Message from P2P-NVE Program Chair

The rapid growth and popularity of networked virtual environments (NVEs) such as Massively Multiplayer Online Games (MMOGs) in recent years have spawned a series of research interests in constructing such large-scale virtual environments. For increasing scalability and decreasing the cost of management and deployment, more and more studies propose using peer-to-peer (P2P) architectures to construct large-scale NVEs for games, multimedia virtual worlds and other applications. The goal of such research is to support an Earth-scale virtual environment or to make hosting virtual worlds more affordable than existing client-server approaches. However, existing solutions for consistency control, persistent data storage, multimedia data dissemination, and cheat-prevention may not be straightforwardly adapted to such new environments. Novel ideas and designs thus are needed to realize the potential of P2P-based NVEs.

The 2007 International Workshop on Peer-to-Peer Networked Virtual Environments (P2P-NVE 2007) provide a forum for researchers and practitioners to exchange ideas to lay the foundation for the emerging research area of P2P-based NVEs. This workshop includes 14 high-quality papers presented in three sessions. In the first session, we have papers addressing the forwarding model, the simulation platform, the formation and the identity protection of P2P-based NVEs. The second session contains papers discussing efficient and secure P2P overlays. Included in the third session are papers about P2P-based emergency call handling, pervasive augmented reality games, geometric computation method for ubiquitous video cameras, and voice chatting for MMOGs.

We would like to thank all the authors and reviewers of the papers. With their contributions, the workshop has solid and rich contents, which may inspire more research efforts devoting to the area of P2P-based NVEs. Special thanks go to Prof. Chung-Ta King, the ICPADS Program Chair, for his continuous supports and valuable advices. And at last but not the least, we would like to thank all workshop attendants. Without your participation, the workshop will not achieve any success. Let’s work together. Hope that we can see more research outcomes about P2P-based NVEs in the near future.

Chair, P2P-NVE 2007
Jehn-Ruey Jiang