Second Life

What is Second Life?
Second Life (abbreviated as SL) is a Multi-User Virtual Environment developed by Linden Lab, launched on June 23, 2003, and accessible via the Internet. A free client program called the Second Life Viewer enables users to interact with each other through avatars.

The Second Life application includes a simple primitive based three-dimensional modeling tool that allows any resident to build virtual objects. This can be used in combination with a programming language called Linden Scripting Language to add functionality to objects. More complex three-dimensional objects and animations can be created using external software.

Why Would You Use It?
- Provides an affordable option to develop 3D simulations
- Supports visual or spatial activities
- Explore simulations or immersive experiences
- Supports social activities
- Supports collaborative, constructive activities
- Brings real-world experiences into the classroom via technology
- Allows for role-play and the “trying on” of different real-world identities
- Adds a sense of presence not available in other online environments
- Gives students the ability to interact with others outside of the university community
- Creates new landscapes for work, learning, teaching, and collaborating
- Encourages higher level cognitive skills – interpreting, analyzing, discovering, evaluating, and problem solving
- Provides an environment for creativity and innovation

How Do You Get Started?
Complete the following steps:
2. Create and activate your account.
3. Download and install the Second Life software.
4. Open Second Life, login and complete the orientation.
5. Customize your avatar appearance.
6. Explore educational sites within Second Life.
7. Develop your own classroom activity!

How Do You Get Training?
When you first login to Second Life, you will be placed on an orientation island for hands on training. In addition, there are many websites dedicated to using Second Life in education. Please use the following links to begin your training:

- http://secondlife.com/showcase/tutorials/
- http://sleducation.wikispaces.com/gettingstarted
- https://carmenwiki.osu.edu/display/secondlife/Home

How Can You Get Help?
Linden Labs provides technical support online or by email, and billing support by phone:
- Support home page: http://secondlife.com/support/
- Knowledge base: https://support.secondlife.com/ics/support/default.asp?deptID=4417
- Non-technical support and billing: 800-294-1067

Design & Development Services can provide limited technical support and general tutorial support. We can provide consulting for the instructional use of 3D modeling, animation, and virtual worlds. 3D modeling and animation consulting involves the appropriate use of 3D models to achieve an instructional objective. We can provide development of 3D models and animation as staffing allows.

Contact Wendy Lampner (wlampner@uakron.edu, x2149)
Where Can You Learn More?

- Second Life home page:  
  http://secondlife.com
- About Second Life:  
  http://secondlife.com/whatis/
- UA's Second Life Advisory Committee:  
  contact Jana Russ (jana@uakron.edu)

Getting to Know Second Life!