Second Life in Libraries

Kathleen Hughes, Montclair State University
Second Life in Libraries

Kathleen Hughes
Harry A. Sprague Library
Montclair State University

June 8, 2009
Part I – Second Life
What is Second Life?

Second Life is a free online virtual world imagined and created by its Residents. From the moment you enter Second Life, you’ll discover a fast-growing digital world filled with people, entertainment, experiences and opportunity.

Ready to create a new digital you?
Learn more about avatars »

Learn more about Second Life

- Frequently Asked Questions
- System Requirements
- Quickstart Guide (PDF)
- Membership Plans
- Land Ownership Information
- Online Safety Tips

Second Life for business or education

- Education in Second Life
- Business in Second Life
- Case Studies & Success Stories
Second Life is an online, 3D virtual world imagined and created by its Residents.

Join the Internet's largest user-created, 3D virtual world community.
Membership is free!
Second Life is Not a Game

• No endpoint or goal

• No winners/losers

• Only rules involve ensuring non-abusive social interaction
Virtual World

• A **virtual world** is a **computer-based simulated environment** intended for its **users** to inhabit and interact via **avatars** – Wikipedia (5/6/08)
# Virtual Worlds List By Category

So many worlds, so little time. Not sure where to start? Here are a few recommendations:

<table>
<thead>
<tr>
<th>Best for Kids</th>
<th>Best for Techies</th>
<th>Free Access!</th>
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<tbody>
<tr>
<td>Disney's Toontown</td>
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<td>Coke Studios</td>
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<th>Best for 20s - 30s</th>
<th>Best for Artists</th>
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<td>Yohohol Puzzle Pirates</td>
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<tr>
<th>Best for Ages 40+</th>
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Virtual Worlds Resources

Along with Second Life we will be exploring other virtual worlds and related 3D technologies and how they can be used in education.

This resource lists just some of the rapidly expanding number of virtual worlds, virtual world platforms and virtual world building tools available.

Click on the links below for more information on:

- General Information about Virtual Worlds
- Massively Multi-player Online Games (MMOGs)
- 3D Virtual Worlds
- 'Vertical' or Niche Virtual Worlds
- Education-focused Virtual Worlds
- 2D & 2.5D Virtual Worlds
- Virtual Worlds for Kids, Tweens & Teens
- 3D Intranets, Conferencing & Virtual Workspaces
- Second Life Style Software & Alternative Grids
- Virtual Worlds Building & Development Tools
- Geospatial or 'Mirror' Worlds
- Other Lists of Virtual Worlds
Back to Second Life ...
Fun Facts
## Resident Population

### 6/6/09

<table>
<thead>
<tr>
<th>Residents Logged-In During Last Days</th>
<th>Count</th>
</tr>
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<tbody>
<tr>
<td>Last 7 Days</td>
<td>519,976</td>
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<tr>
<td>Last 14 Days</td>
<td>678,585</td>
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<tr>
<td>Last 30 Days</td>
<td>928,637</td>
</tr>
<tr>
<td>Last 60 Days</td>
<td>1,332,655</td>
</tr>
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</table>
Rate of Growth
(Number of Avatars)

• April 2003 -- 288

• April 2005 -- 25,221

• April 2007 – 5,956,170

• April 2008 – 13,448,143
The Economy

• Monetary Unit = the Linden, L$

• Avatars can earn Lindens

• Avatars can spend Lindens

• Avataras can own land
Real Organizations Find Success in the Virtual World

There are hundreds of organizations currently in Second Life, including many Fortune 1000 companies and government institutions. Over the next few months, we will be adding many in-depth case studies to this section to showcase the stories of how these organizations are benefiting from their Second Life presence.

CORPORATE/GOVERNMENT CASE STUDIES

<table>
<thead>
<tr>
<th>Healthcare</th>
<th>Services</th>
<th>Automotive</th>
<th>Retail</th>
<th>Telecom</th>
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<tbody>
<tr>
<td>Navaltia</td>
<td>Accenture</td>
<td>BMW</td>
<td>Best Buy</td>
<td>British Telecom</td>
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<tr>
<td>Kelly Services</td>
<td>Honda</td>
<td>Herman Miller</td>
<td>Motorola</td>
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<td>Manpower</td>
<td>Mitsubishi</td>
<td>Nike</td>
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<tr>
<td>Toyota</td>
<td>Sears</td>
<td>Telecom Italia</td>
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<td>Verizon</td>
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<table>
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<tr>
<th>Government</th>
<th>Education</th>
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<tbody>
<tr>
<td>Government of Ontario, Canada</td>
<td>Harvard</td>
</tr>
<tr>
<td>NOAA</td>
<td>The New Media Consortium</td>
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<tr>
<td>US Army</td>
<td>Princeton</td>
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<td>US Navy</td>
<td>San Diego</td>
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<td>Stanford</td>
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<td>Texas State</td>
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</tbody>
</table>

If you have a case study that you would like us to know about, please email us. We look forward to hearing from you.
The Process

- Register

- Download the Software
Register

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Ready to create a new digital you? Learn more about avatars »

Learn more about Second Life
- Frequently Asked Questions
- System Requirements
- Quickstart Guide (PDF)
- Membership Plans
- Land Ownership Information
- Online Safety Tips

Second Life for business or education
- Education in Second Life
- Business in Second Life
- Case Studies & Success Stories

http://secondlife.com/whatis/avatar.php
1. Create an Account

Choose a starting look

Click on an image to select a starting look for your avatar. More...

Choose a Community

Show me optional community start locations. More...

Create a First Name

Select a Last Name

Get Available Last Names

Email Address

Confirm Email Address

About Communities

Linden Lab promotes selected communities. As a new Second Life resident, they help you get started, meet friends with a common language and interest, and attend a variety of events. These communities offer you a friendly environment for your first Second Life experience.

By selecting Choose a Community you will arrive in the selected community’s welcome area. You can always move to other places and experiences in Second Life and have no obligation to the community you select.
Voila! Kadja Halfpint
Part II – Libraries & Second Life
Very Brief Lit Search ...

   - PDF Full Text (194K)

   - HTML Full Text
   - PDF Full Text (1.1MB)

   - PDF Full Text (193KB)

   - PDF Full Text (108KB)

Search Results for: "SECOND Life (Game)"

1. **Virtual world teaching, experiential learning, and assessment: An interdisciplinary communication course in Second Life**
   ![Add to folder]
   ![Link to Full Text]

2. **Hello, an Avatar Is Calling You.**
   By: Kharif, Olga. *Business Week Online*, 5/20/2009, p4-1, 1p; (AN 40097269)
   ![HTML Full Text]
   ![Add to folder]

3. **Designing oral participation in Second Life - a comparative study of two language proficiency courses**
   By: Deutschmann, Mats; Panichi, Luisa; Molkka-Danielsena, Judith. *ReCALL*, May 2009, Vol. 21 Issue 2, p206-226, 21p, 1 chart, 4 diagrams, 2 graphs, 2 bw; DOI: 10.1017/S0958344009000106; (AN 40420570)
   ![Add to folder]
   ![Link to Full Text]

4. **INFOGONS.**
   *Information Today*, Apr 2009, Vol. 26 Issue 4, p12-12, 1/6p; (AN 37191452)
the potential, the pitfalls, and the promise of multi-user virtual environments getting a second life

Section: nfotech

I'm floating inside a tornado. Cool!

I can't believe I'm actually interacting with a best selling author.

I'm re-enacting an event that took place over 200 years ago.

Educators often talk about actively engaging their students in learning through books, images, movies, and other information resources. However, a new generation of technology tools provides the opportunity to psychologically immerse young people in multi-user virtual environments (MUVE). Three-dimensional worlds such as Teen Second Life provide a creative playground where learners create objects, test ideas, and collaborate with others.

THE POTENTIAL
Unlike multi-user role-playing games like World of Warcraft, virtual environments like Second Life aren't designed for particular types of activities. They simply provide a place where people can gather, communicate, and build interactive worlds. It's up to users to design scenarios, simulations, as well as meaningful adventures and learning experiences. While some people choose to recreate specific locations such as the famous arch at St. Louis Island or the Eiffel Tower at Paris 1900 Island, others create Fantasy worlds filled with castles and unicorns. By employing easy-to-use tools, each participant creates an avatar to represent themselves in these computer-based locations.

One of the best examples of this potential is a project sponsored by Suffern Middle School in New York. In 2006, teacher-librarian Peggy Sheehy developed a Teen Second Life area known as Ramapo Island to promote meaningful applications of technology in learning. Since then, her students have role-played the journey through Ellis Island, held a mock trial after reading Of Mice and Men, explored concepts of body image for a health class, and organized literature discussions "in-world."

Teaming with educational consultant Bernajean Porter, these middle school students recently participated in a digital storytelling week with the task of finding their own visual parallel personal story while narrating a voice interpretation of Robert Frost's poem, "The Road Less Traveled". Students used dioramas for their storyboarding, recorded video in Second Life in a machinima format, and constructed three-dimensional "emotional spaces" called Storyworlds. The result is Ramapo's Frost Storyworld, a powerful Second Life experience focusing on the choices we make in life. Porter found the young people really got engaged in the experience and the works of Frost. Speaking on a panel at a National Educational Computing Conference, a student noted that "I think for an old dead man-he (Robert Frost) really got how hard it is to be a teenager."

MUVEs IN TEACHING AND LEARNING
Educators are beginning to explore the potential of these virtual spaces. For instance, the Second Life island of ROMA immerses visitors in the world of ancient Rome. To learn how archaeologists discover information about ancient worlds, visitors are encouraged to participate in an interactive archaeological excavation using tools to uncover ancient artifacts (see Figure 3). These simulated environments provide students with authentic contexts for learning.
Overview of Libraries ...
Place: Alliance Virtual Library

Category: EDUCATIONAL (Mature content)

Region: Info Island

Programs, events, books, audio books, exhibits, web resources, book discussions, discussions, library resources

Owned by: 🐍 Librarians of Second Life (group)

Teleport

Objects found here:

**free**  All About Steampunk (Library-onna-stick) v4 - Touch any part of this kiosk for information  (92, 135, 37)

. Beads & JewelryInWeb Resources WebMon 2.52 - Il Comp - Beads & JewelryInWeb Resources  (161, 54, 40)

. Bellydancing poster - for dancing  (71, 50, 35)

. Candles & SoapInWeb Resources WebMon 2.52 - Il Comp - Candle, Soap, Bath, Homemade, Hobby, Craft - web links  (157, 55, 40)

. Cooking LinksInWeb Resources WebMon 2.51 - Il Comp - Cook, Cooking, Bake, Baking, Food, Spices, Recipes - web links  (158, 50, 40)

. Cooking LinksInWeb Resources WebMon 2.51 - Il Comp - Cooking, Cook, Bake, Wine, Spice, Recipe, Calorie, Diet - web links  (159, 49, 40)

. DAnce - May 6 2009  (61, 54, 35)

. Donation Box 1.1, copy+trans+mod - Free Donationbox, by sl-index  (140, 16, 41)

. EmbroideryInWeb Resources WebMon 2.52 - Il Comp - EmbroideryInWeb Resources  (157, 55, 40)

**free**  Free Tuxedo - That's Amore  (164, 25, 36)

. Leica DigiLUX 3 incl. Vario-Elmarit 14-55mm Full Perms - prof. camera  (162, 30, 34)

. LibMon 2.1 - Library use only - contact creator for commercial use  (45, 25, 41)
View of Info Island
View of Info Island looking West
Info Island
Informational Project

H1N1 virus
(Swine flu)
Information

Click here
University of South Carolina
Place: Info Island International Reference Desk

Region: Info Island International

Info Island Second Life Library reference and help desk? Do you have a question? We can help. Staffed by RL librarians and smart helpful volunteers.

Owned by: 🐦 (Group owned) (group)

Teleport

Objects found here:

- **free** All About the Caledon Library &c - an Aetheric Knowledge Gizmo  (130, 225, 35)
- **free** Basic Stool With Sit Script - Retexture to Your Merry Heart's Content  (148, 247, 33)
- **free** Book Jack and The Beanstalk 1889 - see contents : full text of book  (110, 230, 33)
- **free** The Libraries of Caledon - Touch for more information  (130, 225, 38)
- **free** The Library Kiosk - It's like a Library on a stick! - Touch to recieve a free, full permissions, copy  (130, 226, 33)
- **free** The Narrative of Sojourner Truth - 1850 - by Olive Gilbert, as told by Sojourner Truth  (110, 229, 33)
- **free** What's happening In the Steamlands? - Touch for calendars  (130, 224, 36)

Link to this page: http://world.secondlife.com/place/3eae631f-a49a-35b1-fc65-14b01977cb63
Cybrary City

Results 1 - 10 of about 59 for Cybrary City (0.013357 seconds)

- **Region: Cybrary City**
- **Cybrary City**
  Place: Cybrary City. Region: Cybrary City. Owner: Lorelei Junot. Teleport link to this page: http://world.secondlife.com/place/46b/3ae2e ...

- **Cybrary City**
  Place: Cybrary City. Category: Educational. Region: Cybrary City. Owner: Lorelei Junot. Teleport link to this page: http://world ...

- **McGill University Library on Cybrary City**
  Place: McGill University Library on Cybrary City. Category: Educational. Region: Cybrary City. Owned by: McGill Library on Cybrary City (group). Teleport ...

- **McGill Library on Cybrary City**
  3 members. The group that manages the McGill University Library presence on Cybrary City. Group: McGill Library on Cybrary City (3 members) ...

- **NLC - Nebraska Library Commission**
  Category: Educational. Region: Cybrary City. In Real Life we are located in Lincoln, Nebraska, USA. http://www.nlcb.state.ne.us. Owned by: (Group owned) (group) ...

- **Florida Librarians of Second Life**
  Be sure to visit our libraries: NSU Law - Cybrary City II (60,44,22) USF Library.
Kean U
Dakota State University
Olathe Public Library
Renaissance Island
Public Libraries
Cleveland Public Library
Place: Steelhead Public Library (Decosta)
Category: EDUCATIONAL
Region: Steelhead

Steelhead Public Library, book discussions, poetry readings, gardens to read and a great deal of information you'll find in the city's municipal library.

Owned by: The Citizens of Steelhead City (group)

Teleport

Objects found here:

- All About Steampunk (Library-onna-stick) v3 - Touch any part of this kiosk for information (418, 184, 27)
- Leaves of Grass by Walt Whitman - Caledon Library Edition (328, 220, 24)
  - Table Hall Half Round Wood/Marble - The Look by Style (130, 177, 24)
  - Tiger Lily Field Emitter (127, 202, 29)
  - Tiger Lily Field Emitter (126, 198, 24)

Link to this page: http://world.secondlife.com/place/229197e-44aa-d70b-0e055e054f6f1df5
Glenview Public Library

Welcome to the Glenview Public Library

About Us

The Glenview Public Library provides a welcoming environment that encourages lifelong learning with access to the world of information and ideas. The library's innovative programs and services strive to educate, enrich, inspire and entertain to meet the needs of a diverse community, fostered by a dedicated staff committed to excellence in customer service.

The RL, Glenview Public Library is a medium sized public library in Glenview, IL, (north suburban Chicago). Our SL Library is our first step into helping our patrons, staff, and others explore the potential of virtual worlds. Located on Illinois 4, we strive to provide regular library services while acting as a launching point for explorers of Second Life.

Person of Contact
Glen Yao

Glenview Public Library, Elmhurst 4 621, 207, 24

Glenview Public Library

Place: Glenview Public Library

Category: EDUCATIONAL

Region: Simworld

Home of the Glenview Public Library? movies, tutorials, small sandbox, freebies, non-profit, books, Chicago area, character counts, cartoons, videos, theater, training, meeting space?

Owned by: (Group owner's name)

Teleport

Objects found here

Teleport to

Link to this page: http://world.secondlife.com/complexes/3878665-b9d8-6070-26b0-6b06b985385b
Chilbo Public Library

Place: Chilbo Public Library
Region: Chilbo

Chilbo Public Library specializes in books, information, and research about virtual worlds, the emerging Metaverse, and what it means to live in an increasingly digital world. Students and classes welcome!

Owned by: 🕵️‍♂️ (Group owned) (group)

Teleport

Objects found here:
- Moroccan-Style Victorian Side Table (77, 5, 100)

Link to this page: http://world.secondlife.com/place/4fab1253-e03c-2e4e-97f1-04d060c10078
Universities
**Region: University**

**Princeton University**

**Rockcliffe University**
"Nam et ipsa scientia potestas es" (Knowledge is power) Quality Education Virtually at Your Fingertips University, Classes, Workshops, Seminars, Training...

**3DNet University - In-World Skill Building Classes**
Place: 3DNet University - In-World Skill Building Classes. ... L$150. 'Go Green' Lounging Bear - Proceeds support the 3DNet University Volunteers (243, 63, 20). ...

**Kennesaw State University - Main Island**
Place: Kennesaw State University Georgia - Main Island. Category: Any. Region: Kennesaw University 1. Owner: Kennesaw Landai. Teleport Objects found here: ...

**Stanford University Libraries**
The Stanford University Libraries island contains resources and exhibits for the various Stanford Libraries. ... Place: Stanford University Libraries. ...

**University of KY island (University of Kentucky)**
Place: University of KY island (University of Kentucky). Category: Educational. ... Welcome to University of KY island! Owned by: University of Kentucky (group). ...
Princeton University
U of the West of Scotland
Professional Organizations
American Library Association
ALA Divisions Lane
ALA Divisions Lane
Attend Meetings & Conferences
Libraries in 2d Life Discussion
1st Anniversary of Info Island
ACRL in 2d Life Discussion
Info Lit School Discussions

United Zombie Front: Zombie Greenwood: have you already?

iSchool member: Annie McMinnar

Educators Coop: Sheila Yoshikawa

Mermet Larsson

Kadja Halfpint

Aidenn Brooks

Sheila Yoshikawa: hi memet
Mermet Larsson: hi,
Aidenn Brooks: If you make them smaller, they won't have far to fall.
Maggie Kohime: in terms of understanding the concepts behind the pillars, students and staff get the locate and access information first.
Sheila Yoshikawa: true :))))
Maggie Kohime: then evaluates information.
Annie McMinnar: Yes information need is one of the hardest to develop.
Sheila Yoshikawa: though the RECognising one is "done" but not called part of info literacy.
Other Educational Sites
Part III -- MSU Library in Second Life

Annual Report for the year 2008
Accomplishments
Designed & furnished the Library building

MSU Library – Jan 2009
Reference
Café
CREATED COURSE-SPECIFIC GUIDES
College Writing (ENWR 105.18)
Counseling

Counseling Resources

Some are accessible to MCT students only
Science Fiction (ENLT 378.01)
<table>
<thead>
<tr>
<th>Catalog Browse by Subject:</th>
<th>&quot;science fiction history&quot;</th>
</tr>
</thead>
<tbody>
<tr>
<td>Science fiction, French--Bibliography.</td>
<td>1</td>
</tr>
<tr>
<td>Science fiction--History and criticism</td>
<td>69</td>
</tr>
<tr>
<td>Science fiction--History and criticism--Bibliography.</td>
<td>6</td>
</tr>
<tr>
<td>Science fiction--History and criticism--Congresses.</td>
<td>1</td>
</tr>
<tr>
<td>Science fiction--History and criticism--Indexes.</td>
<td>1</td>
</tr>
<tr>
<td>Science fiction--History and criticism--Periodicals.</td>
<td>4</td>
</tr>
<tr>
<td>Science fiction--History and criticism--Theory, etc.</td>
<td>4</td>
</tr>
<tr>
<td>Science fiction--Illustrations.</td>
<td>4</td>
</tr>
</tbody>
</table>

soo related headings for:

| Science fiction illustrators | 1                      |
| Science fiction illustrators--Biography--Dictionaries. | 1                      |
| Science fiction--Indexes. | 1                      |
| Science fiction--Juvenile literature. | 3                      |
| Science fiction--Language. | 1                      |
Hosted an Opening Reception
April 2008
Created general guides to Second Life
Created Miscellaneous Content
Uploaded pix to Flickr
Created an ‘Ad’ for MSU Library
Hired some permanent staff
Next Steps

• Continue to work with faculty with specific courses & general Second Life issues

• Continue to explore other sites in Second Life

• Continue using professional development opportunities in Second Life as available
Questions???