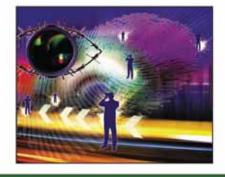# Security in Virtual Worlds, 3D Webs, and Immersive Environments:
Models for Development, Interaction, and Management

Security in Virtual Worlds, 3D Webs, and Immersive Environments

Models for Development, Interaction, and Management

ALAN REA

Alan Rea (Western Michigan University, USA)

Although one finds much discussion and research on the features and functionality of Rich Internet Applications (RIAs), the 3D Web, Immersive Environments (e.g. MMORPGs) and Virtual Worlds in both scholarly and popular publications, very little is written about the issues and techniques one must consider when creating, deploying, interacting within, and managing them securely.

Security in Virtual Worlds, 3D Webs, and Immersive Environments: Models for Development, Interaction, and Management brings together the issues that managers, practitioners, and researchers must consider when planning, implementing, working within, and managing these promising virtual technologies for secure processes and initiatives. This publication discusses the uses and potential of these virtual technologies and examines secure policy formation and practices that can be applied specifically to each.

Topics Covered:

- 3D spaces for security in higher education
- 3D3C identity
- Aspect-oriented programming
- ISO standards for virtual worlds
- Modeling secure 3D Web applications
- Privacy and security in virtual worlds
- Sociable behaviors in virtual worlds
- Social governance in virtual worlds
- Social order in 3D virtual worlds
- Society in virtual worlds

Market: This premier publication is essential for all academic and research library reference collections. It is a crucial tool for academicians, researchers, and practitioners and is ideal for classroom use.

Alan Rea is a Professor of Computer Information Systems at the Haworth College of Business, Western Michigan University in Kalamazoo, MI. At WMU, Alan teaches courses in Information Security, OO and Internet Programming, and e-Business technologies. His primary research involves the intersection between security and virtual realms, and encompasses the development and implementation of technology mechanisms and policies leading towards increased information assurance.

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