

<http://www.flickr.com/photos/silversprite/sets/72157603982005324/>

JISC Regional Support Centre

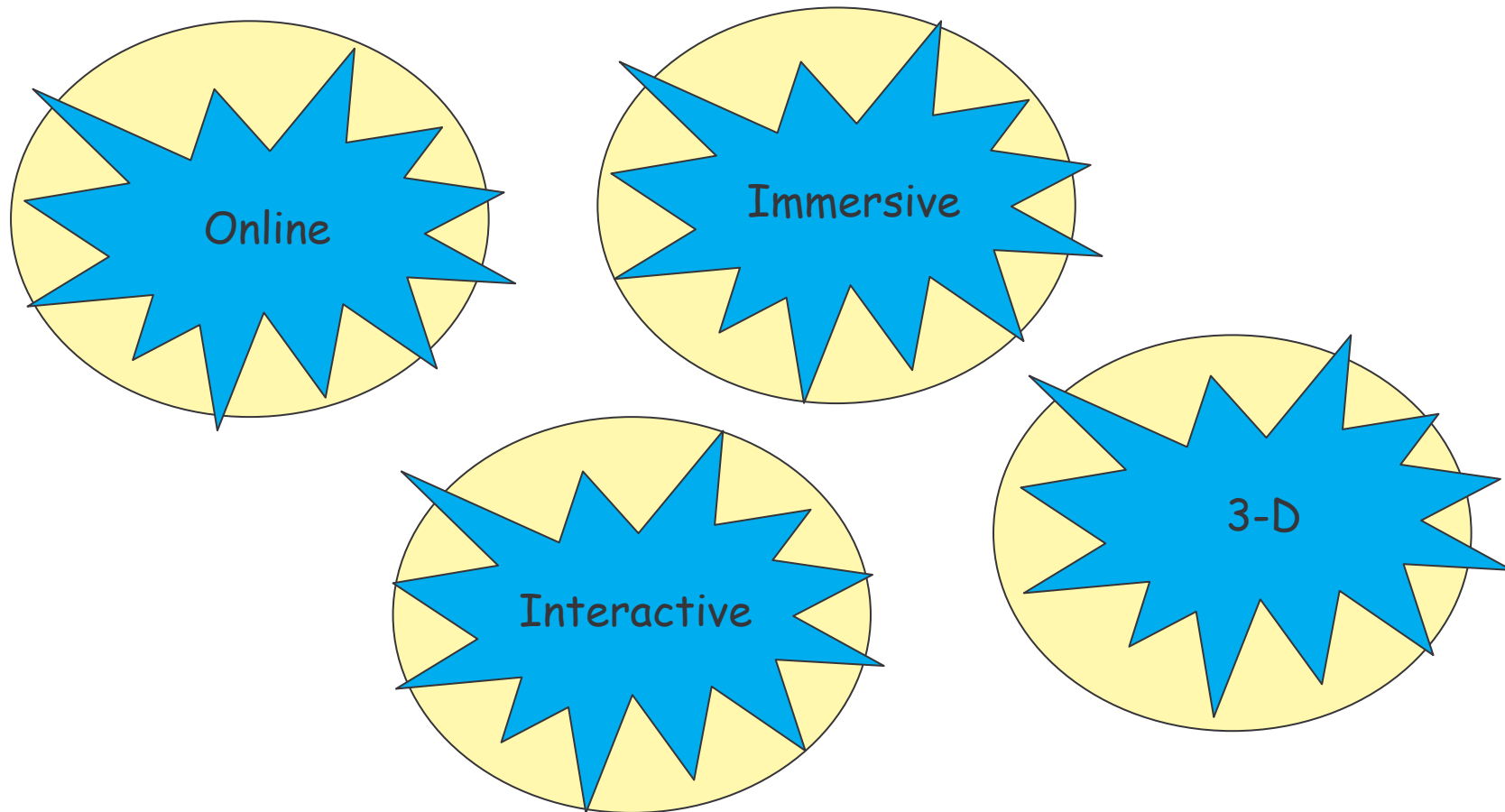
Introduction to Second Life

Jane Edwards

- This session looks at the virtual world of Second Life. It covers the basics of:
 - what it is
 - how to access it
 - how to get around ‘in-world’.
- Some areas within Second Life will be demonstrated that show how the environment can be used for teaching and learning; this will be taken further in discussion.
- The integration of Second Life with Moodle (SLoodle) will also be visited.
- You will be given the opportunity get to grips with your first steps in Second Life

MUVE

Multi User Virtual Environment



Some MUVES

- [Thinking Worlds](#)
- [Innov8](#)
- [Active Worlds](#)
- [There](#)
- [3B](#)
- [Sun Microsystems](#)
- [Darkstar Project](#)
- [Second Life](#)



<http://www.techcrunch.com/wp-content/casual-immersive-worlds.html>

Casual Immersive Worlds

A Comparison Chart by TechCrunch

[<< Back to article](#)

	Active Worlds	Barbie Girls	Club Penguin	Cyworld	Dubit	Faketown	Gaia	Habbo
Website	activeworlds.com	barbiegirls.com	clubpenguin.com	cyworld.com	dubitchat.com	faketown.com	gaiaonline.com	habbo.com
Target Audience	General	Young girls	Children	Teenagers	General	General	Pre-teenagers	Teenage
Main Premise	Interact with users via chat in an interactive 3D world	Design personal barbie character and chat with friends	Create penguin character, chat with friends, and engage in virtual activities/games	Avatar-centric social networking	Chat with people in various rooms	Chat with people in various settings	Avatar-centric social networking with trivial activities/games	Design character in different rooms, participate in activities
Immersion Level (out of 5)	5	3	2	1	3	2	3	3
Graphics & Point of View	3D objects; 1st person view	Sprites; bird's-eye view	Sprites; bird's-eye view	HTML and flash graphics	Sprites; bird's-eye view	Sprites; side view	Sprites; bird's-eye view	Sprites; bird's-eye view
Users Online When Visited	108	N/A	N/A	N/A	12	98	75,482	2373
June 2007 Total Unique Visitors	N/A	1,948,788	9,039,009	14,810,001	N/A	N/A	1,790,567	2,132,600
Revenue Sources	Virtual world and citizenship sales; world hosting; 3D homepages	Premium subscriptions	Membership fees	Virtual purchases and gifts; corporate partnerships	Ads	Ads	Ads; merchandise	Ads; virtual credits

[Virtual World Hangouts: So Many To Choose From](#)

by [Mark Hendrickson](#) on August 5, 2007

[http://www.virtualworldsreview.com](http://www.virtualworldsreview.com/info/categories.shtml) [/info/categories.shtml](http://www.virtualworldsreview.com/info/categories.shtml)

VWR

- [Home](#)
- [About](#)
- [What's New](#)
- [Active Worlds](#)
- [Coke Studios](#)
- [Cybertown](#)
- [Disney's Toontown](#)
- [Dreamville](#)
- [Dubit](#)
- [Habbo Hotel](#)
- [The Manor](#)
- [Mokitown](#)
- [Moove](#)
- [Muse](#)
- [The Palace](#)
- [Playdo](#)
- [Second Life](#)
- [The Sims Online](#)
- [Sora City](#)
- [There](#)
- [TowerChat](#)
- [Traveler](#)
- [Virtual Ibiza](#)
- [Virtual Magic Kingdom](#)
- [Voodoo Chat](#)
- [VPchat](#)
- [VZones](#)
- [whyrobbierocks](#)
- [Whyville](#)
- [Worlds.com](#)
- [Yohoho! Puzzle Pirates](#)

[List by Category](#)

Virtual Worlds List By Category

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

Best for Kids

- [Disney's Toontown](#)
- [Mokitown](#)
- [Virtual Magic Kingdom](#)
- [Whyville](#)

Best for Techies

- [Active Worlds](#)
- [Cybertown](#)
- [Muse](#)
- [Second Life](#)

Free Access!

- [Active Worlds](#)
- [Coke Studios](#)
- [Dreamville](#)
- [Dubit](#)
- [Habbo Hotel](#)
- [Mokitown](#)
- [Moove](#)
- [Muse](#)
- [The Palace](#)
- [Playdo](#)
- [Second Life](#)
- [Sora City](#)
- [There](#)
- [TowerChat](#)
- [Traveler](#)
- [Virtual Ibiza](#)
- [Virtual Magic Kingdom](#)
- [Voodoo Chat](#)
- [whyrobbierocks.com](#)
- [Whyville](#)
- [Worlds.com](#)
- [Yohoho! Puzzle Pirates](#)

Best for Teens

- [Coke Studios](#)
- [Dubit](#)
- [Habbo Hotel](#)
- [The Manor](#)
- [The Palace](#)
- [Playdo](#)
- [Second Life for Teens](#)
- [The Sims Online](#)
- [Sora City](#)
- [There](#)
- [TowerChat](#)
- [whyrobbierocks.com](#)
- [Yohoho! Puzzle Pirates](#)

Best for Newbies

- [Coke Studios](#)
- [Dubit](#)
- [Habbo Hotel](#)
- [Playdo](#)
- [The Sims Online](#)
- [There](#)
- [TowerChat](#)
- [Virtual Magic Kingdom](#)
- [VP Chat](#)
- [VZones](#)
- [whyrobbierocks.com](#)
- [Whyville](#)
- [Yohoho! Puzzle Pirates](#)

Best for 20s - 30s

- [Active Worlds](#)
- [Cybertown](#)
- [Dreamville](#)
- [The Manor](#)
- [Moove](#)
- [Muse](#)
- [The Palace](#)
- [Second Life](#)
- [The Sims Online](#)
- [Sora City](#)
- [TowerChat](#)
- [There](#)
- [Virtual Ibiza](#)
- [Voodoo Chat](#)
- [VP Chat](#)
- [VZones](#)

Best for Artists

- [Active Worlds](#)
- [Cybertown](#)
- [Muse](#)
- [Second Life](#)
- [There](#)
- [Worlds.com](#)

Best for Dial-Up

- [Coke Studios](#)
- [Dubit](#)
- [Habbo Hotel](#)
- [The Manor](#)
- [Mokitown](#)
- [The Palace](#)

Mac Access

- [Coke Studios](#)
- [Dubit](#)
- [Habbo Hotel](#)
- [The Manor](#)
- [Mokitown](#)
- [The Palace](#)
- [Playdo](#)
- [Second Life](#)
- [TowerChat](#)
- [Virtual Ibiza](#)
- [VZones](#)
- [whyrobbierocks.com](#)
- [Whyville](#)
- [Yohoho! Puzzle Pirates](#)

MUVLE

MUVLE

Multi User Virtual Learning Environment



The Muvle VLE is a virtual learning platform designed to be a stable, high quality 3D virtual environment for the education sector.

- Movix has developed a 3D platform – MUVLE which can run on mobile devices, haptic 3D devices, it can be hosted locally or by Movix, it runs in a browser etc. Bangor and Glamorgan universities are using MUVLE. It will be in Beta version in 6-9 months and they are looking for volunteers:

<http://www.muvle.co.uk/>

What is Second Life?

Used for :

Community purposes

Creating content

Market place

[BBC News Clip](#)

Some Statistics

	2003	2006	2007	2008
Regions (or islands – one island = 16 acres)	16	10,000	?	22,000
km ²	1.05	218.25	939.11	1,429.65
People (residents)	250	6,500,000	9,723,315	13,830,008
1,834 millions of sq metres of resident owned land in SL				

http://secondlife.com/whatis/economy_stats.php

Turnover = \$6.5 million per month

Predicted to be over \$75 million in user transactions per annum

<http://blog.secondlife.com/2008/07/08/second-life-virtual-world-expands-35-in-q2/>

Skill Sets

- **Low level:**
 - **Building (3D models)**
 - **Texturing (Photoshop)**
 - **Audio (audio software)**
 - **Animations (3D animation eg 3D Poser)**
 - **Scripting (code like C programming – software programming)**

Skill Sets

- **High level:**
 - **Economy (buying and selling)**
 - **Branding**
 - **Press, advertising (SL Business Magazine)**
 - **Events (launch party)**

Skill Sets

- **Other SL Skills**
 - Artificial life research
 - Live performance (movie making etc)
 - Charity
 - Fly planes, sky dive etc

Live Concert



Business

- Gartner, May 08
 - 90% of corporate virtual world efforts fail in 18 months
 - By 2012 70% of organisations will have their own private virtual world
 - By 2011 80% of active internet users will have their own avatars
- McKinsey, April 08
 - Virtual worlds such as Second Life will become an indispensable business tool and vital to the strategy of any company intent on reaching out to the video-game generation

Teaching and Learning in Second Life

- There are many UK educational organisations and institutions piloting the use of SL in T&L

([http://www.simteach.com/wiki/index.php?title=Institutions and Organizations in SL](http://www.simteach.com/wiki/index.php?title=Institutions_and_Organizations_in_SL))

Or John Kirriemuir's report for Eduserv:

<http://www.eduserv.org.uk/foundation/sl/uksnapshot102008>

The future??



Some examples of who's doing what in Second Life

- Uni of Wolves – Kriti Island - curating an arts exhibition plus media graphics students
 - City College Birmingham – teaching to security staff, how CCTV works
 - Coventry Uni – performing arts plus PBL
 - Warwick Uni – Maths Island
 - Worcester Uni – Plagiarism Funfair project
- Etc etc etc

Master Class?

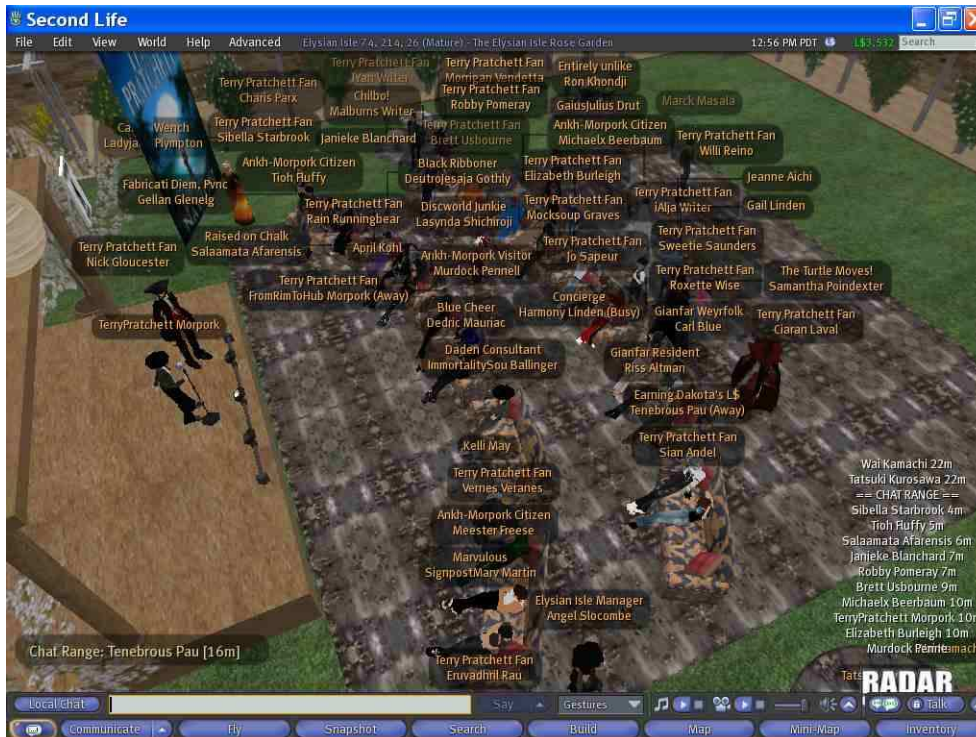
Second Nature
(Nature Publishing) –
September 07 Group

- Prof Philip Gibbard from the Department of Geography, University of Cambridge spoke on the Formation of the English Channel



Master Class?

Terry Pratchett Q & A Session
- October 08



- Terry took questions from an audience of around 40 avatars.

Schome Park on Teen Grid

Taken from Peter Twining (OU) presentation

www.becta.org.uk search for Educational change and ICT

- **Aims**
 - empowerment (personalisation)
- **Environment**
 - anywhere anytime learning
- **Actors**
 - increased range
 - learner responsibility & control
 - collaboration
- **Curriculum**
 - increased range
 - knowledge-age skills
- **Support**
 - Increased range; student choice



Open Life



Theatron

- <http://www.youtube.com/watch?v=QOK6uoJp34g>
- Scenography
- Machinima
- exploring virtuality
- renaissance theatre
- comedia della arte theatre

<http://www.theatron.co.uk/>

Theatron™
Virtual Reality ♦ Multimedia ♦ Cultural Heritage

Theatron Limited is involved in the following major project:



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Theatron Limited,
PO BOX 1364
Leamington, CV32 4WY
United Kingdom
Tel: +44 (0)1926 423782
Fax: +44 (0)1926 423782
Email: info@theatron.co.uk

Genome Island

Visit Genome Island at Second Life
Genetics at Second Life: [PPT I](#), [II](#), [III](#), [IV](#)

Links and Resources

Biology in the News

Books for Biologists

Genetic Music

WhoZoo Project

Wesleyan Classes

Final Exam Schedule

University Calendar

[Forms for Students](#)

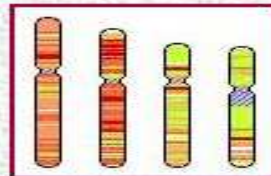
A.Word.A.Day:
[gravamen](#)
from [Wordsmith.org](#)



[Biology 1322:](#)
[Introduction to Genetics](#)



[Biology 3431:](#)
[Advanced Genetics](#)



[Natural Science 1409](#)
[Cracking the Code](#)

[An Introduction](#)
[to the Human Genome](#)
[ONLINE Course](#)



[Natural Science 1407:](#)
[Animal Life](#)

Dr M A Clark

Professor of Biology

<http://department.txwes.edu/bio/mclark/>

Texas Wesleyan
University

Music, Rave Sticks and a Dihybrid Test Cross



Free Education Space Programme

Successful land grants projects

- University of Derby
- The British Literature Classroom
- Scottish Further Education Unit
- King George V College
- Mid Cheshire College
- University of the West of England

Successful office space projects

- University of Staffordshire
- University of Hull
- Association of Physical Educators

Successful 2007/08 community development grants project

- University of Plymouth

SL is used in education for:

- **Teaching**
- **Course/organisation promotion**
- **Taster courses**
- **Virtual training trials**
- **Student induction (campus familiarisation)**
- **Staff induction**
- **Research**
- **Tutorials**

Subject areas studied in SL:

- Languages
- Computing
- Business
- Maths
- Digital media
- Art and Design
- English literature
- Sexual health
- Nurse training
- Health
- Cultural studies
- Microbiology
- Psychology
- Architecture and building
- Correctional and Justice studies
- Equality and Diversity
- Identity and esteem
- Disability issues
- Science
- History

..... to name but a few

Texas State Technical College

First to offer complete online certificates and degrees in a virtual world environment

Some examples of places to visit

- Open University's Open Life Island
- Education UK
- San Jose State University
- Schizophrenia study
- International Space Flight Museum
- Sistine Chapel
- Or the pub!!

Other interesting places to visit in Second Life

- Clubs
- Other avatars' spaces
- Shopping
- Historical places
- Scientific places
- ... to name but a few!

SLoodle

- The integration of Moodle with Second Life
- Under development:
 - HUD
 - Chat
 - Classroom
 - Course Enrolment Booth
 - Login Zone
 - Quiz Chair
 - Registration booth



Just briefly

- SLeek
- <http://code.google.com/p/sleek/>

Resources

- Emerging Technologies for Learning – Emerging trends in serious games and virtual worlds

http://partners.becta.org.uk/upload-dir/downloads/page_documents/research/emerging_technologies08_chapter4.pdf

- Serious Virtual Worlds – A Scoping Study

<http://www.jisc.ac.uk/publications/publications/seriousvirtualworldsreport.aspx>

Interlude



So what do I need to get in?

- Internet connection
- Good specification graphics card (and computer)
<http://secondlife.com/corporate/syreqs.php>
- Some basic keyboard skills
- Some time!

And next?

- Go to www.secondlife.com
- [Register](#)
- Download the 'client'
- Log in!

Go to [Word doc](#)

Step by Step

- Screen shots of the registration process, arrival on Orientation Island and the activities you are asked to do.
- Search for Education UK
- [Step by Step Guide.ppt](#)

Now what?

- Where do I go from here?
- Try walking (arrow keys)
- Try flying (and landing!) (Fly button) + arrow keys
- It may be dark on arrival

Now what?

- Chatting to people and offering or accepting Friendship
- Groups and group title
- Meeting new people (Profiles)
- Teleport each other
- Try out voice chat

Go to [Word doc](#) (page 6)

Now what?

- You have an Inventory. Have a look at it.
- You have a menu attached to your avatar
- Edit your Appearance
- Use the Search to find other places to visit
- Save the place to visit again later.
(Create Landmark)

Go to [Word doc](#)

Congratulations!

You are now a
confident
resident of
Second Life!



Don't forget

- Join Virtual Worlds JISC Mail List:
<http://www.jiscmail.ac.uk/VIRTUALWORLDS>
- Join the in-world (SL)
'West Midlands Educators' Group'
- Virtual Worlds in Education forum
- Go to our Event Wiki:
http://wiki.rscwmsystems.org.uk/index.php/RSC-WM_Event_Wikis

Contact...



Contact me either in world or at the RSC if you have any queries or questions, or just want a bit of help.

Jane Edwards aka Ladyjane Plympton

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