Mirror World: Using MMOs for Real World Mapping

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As The Same Technology Works For Both Worlds, Virtual World/Real World Mapping Merge (LOTRO)
A Brief Tour of Map Applications
From My Home MMO, Second Life
XML Capability Links Metaverse To Web And Mash-Up Mapping Capabilities
MMO Maps Of The Imagination Bump Up Against Real World Cartography--Welcome To The Neighborhood, IBM
Sculpty Earth, Topographic Globe, Streaming Real Time Weather Data
David Rumsey's Historical Map Archive, Translated Into 3D Immersive Topography
Daden UK: Google Earth/SL Mash-Up Dynamically Tracks LAX Traffic
Digital Urban UK: London Building/Street Data Uploaded, "3D-ized" In Real Time
Daden UK: Google Maps Mash-Up With Satellite and RSS Overlay
But why immersive maps of real worlds?

The "Memory Palace" Argument: Rapid and profound data acquisition and retention through immersion... but we're not sure, yet.
Then again, maybe the metaverse will just become pocket-sized:
And to find out how the map to this world got started...

Also: nwn.blogs.com