

CONNECTING IN SECOND LIFE!



Learning Technologies Conference 2008 Workshop Session

Presenters: Jo Kay - <http://jokaydia.com>, 5 November 2008

WHAT IS SECOND LIFE?

Second Life is an online 3D virtual world developed by Linden Lab. It provides an immersive environment where users are able to create a digital character, or 'avatar', and interact with people from around the world.

Second Life allows users or 'residents' to come together to engage in a range of activities including socialising, attending musical events, playing games, shopping, running businesses, building, collaborating, attending meetings and presentations and undertaking training and education.

What makes Second Life unique is that the world is 100% user-generated - that is, everything you see and experience in the world is created by the residents - and residents retain intellectual property rights over everything they create.

The platform provides relatively easy-to-use building and scripting tools which make it easy for users to create objects, experiences and environments including highly personalised avatars, clothing, gadgets, vehicles, buildings and landscapes.

Additionally, Second Life supports a built-in economy that enables residents to buy and sell goods and services. The in-world currency - Linden Dollars (L\$) - can be exchanged for real US dollars on the Linden Exchange.

Second Life is not a game like other Massively Multiplayer Online Games (MMOG) such as World Of Warcraft, but residents do create games within the world.

As of October 2008 there are over 15 million accounts, an estimated 919,582 regular users (logged in in the last 30 days), approximately 90,000 premium (paid) accounts and an average of about 50,000 users online concurrently with a peak concurrency of approximately 88,000 users.

Residents have to be over 18 years of age. 13 to 17 year olds can join on the Teen Grid where adults are restricted.

WORKSHOP AGENDA

- Introductions
- Introduction to Second Life
- Educational Uses of Second Life
- Getting Started with Second Life
- Tour of Second Life
- Using Second Life with Young People
- Wrap-up and Where to Next

Key Features of Second Life

- Completely user-generated content - it's an open world that gives users creative control.
- Relatively easy-to-use built-in building and scripting tools allow users to create almost any object or any experience they can imagine.
- Customisation of avatars - users can create highly detailed 'virtual selves'.
- Users own the intellectual property for their creations.
- A real in-world economy with real money transfer makes it easy to buy and sell creations (and profit from them). More than \$5 million USD is transacted between users every month.
- Audio and video can be streamed from the web and played in-world.
- Linden Labs takes a hands-off approach to governance, allowing residents to self-govern (although residents are expected to abide by Terms of Service and Community Standards).



WHY USE SECOND LIFE?



- Second Life offers a fun, creative space where students can engage in rich, sensory, immersive experiences. It is an ideal platform for engaging students in creating their own learning activities, experiences and environments. It is particularly appealing to the gamer generation.
- Second Life facilitates collaboration and co-creation and is a great platform for engaging students in active and experiential learning in authentic contexts. It encourages social and peer learning.
- Second Life is ideal for role-plays and simulations, modelling of complex scenarios and data visualisations. It is a media-rich environment that offers enhanced communication via avatars, and is fantastic for exploring identity and developing communication skills.

EDUCATIONAL USES OF SECOND LIFE

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

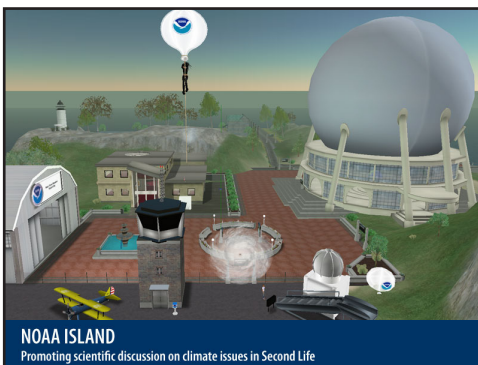
Second Life can be used for a range of educational purposes including:

- Distance and Flexible Education
- Presentations, Panels and Discussions
- Training & Skills Development
- Self-paced Tutorials
- Displays and Exhibits
- Roleplays & Simulations
- Data Visualisations & Simulations
- Libraries, Art Galleries and Museums
- Historical Recreations, Living & Immersive Archeology
- Computer Programming
- Multimedia and Games Design
- Artificial Intelligence and Artificial Life Projects
- Art & Music Projects
- Literature & Creative Writing
- Photostories
- Machinima
- Treasure Hunts
- Virtual Tourism, Cultural Immersion & Cultural Exchange
- Language Learning and Practice
- Social Science and Anthropological Research
- Awareness/Consciousness Raising
- Support and Opportunities for People with Disabilities
- Politics, Governance, Civics and Legal Practice
- Business, Commerce, Financial Practice & Modelling
- Real Estate Practice
- Product Design, Prototyping, User-testing & Market Research
- Interior Design
- Architectural Design and Modelling
- Urban Planning and Design

Note: We have interpreted the term education very liberally. Like in real life, learning can occur anywhere within Second Life. We see all of Second Life as a learning environment.



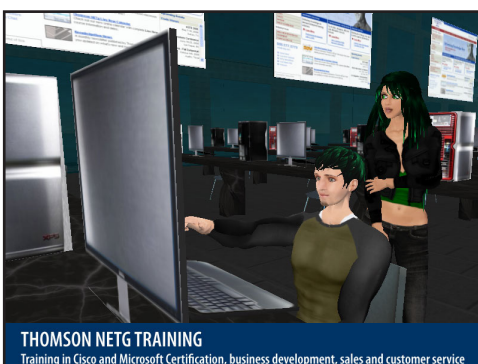
INTERNATIONAL SPACEFLIGHT MUSEUM
Spaceport Alpha and Spaceport Bravo



NOAA ISLAND
Promoting scientific discussion on climate issues in Second Life



GIPPSTAFF'S PALUMA RESORT PROJECT
'Victorian Certificate of Applied Learning (VCAL) Work Related Skills' Unit



THOMSON NETG TRAINING
Training in Cisco and Microsoft Certification, business development, sales and customer service

For further info & examples of the Educational Uses of Second Life visit:
<http://sleducation.wikispaces.com/educationaluses>



ABOUT THE ISLANDS OF JOKAYDIA IN SECOND LIFE

The Islands of jokaydia in Second Life is owned and operated by Jo Kay aka jokay Wollongong. It was launched in September 2007 and aims to provide a space to explore the uses of virtual worlds in education, the arts and social change. The Islands of jokaydia are self-funded and support a range of events, activities and services. We also host a vibrant community of educators and artists as part of our rental community on the Island.

The Island of jokaydia is designed to provide a flexible and dynamic space for educators in Second Life which includes informal and formal meeting spaces, plus a range of interesting objects and tools to explore. Our space is designed to assist new residents to gain competency and confidence in using the Second Life interface - whilst they are having fun! We also support mixed reality events, professional development activities and a number of other projects.

HOW MUCH DOES IT COST?

Basic Accounts Are Free

- Premium accounts are required to own land (to build permanent structures).
- Payment options: Monthly: US\$9.95, Quarterly: US\$22.50, Annual: US \$72.00

Linden Dollars

Goods and services in Second Life are paid for by Linden Dollars, which can be bought from Linden Lab or exchanged on the currency exchange.

The current Lindent exchange rate is currently:
\$1000L = \$4.11 US

Islands

Pricing for individual and commercial projects

Private Region: 65,536 sqm, Setup: \$1000 US, Monthly Fee: \$295 US. Openspace Region: 65,536 sqm, Setup: \$250 US, Monthly Fee: \$75 US

Pricing for educational and non-profit projects

Private Region: 65,536 sqm, Setup: \$700 US, Monthly Fee: \$147.50. Openspace Region : 65,536 sqm Setup: \$175 US, Monthly Fee: \$37.50 US.

Land Rentals

There are many groups which offer land rentals including several which specifically cater to educational communities.

The Islands of jokaydia provides a rental service starting at \$16.50au per month for a small space to \$100 per month for 1/4 Island. Contact: joannamkay@gmail.com for more info or visit the jokaydia Blog for further info: <http://jokaydia.com/rental-properties>.

PLACES TO VISIT:

- Visit the Islands of jokaydia:
<http://slurl.com/secondlife/jokaydia%20III/207/220/23>
- Virtual Hairdressing Salon:
<http://slurl.com/secondlife/jokaydia/139/57/30>
- jokaydia Art Gallery:
<http://slurl.com/secondlife/jokaydia%20II/97/147/28>
- Pulsar Project Space:
<http://slurl.com/secondlife/jokaydia%20III/200/78/22>
- St Joey's Convention Centre:
<http://slurl.com/secondlife/jokaydia%20II/78/96/28>
- Kangan Batman TAFE Job Seeking Skills Centre:
<http://slurl.com/secondlife/jokaydia%20II/228/61/24>
- Online Therapy Institute:
<http://slurl.com/secondlife/jokaydia%20II/147/36/24>
- Bar jokaydia!
<http://slurl.com/secondlife/jokaydia%20III/95/219/22>

COMING SOON: jokaydia Summer School Sessions!

During January and February 2008, the jokaydia Community will be holding a number of free and low-cost introductory sessions in Second Life.

If you'd further information, please email joannamkay@gmail.com or subscribe to the jokaydia Blog at <http://jokaydia.com> for regular updates!

USEFUL LINKS AND RESOURCES FOR EDUCATORS:

- Second Life in Education Wiki - <http://sleducation.wikispaces.com/>
Includes sections on: Getting Started with Second Life, Educational Uses of Second Life, Second Life Resources and Virtual Worlds Resources.
- SLED Blog: <http://www.sl-educationblog.org/>
A blog dedicated to the ins and outs of K-20 education using the Second Life
- SimTeach Wiki - <http://www.simteach.com/wiki>
Information and Community for Teachers in Multi-User Virtual Environments
- SL Educators' Mailing List: <https://lists.secondlife.com/cgi-bin/mailman/listinfo/educators>
- Second Life Best Practices in Education International Conference Wiki:
<http://slbestpractices2007.wikispaces.com/>



PLACES TO VISIT:

- Visit the Islands of jokaydia: <http://slurl.com/secondlife/jokaydia%20III/207/220/23>
- International Society for Technology in Education (ISTE): <http://slurl.com/secondlife/ISTE%20Island/57/47/30>
- Spaceport Alpha - International Spaceflight Museum: <http://slurl.com/secondlife/Spaceport%20Alpha/128/128/22>
- IBM Australia: <http://slurl.com/secondlife/IBM%20Business%20Center/27/229/29>
- Koala Island - Swinburne University: <http://slurl.com/secondlife/Koala%20Island/128/128/24>
- Macbeth Sim: <http://slurl.com/secondlife/Macbeth/45/53/54>
- NOAA Island: <http://slurl.com/secondlife/Meteora/177/161/27>
- ABC Island: <http://slurl.com/secondlife/ABC%20Island/130/137/42>
- Info Island - Second Life Library: <http://slurl.com/secondlife/Info%20Island/111/104/33>
- Genome Island: <http://slurl.com/secondlife/Genome/128/128/48>
- Terra Incognita (USQ): <http://slurl.com/secondlife/Terra%20incognita/156/100/33>

TECHNICAL REQUIREMENTS:

PC Minimum Requirements

- Internet Connection: Cable or DSL
- OS: 2000, XP, or Vista
- Processor: 800 MHz Pentium III or Athlon, or better
- Memory: 512 MB or more
- Screen Resolution: 1024x768 pixels
- Video: NVIDIA GeForce 2, GeForce 4 MX or better OR ATI Radeon 8500, 9250 or better OR Intel 945 chipset

Mac OS Minimum Requirements

- Internet Connection: Cable or DSL
- OS: Mac OS X 10.4.11 or better
- Processor: 1 GHz G4 or better
- Memory: 512 MB or more
- Screen Resolution: 1024x768 pixels
- Video: ATI Radeon 9200 and above OR ATI Radeon X Series OR NVIDIA GeForce 2, GeForce 4 OR NVIDIA GeForce 5000 Series and above

Linux

- Internet Connection: Cable or DSL
- OS: A reasonably modern 32-bit Linux environment is required. If you are running a 64-bit Linux distribution then you will need its 32-bit compatibility environment installed.
- Processor: 800 MHz Pentium III or Athlon, or better
- Memory: 512MB or more
- Screen Resolution: 1024x768 pixels
- Video: NVIDIA GeForce 2, GeForce 4 MX, or better OR ATI Radeon 8500, 9250, or better

CONTACT ME!

Visit the jokaydia Blog for further information about our projects and activities in Second Life!
<http://jokaydia.com>

Jo Kay

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Email: joannamkay@gmail.com

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