



Second Life

<http://secondlife.com>

What is it?

- A virtual online environment whose users are "residents."
- Residents can do nearly anything they want, limited only by their imagination.

Who's doing it?

- Since its debut in 2003 Second Life has more than three million registered users, according to Linden Lab, the San Francisco company that created the program.
- According to CNN more than 60 institutions in the US have set-up courses.

How does it work?

- The service is free for the basic membership, although there is a fee for owning land, buying creations, and entering some locations.
- After creating a Resident Login, the Second Life software needs to be downloaded, an avatar created, and orientation completed before the exploration can begin.

Why is it significant?

- Students are more comfortable in a virtual world with role playing abilities.
- Create personal ownership and realize there is a real person behind the avatar.

What are the downsides?

- Unguided exploration
- Technological support

Where is it going?

- Active community of users
- Linden Dollars = Real Profit
- Reuters News now has a correspondent there
- Live concerts only for Second Life residents

What are the implications for teaching and learning?

- Comfortable interaction
- Unintentional learning
- Networking capabilities

For more information:

- <http://www.educause.edu/LibraryDetailPage/666?ID=ELI7015>

