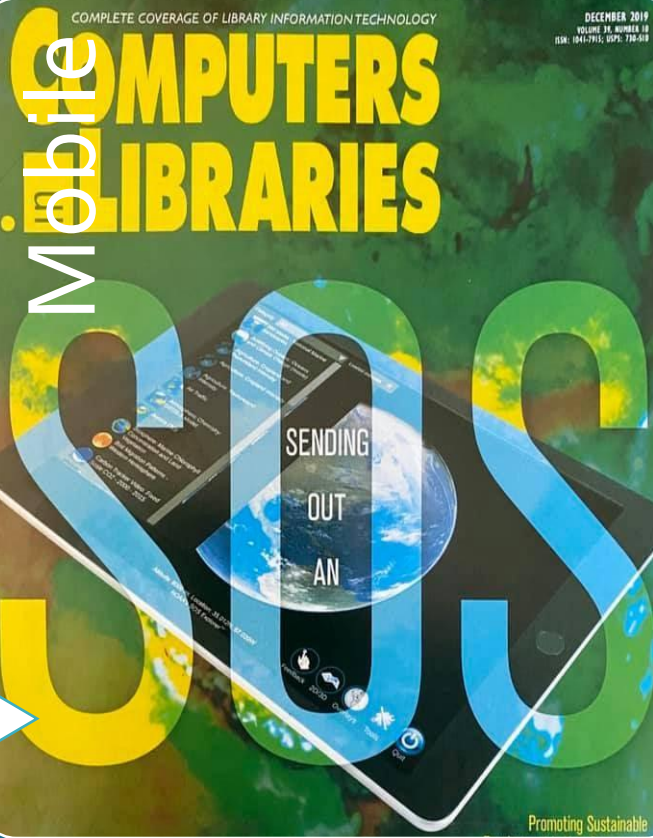
How do we make this useful?

# Past

Second Life



Exhibit



I miss the collaboration and virtual interaction



A large group of children and adults are gathered in a museum, looking at a massive, detailed globe of Earth. The globe is the central focus, showing continents and oceans. The children are leaning on a metal railing, and the adults are standing behind them, all appearing to be engaged in a learning activity. The scene is brightly lit, and the atmosphere is educational and interactive.

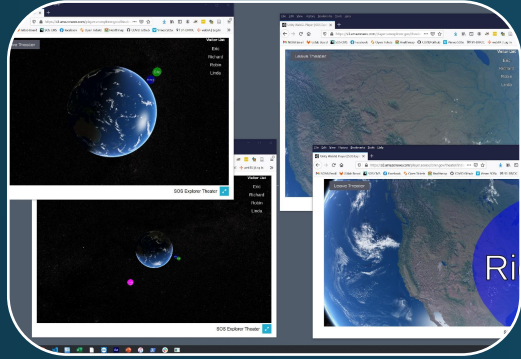
Present

What makes the  
sphere unique?

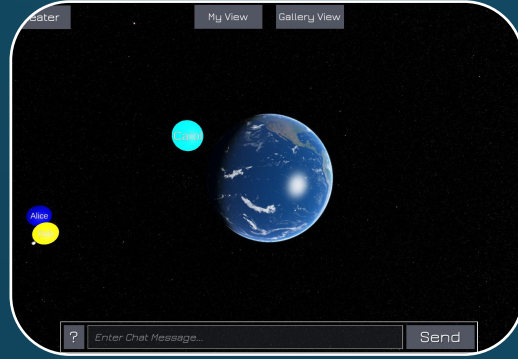
This year we  
lost our spheres



# Virtual Planet Theater



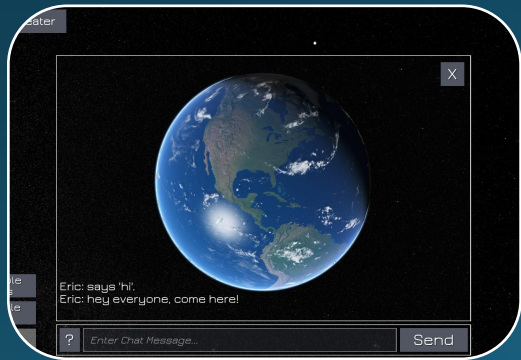
Setup



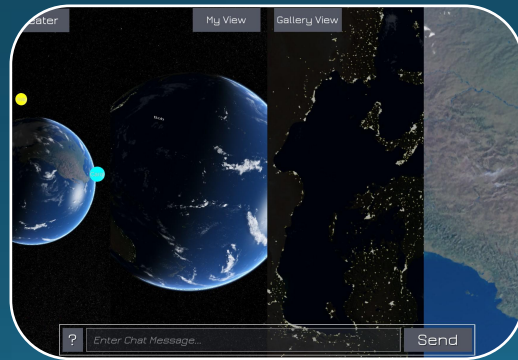
Multiuser Experience



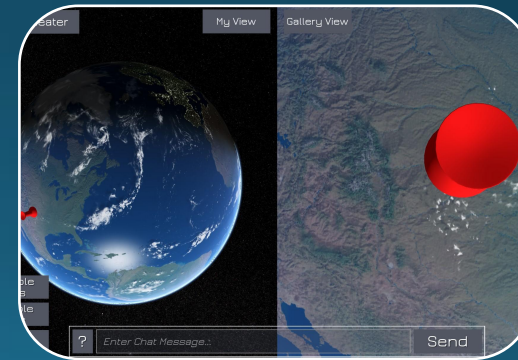
Text Chat



Follow the Leader



Gallery View



Annotations

Your Name:

Enter

<https://s3.amazonaws.com/player.sosexplorer.gov/theater/index.html>





# Future

- Dataset Catalog Integration
- Global to Local Views
- Voice Communication
- Video Presence
- Virtual Reality
- User Generated Content
- What else?



[Eric.J.Hackathorn@noaa.gov](mailto:Eric.J.Hackathorn@noaa.gov)

# Questions