



Ohio's Third Frontier Network Marks Second Year with Emerging Technologies Showcase

Portsmouth, Ohio – The Ohio Supercomputer Center marked the second year of operations for Ohio's Third Frontier Network—the nation's leading high-speed super-scale education and research network—with an Interactive Digital and Emerging Technologies Showcase at Shawnee State University in Portsmouth.

In concert with Shawnee State University's *Shawnee 3.0 Conference* on interactive digital technologies (IDT), the Third Frontier Network (TFN) event featured demonstrations of virtual reality, video gaming, animation and other related IDT fields. In recent years, Ohio has become a hotbed of serious and entertainment gaming education and development.

“The Third Frontier Network enables Ohio's colleges and universities to leapfrog others in the collaboration that is required to compete successfully in a flat world,” said Roderick G. W. Chu, chancellor of the Ohio Board of Regents. “In a global economy

where India and China are producing college graduates in key fields at a rate 5- to 10- times that of the U.S., strong collaboration and efficient use of resources – especially through technological advancements such as the TFN – is absolutely necessary.”

With the TFN's massive advantage in network capacity and statewide reach, Ohio has developed an unequalled research infrastructure to develop new IDT, animation and computer-assisted design applications for security, education and commercial interests.

The TFN was deployed in 2004 by OARnet, OSC's networking division. The network's 1,600-mile backbone connects more than 100 of the state's campuses, their business partners, federal labs, hospitals and K-12 schools. Nearly all of Ohio's colleges and universities are using the TFN fiber-optic backbone, with more than 30 higher education institutions having direct access via last-mile connections.

The technology that enables Playstations, iPods and Webcams is the same technology that powers high-tech surgical training applications and military systems. The explosive growth of the technology-driven education industry is creating many new high-paying jobs – the average starting salary for college graduates in related fields is \$50,000/year – in communities with historically low wages.

The network also is connected to



Ohio Board of Regents Chancellor Roderick Chu discusses TFN as an example of how higher education collaborations benefit the entire state. Chu emceed a videoconference discussion of Interactive Digital Technology programs around the state.



TFN event Keynote Speaker Mike Zyda, who is Director of the University of Southern California GamePipe Lab, discusses the importance and relevance of Interactive Digital Technology (IDT) to the U.S., and reinforces how TFN benefits Ohio as networking becomes more important in the development of IDT.

their colleagues at larger research institutions. The reach of the TFN will enable IDT developers in SE Ohio and around the state to compete with researchers in the Silicon Valley and the Northeast.”

Researchers and professors from Shawnee State University, Washington State Community College, Ohio University, Kent State University, Bowling Green State University, Wright State University, and The Ohio State University participat-

vance of serious gaming to the U.S. He also discussed how a high-speed network infrastructure can benefit Ohio as networking becomes more important in development of an IDT technologies and other research and development industry.

The event also marked an announcement of the *TFN Awards for Innovative Research Collaborations* involving academic/industry teams, and state leadership in networking. An award for Ohio’s top networking technology leader is expected for next year’s event.

The event was held in conjunction with Shawnee State University’s *Shawnee 3.0 IDT Conference* set for Oct. 14. The Shawnee conference is sponsored by the Ohio Valley Interactive Digital Technology Alliance.

“Southern Ohio’s Appalachian region is fast becoming a hotbed for interactive digital and emerging technologies that are giving 21st century education, careers and industry.”

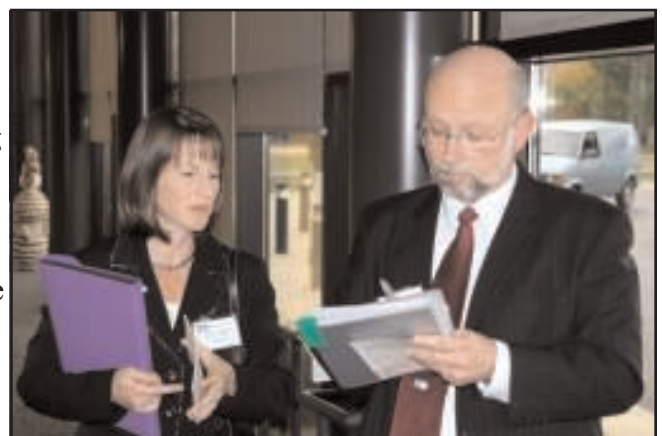
Internet2, a national high-performance backbone network for advanced networking application development.

“The Third Frontier Network acts as a great equalizer, especially so in a state like Ohio where most research and business is carried on a regional basis,” said Dr. Stanley Ahalt, executive director of OSC. “Faculty members at small colleges in rural and Appalachian Ohio have the same access to resources and collaborators as

ed in a fully interactive, real-time, statewide demonstration of these emerging technologies live over the TFN.

Keynote speaker Mike Zyda, of the University of Southern California Gamepipe Laboratory, discussed the national importance and rele-

Participating institutions and their network collaborators illustrated the impact of these new technologies on teaching, learning and business in southern Ohio and throughout the state, as well as the video gaming industries, medical schools, national defense and a host of other areas.



OSC Government Relations Director Kathryn Kelley and OSC Executive Director Stanly Ahalt make last minute preparations before the program.



Students gather to observe a variety of emerging technologies demonstrations during the reception following the TFN program.

Shawnee State is a leader in the U.S. for training future video game developers, with two four-year degree programs in IDT; a bachelor's degree program in Game and Simulation Development Arts that focuses on 3-D graphics, and another in Digital Simulation and Gaming

Engineering Technology, which concentrates on programming and artificial intelligence.

About TFN

TFN is the most advanced high speed, fiber-optic network in the nation dedicated to higher education and research. An Ohio Board of Regents' initiative, TFN works with government, academic and industry partners to position the

state of Ohio as a world leader in networking technology and the knowledge economy. For more information on TFN, visit www.tfn.oar.net.

About OSC

The Ohio Supercomputer Center is Ohio's high performance computing and networking center. Established in 1987 by the Ohio Board of Regents, OSC provides scientific computing, networking, educational outreach and information technology resources to a variety of local, state, national and international computing and networking groups.

for more information about OSC visit www.osc.edu.

Ohio Board of Regents

The Ohio Board of Regents is the coordinating body for higher education in the state of Ohio. Created in 1963 by the Ohio General Assembly, the 11-member public board has a direct, non-governing relationship with all Ohio's colleges and universities.



The "LOUIE" Project, by Yost Engineering, Inc. When completed, LOUIE will be a fully articulated mobile, artificially intelligent being capable of perceiving the world around "him."



Washington State Community College Assistant Professor Laura Kerbyson displays some of the video games she has developed. Kerbyson teaches game development, web and graphic design at Washington State.

