

Librarians in Second Life?

1. Second Life created by Linden Lab is not promoted as a “game.” Instead, the people at Linden Lab truly see it as a 3-D virtual world, and only different from our earth in that this world is “lived” via the Internet.

The SL world is computer-based and appears similar to the real world, with real world rules such as gravity, wind, topography, locomotion, real-time actions and communication. SL was officially launched in 2003, running on 16 servers with barely 1,000 dedicated users.

SL now runs on many thousands of servers and many millions of registered users.

2. Second Life is hard to describe in words.

Wikipedia’s definition: Second Life (abbreviated as SL) is an Internet-based virtual world launched in 2003, developed by Linden Research, Inc (commonly referred to as Linden Lab), which came to international attention via mainstream news media in late 2006 and early 2007.[4][5] A downloadable client program called the Second Life Viewer enables its users, called "Residents", to interact with each other through motional avatars, providing an advanced level of a social network service combined with general aspects of a metaverse. Residents can explore, meet other Residents, socialize, participate in individual and group activities, create and trade items (virtual property) and services from one another.

3. Second Life is one of several virtual worlds that have been inspired by the cyberpunk literary movement, and particularly by Neal Stephenson's novel Snow Crash. SL is populated by avatars: virtual representatives of SL members, known as residents.

READ EXCERPT: As Hiro approaches ...

4. Show video clip.

Multiple “Learning Kiosks” at the OU “Learning Center” provide a scalable method for building modularized learning with a variety of support resources and media. Each kiosk is designed to hold unique learning content for blended or stand-alone learning experiences. Their promotional video (that I downloaded) on You Tube features the learning kiosks.

5. The unique qualities of 3-D virtual worlds can provide opportunities for rich sensory immersive experiences, authentic contexts and activities for experiential learning, simulation and role-play, modeling of complex scenarios, a platform for data visualization and opportunities for collaboration and co-creation that can not be easily experienced using other platforms.

6. SL members are referred to as residents and SL is resident-built. This term was introduced by Linden Lab to give users the feeling of belonging and ownership. Meet my avatar! She’s pretty plain as yet since I have not taken the time needed to transform her into a work of art.

In SL’s virtual world, your avatar represents you. You can change your avatar’s appearance as often as you like. The vast majority of SL residents opt to stay human in SL. BUT some choose avatars inspired by fictional characters from movies, comic strips, or books.

7. According to P. Rosedale ...

“ ... it’s [SL] a place where you can turn the pictures in your head into a kind of pixelated reality. It’s a venue of self-expression that’s among the richest and most satisfying out there. In SL, if you see something you want to see or change, the ability to do so is at your fingertips. The world is a place you experience, but more importantly. It’s a place you create.”

8. The forward to this book was written by none other than Phillip Rosedale, Linden Lab Founder & CEO. [second life: The official guide]

9. I found this book to be very helpful as a SL “newbie.”
[A Beginner’s guide to second life]

10. Yes, there is a SL for Dummies book. It includes tips and tricks for staying safe and comfortable while you learn and explore. It’s written for “newbies” and SL veterans “wanting to know more about building, running a business, or another advanced skill.”

11. This SL support portal features helpful tips and tricks to help you navigate through Second Life. It includes minimum and RECOMMENDED system requirements for Windows, Mac OS, and Linux systems.

12. SL has helpful online resources for residents!

13. The economy within SL is dependent on the Linden Dollar (L\$) which allows residents to buy and sell the items they have created. The most unique aspect of SL is the fact that the users own the intellectual property of their “in-world” creations.

SL lets you take photographs (i.e., screen shots) and make movies. This is one of many photos that I’ve taken while in SL.

If you feel talented in one of these areas, you could gain more than just applause.

14. SL has its own currency: the Linden dollar. Linden dollars are exchangeable for real-life dollars. The exchange rate fluctuates; like most real currencies, its market value is determined by supply and demand.

Linden Lab makes its money by selling and charging “tier” fees on the real estate in SL. They also take a cut on currency exchanges, receive membership fees, and charge for uploading images, sound, and animations.

15. SL islands cannot be smaller than a single region (65,536 square meters/15,000 prims). A prim is the most basic building block in SL. There are 8 basic prim shapes in SL and they can be combined and modified. Your virtual existence begins on Orientation Island. You can stay there as long as you want while learning the basics.

Your next stop is Help Island and this is where you should stay a while and visit the tutorials and demo areas. If you do not understand something, you can ask the mentors on duty in the Help Island arrival area.

16. Once you're on the mainland, your priorities are shaped by the kind of virtual life you want to live.

17. You may choose to become part of specific communities. You can belong to as many as 25 different groups, including those that you start yourself.

18. It's generally a good idea to at least consider where you might fit into the wide variety of social networks in SL.

19. SL allows all kinds of virtual social interaction. It's a great place to interact with people and not just one-on-one. Communication options: chat, IM and Second Talk (Skype-based).

The difference between chat and IM –

In SL chat is public discussion and IM is private. A chat message is said out loud and can be seen by anyone up to 20 meters from you. An IM is between two people and cannot be overheard by others. IM's are not geographically dependent. I can IM others from anywhere in the SL world.

20. The standard SL view is the "follow" mode, with the camera behind and slightly above your avatar. However, some people find the mouselook or first-person view more convenient when moving around. Mouselook is also great for flying: you'll fly in the direction indicated by your mouse cursor. So, you can turn, ascend, and descend by moving your mouse – it looks and feels as if you were flying a plane.

21. "Ordinary" movement – walking, flying, driving a vehicle or taking a streetcar – is a course of entertainment and an opportunity to socialize; it's not a practical necessity. But a ride in a rocket, a stroll around a shopping mall, or a visit to a social event can be entertaining. Walking and flying are definitely the preferred movement modes when you're sightseeing. The SL world contains more interesting places to visit than most tourist hotspots in the real world.

22. The introduction of instant teleporting, free of charge, any time and to nearly anywhere, has made all other modes of movement unnecessary except when inside small, confined spaces.

23. Increasingly, SL is the venue for real-world companies, study, and research programs – a place where scientists, business people, teachers, programmers, students and YES, librarians can meet even though they're thousands of miles apart in the real world.

NO matter how much you read about SL, you will not fully understand it until you have been in it. To get started, go to Secondlife.com, download the software, then create an SL account for yourself. A basic account is free!

24. SL librarians are interacting with users from around the world, including those who do not speak English.

Librarians have found solutions to real-world problems through SL networks because they are not constrained by location or existing relationships.

In SL, librarians can collaborate with museums, library schools, educators and other non-library groups in a way that is not possible in the real world.

25. Librarians still connect users with resources and services.

There are communities in SL that are replicating life in specific environments or eras (e.g., Victorian England, the Old West, etc.).

26. SL is fast becoming more than mere fantasy and escapism: it's becoming a toolkit that ties into our first, real lives. SL is becoming a way to launch artistic projects, to supplement business and marketing plans, and to engender scientific research. ... Virtual worlds are not toys, but complex evolving models that have application anywhere that visual, spatial, or audio communication has value.

You must understand that virtual worlds are tools, and they have a future because we are constantly finding new uses for those tools.

27. Getting involved in SL could help you prepare for the future. You would be thinking about how to use a 3-D environment with your users. You would eliminate emotional barriers that cause us not to adopt new technologies. And you would understand the technology that SL uses, the computing requirements needed for the technology, and be able to plan appropriately for implementing technology when it becomes available.

28. I'd recommend joining the Second Life Librarians online group. Librarians rock! SL rocks! Put them together and they rock exponentially.

29. There are several Info Islands in SL. They are SUPER places for librarians!

30. No talking points.

31. There are also several Cybrary Cities. You will find many universities, consortiums, and libraries here.

32. Just think of the many hours you could spend visiting here. [Edu Island]

33. Montclair State CHSS has an Edgar Allen Poe Classroom. Hear the raven call to you, find the body bricked in the wall from "The Cask of Amontillado" and more. I heard the "Tell Tale Heart" on my visit. Why just read literature when you can live it? {Literature Alive!]

34. Feel free to join a book discussion group in the Readers Garden.

35. The International Spaceflight Museum is a great example of using SL to create something that would be almost impossible in real life. This private island includes built-to-scale rockets, interactive models of the solar system, detailed information about satellite designs, and planetary observation decks.

SLURLS – A URL that links directly to a location inside SL. Clicking on a SLURL starts SL, and takes you in-world to the specified location.
The numbers in the SLURL indicate a region's coordinates.

36. [Rocket Ride]

37. – 39. References