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### Second Life in Libraries

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### Second Life in Libraries



Kathleen Hughes Harry A. Sprague Library Montclair State University

June 8, 2009

### Part I – Second Life

#### 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

Create and Build

Membership Plans

The Marketplace

Xstreet SL

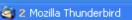
://secondlife.com/whatis/avatar.php



start



















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WHAT IS SECOND LIFE? SHOWCASE COMMUNITY LAND BLOGS SUPPORT

LOGIN

GET STARTED

Second Life is an online, 3D virtual world imagined and created by its Residents.





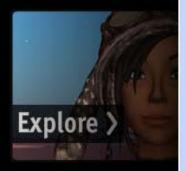




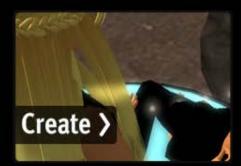


Join the Internet's largest user-created, 3D virtual world community.













### 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 <u>computer-based</u> <u>simulated environment</u> intended for its <u>users</u> to inhabit and interact via <u>avatars</u> – Wikipedia (5/6/08) File Edit

View

History Bookmarks

Tools

Help

### **VWR**

Home About What's New Contact

Active Worlds Coke Studios Cybertown Disney's Toontown Dreamville Dubit <u> Habbo Hotel</u> The Manor Mokitown **Moove** Muse <u>The Palace</u> Playdo Second Life The Sims Online Sora City <u>There</u> <u>TowerChat</u> Traveler Virtual Ibiza Virtual Magic Kingdom Voodoo Chat **VPchat YZones** whyrobbierocks Whyville

<u>List by Category</u>

Yohoho! Puzzle

Worlds.com

Pirates

#### 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 Teens**

Coke Studios Dubit Habbo Hotel The Manor The Palace Playdo. Second Life for Teens The Sims Online Sora City There TowerChat whyrobbierocks.com

#### Best for 20s - 30s

Yohoho! Puzzle Pirates

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** Worlds.com Yohoho! Puzzle Pirates

Best for Ages 40+

### **Best for Techies**

Active Worlds Cybertown Muse Second Life

#### Best for Newbies

Coke Studios Dubit Habbo Hotel Playdo The Sims Online There <u>TowerChat</u> Virtual Magic Kingdom VP Chat **VZones** whyrobbierocks.com Whyville Yohoho! Puzzle Pirates

#### Best for Artists

Active Worlds Cybertown Muse Second Life There Worlds.com

#### Best for Dial-Up

Coke Studios Dubit Habbo Hotel The Manor <u>Mokitown</u> The Palace Playdo TowerChat Traveler Virtual Ibiza Voodoo Chat VP Chat

#### Free Access!

Active Worlds Coke Studios Dreamville Dubit <u> Habbo Hotel</u> <u>Mokitown</u> Moove Muse The Palace Playdo Second Life Sora City There TowerChat <u>Traveler</u> Virtual Ibiza Virtual Magic Kingdom Voodoo Chat whyrobbierocks.com Whyville Worlds.com Yohoho! Puzzle Pirates

#### 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

#### **Best for Broadband**

Active Worlds Cybertown Disney's Toontown



Join this Space Recent Changes Manage Space

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lucational Uses of econd Life

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### virtualworlds page discussion history notify me

#### Virtual Worlds Resources



Bookmarks Tools







Protected









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

Residents Logged-In During Last 7 Days	519,976
Residents Logged-In During Last 14 Days	678,585
Residents Logged-In During Last 30 Days	928,637
Residents Logged-In During Last 60 Days	1,332,655

# Rate of Growth (Number of Avatars)

• April 2003 -- 288

• April 2005 -- 25,221

• April 2007 – 5,956,170

April 2008 – 13,448,143

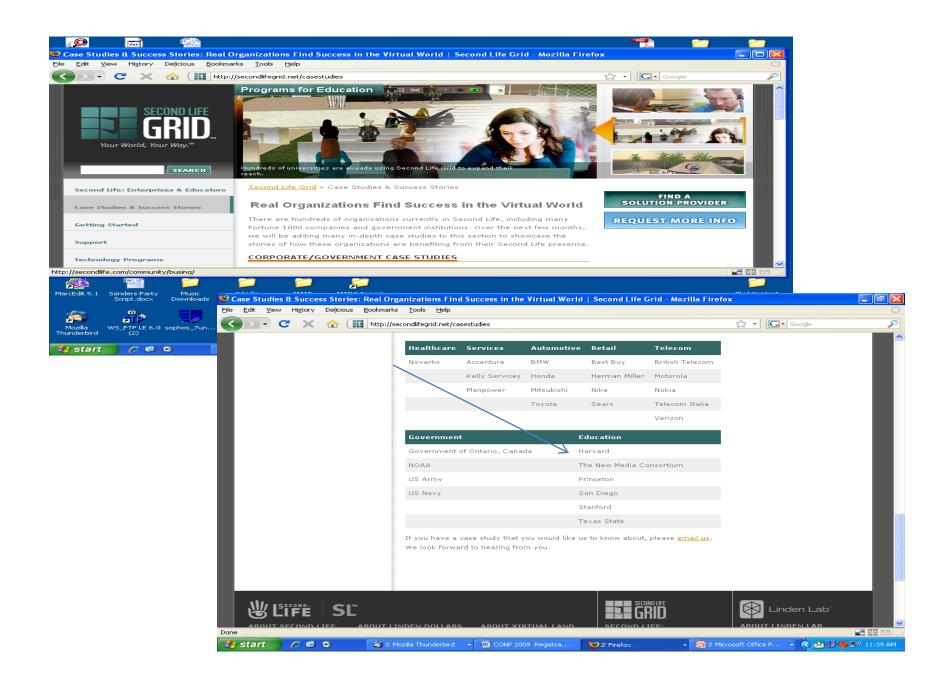
## The Economy

Monetary Unit = the Linden, L\$

Avatars can earn Lindens

Avatars can spend Lindens

Avataras can own land

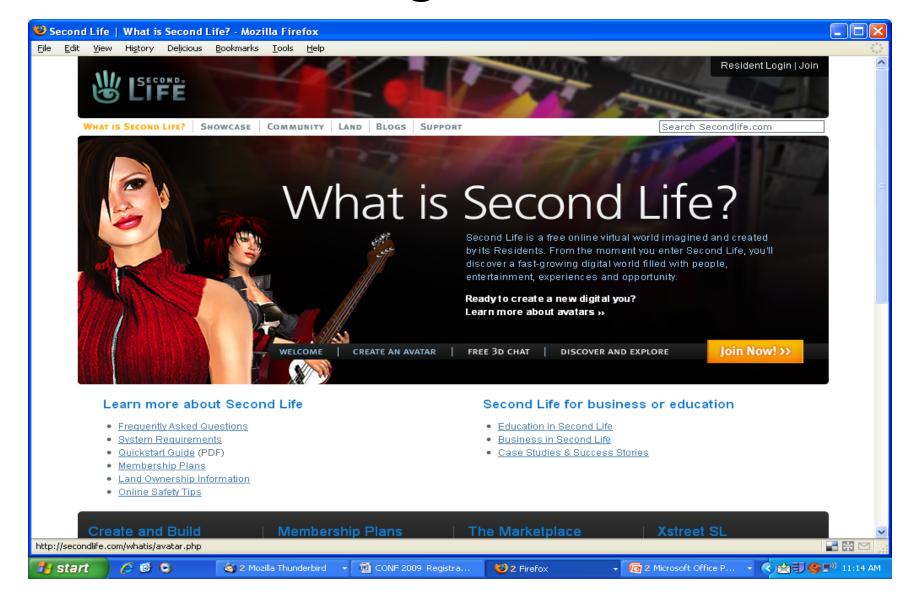


### The Process

Register

Download the Software

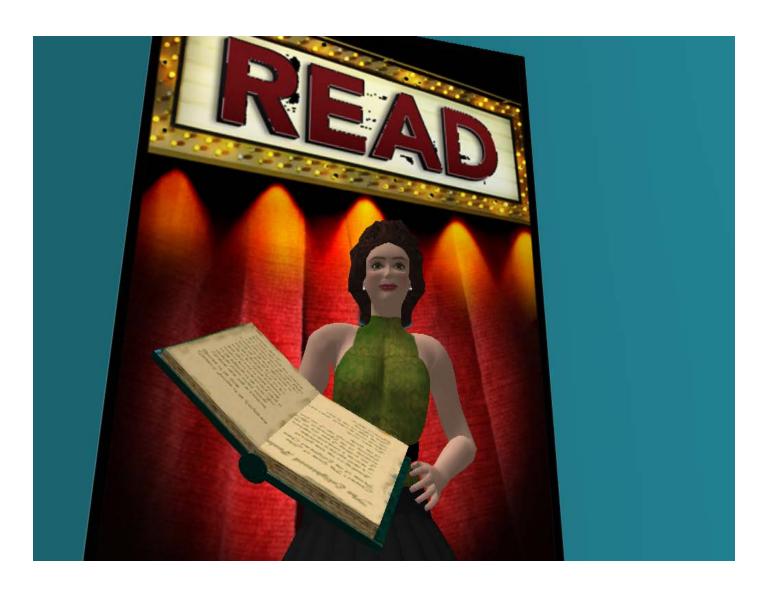
### Register

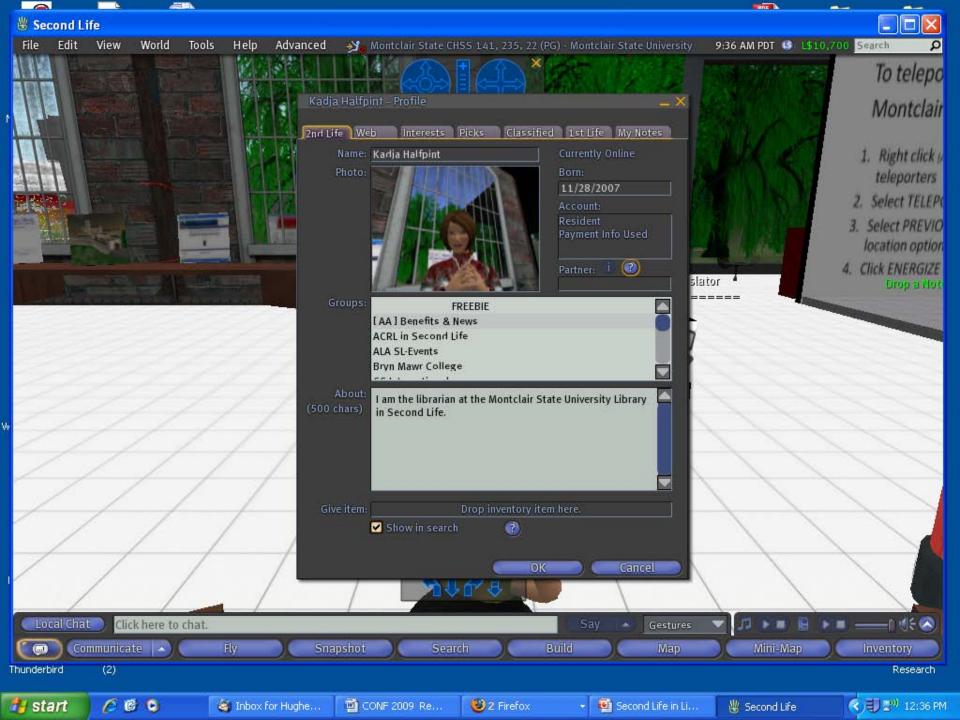






# Voila! Kadja Halfpint





### Part II – Libraries & Second Life

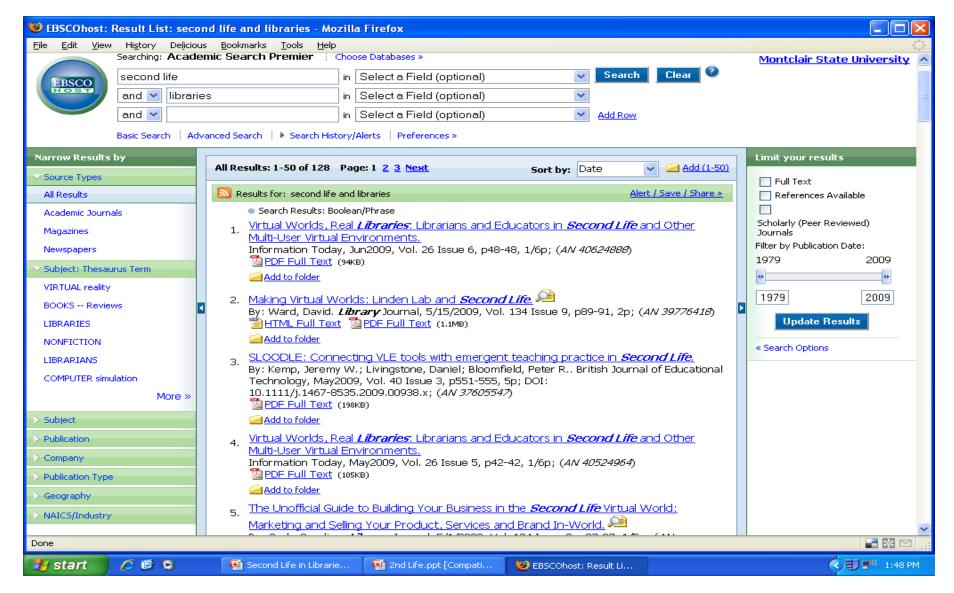


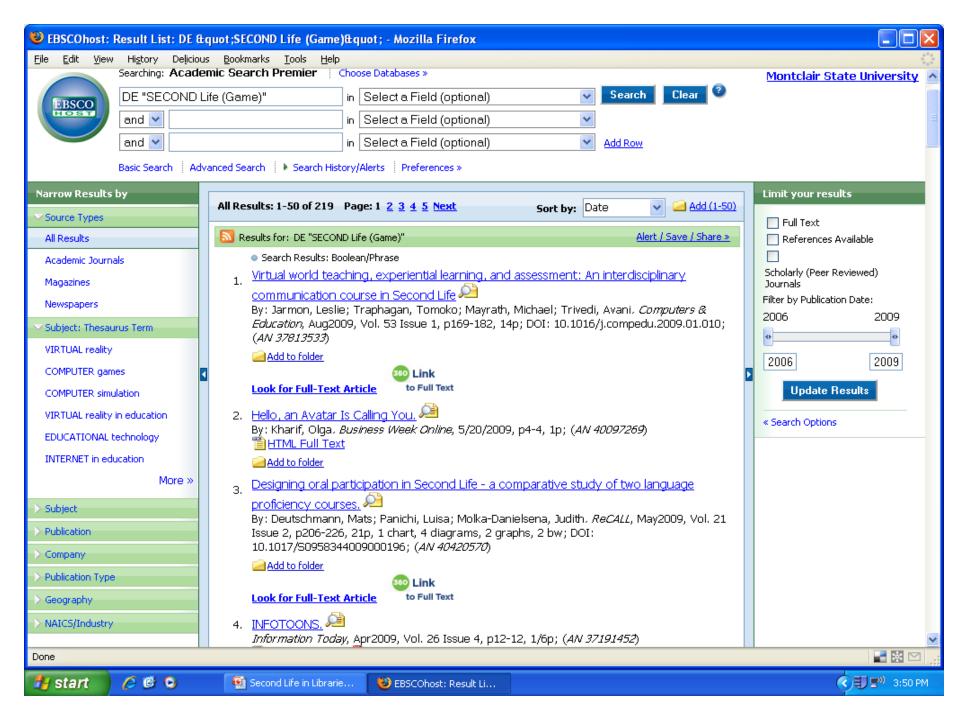






## Very Brief Lit Search ...





#### 🐸 EBSCOhost: the potential, the pitfalls, and the promise of multi-user virtual environm... - Mozilla Firefox File Edit View History Delicious Bookmarks Tools Help Database: Academic Search Premier the potential, the pitfalls, and the promise of multi-user virtual environments getting a second life Section: infotech Contents I'm floating inside a tornado. Cool! THE POTENTIAL I can't believe I'm actually interacting with a best selling author. MUVES IN TEACHING AND LEARNING I'm re-enacting an event that took place over 200 years ago. ENGLISH, LITERATURE, AND Educators often talk about actively engaging their students in learning through books, images, movies, and other LANGUAGE ARTS 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 HISTORY provide a creative playground where learners create objects, test ideas, and collaborate with others. CULTURE AND LANGUAGE THE POTENTIAL ECONOMICS AND PUBLIC Unlike multi-user role-playing games like World of Warcraft, virtual environments like Second Life aren't designed for SERVICE 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, MATH AND SCIENCE 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, THE ARTS each participant creates an avatar to represent themselves in these computer-based locations. THE PITFALLS One of the best examples of this potential is a project sponsored by Suffern Middle School in New York, In 2006, THE PROMISE 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 VIRTUAL WORLDS AND THE mock trial after reading Of Mice and Men, explored concepts of body image for a health class, and organized literature TEACHER-LIBRARIAN discussions "in-world." SECOND LIFE SLURLS 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 ...



### View of Info Island



# View of Info Island looking West



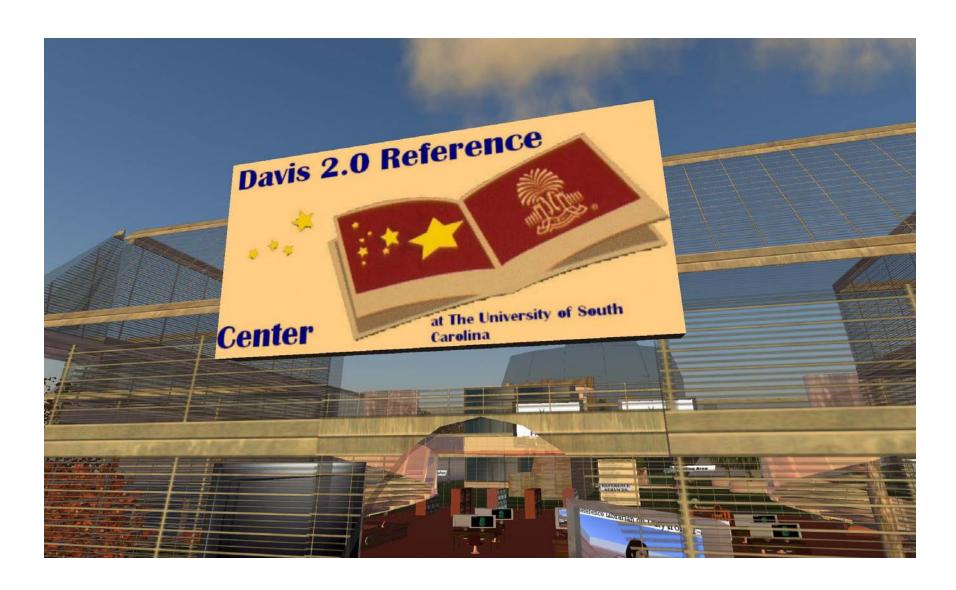
# Info Island

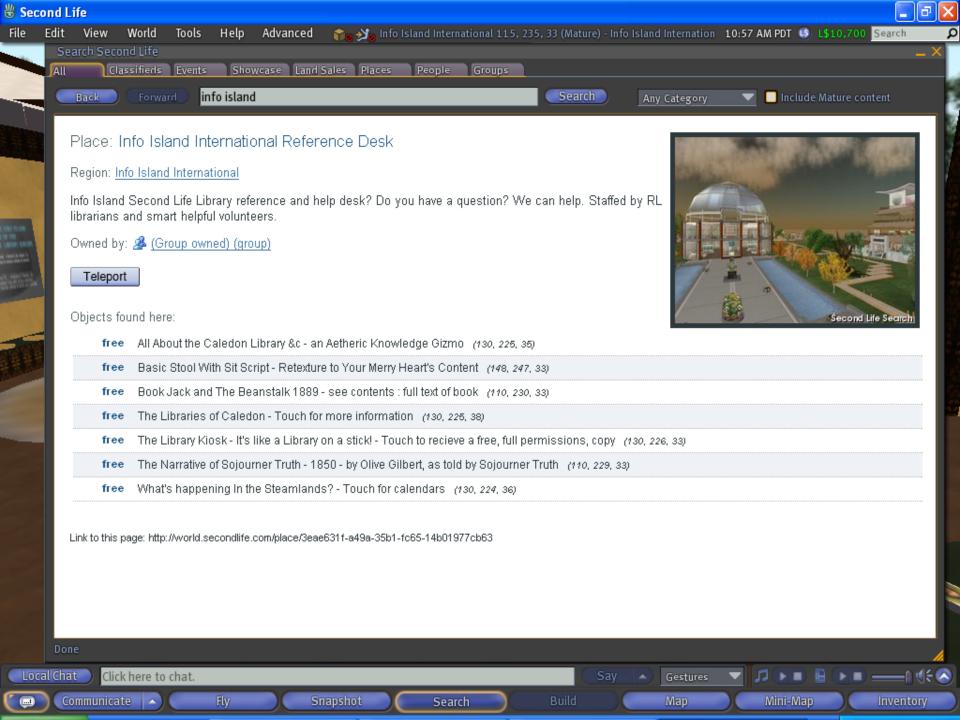


# Informational Project

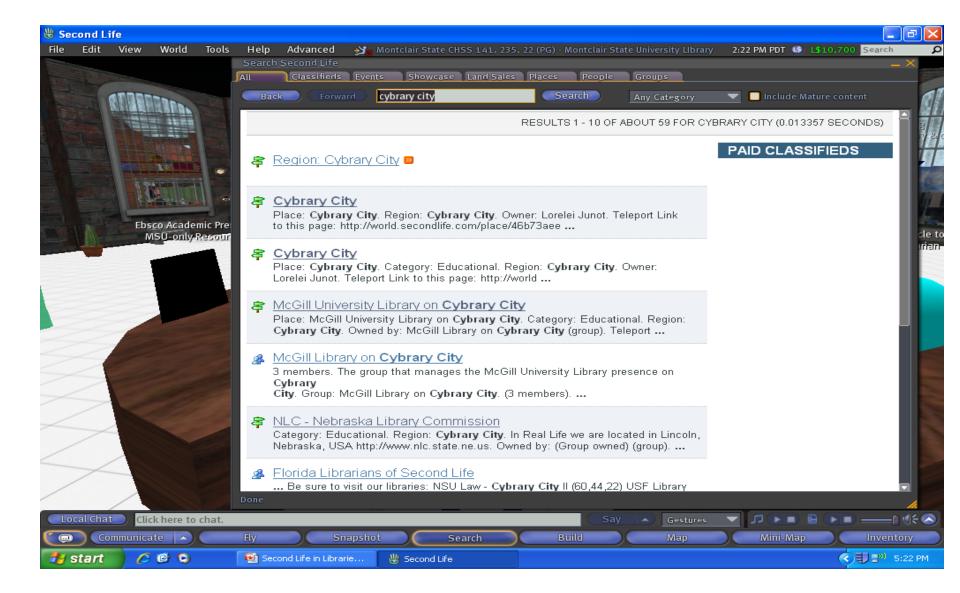


# University of South Carolina





## **Cybrary City**



### Kean U



## UCLA



## **Dakota State University**



## Olathe Public Library





#### Renaissance Island



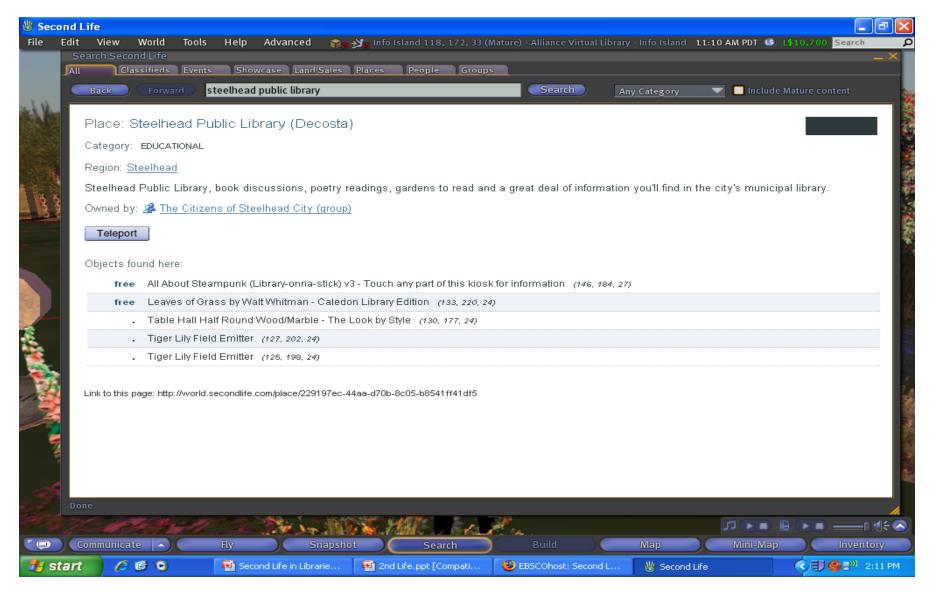


#### **Public Libraries**

## **Cleveland Public Library**



## Steelhead Public Library

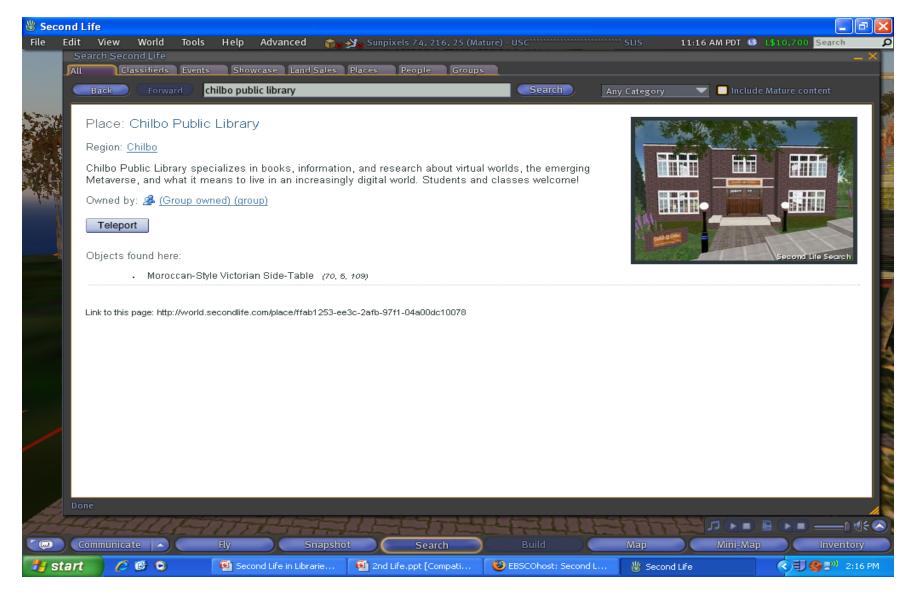


## Glenview Public Library





## Chilbo Public Library



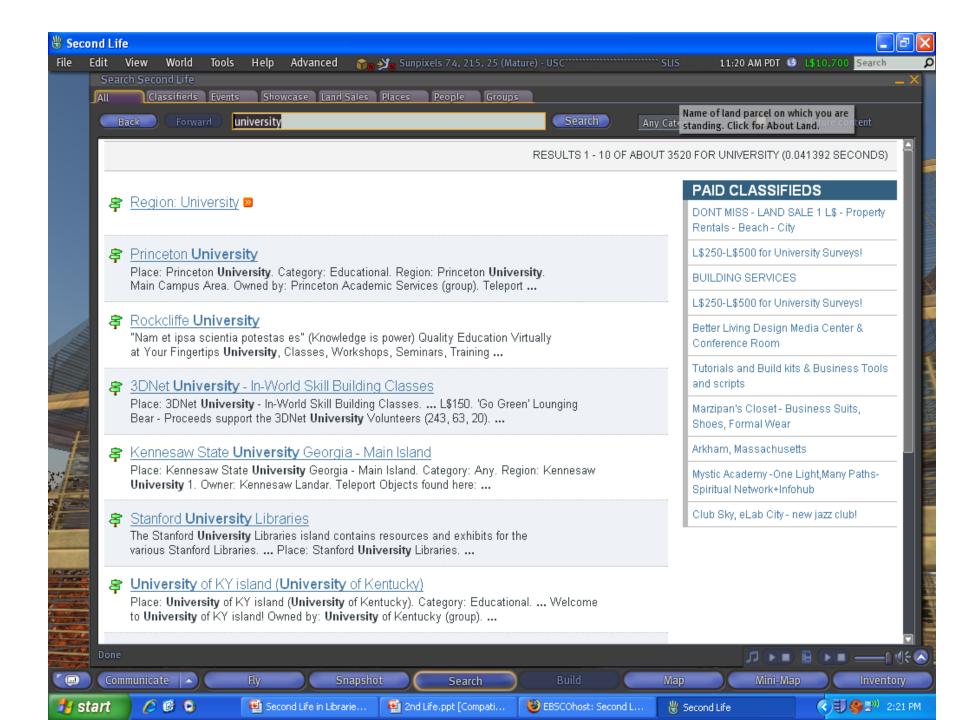
#### Universities











## **Princeton University**



## UNC – Chapel Hill



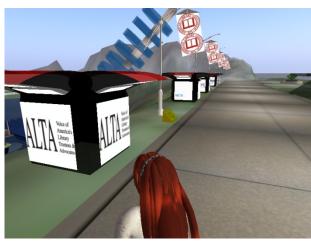
#### U of the West of Scotland



## **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



#### Other Educational Sites







# Part III -- MSU Library in Second Life

Annual Report for the year 2008

## Accomplishments

## Designed & furnished the Library building



#### Reference



## Café

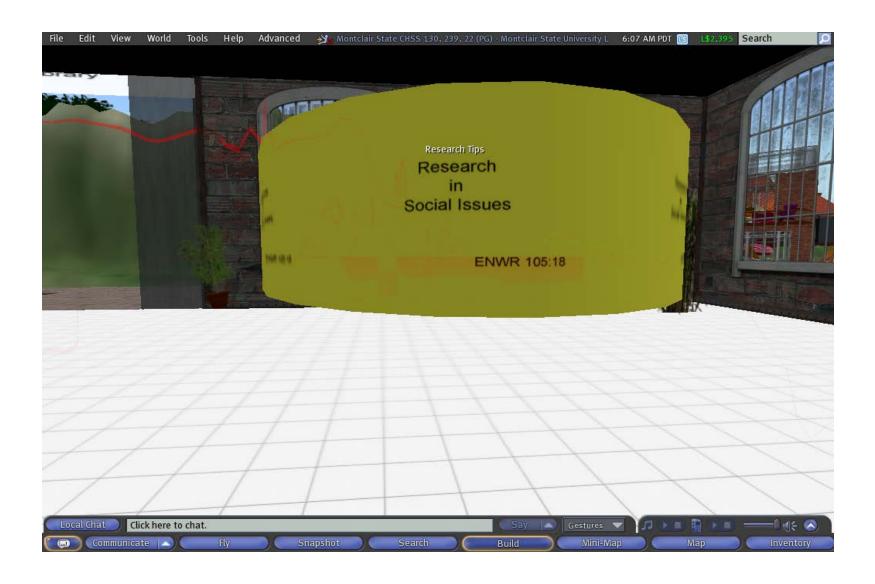


## Media



## **CREATED COURSE-SPECIFIC GUIDES**

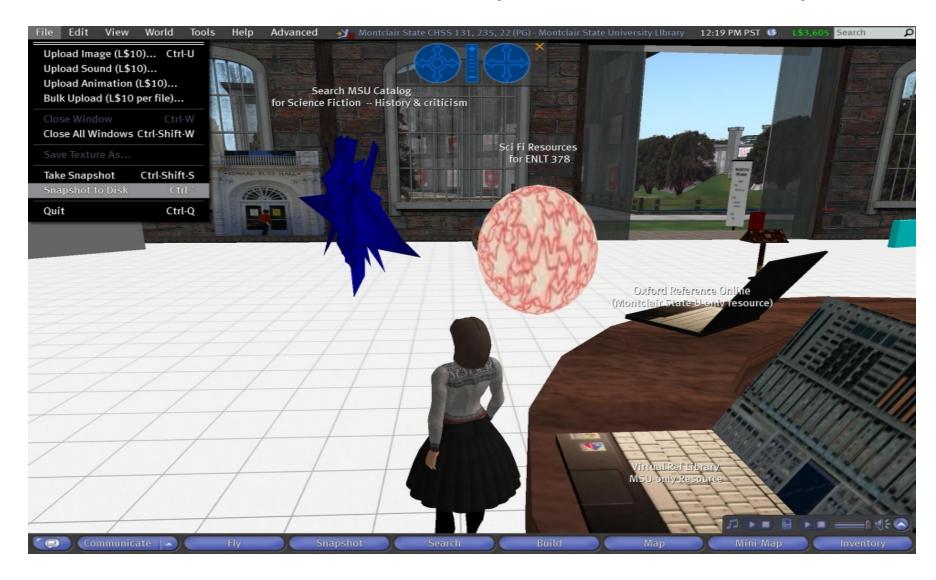
## College Writing (ENWR 105.18)

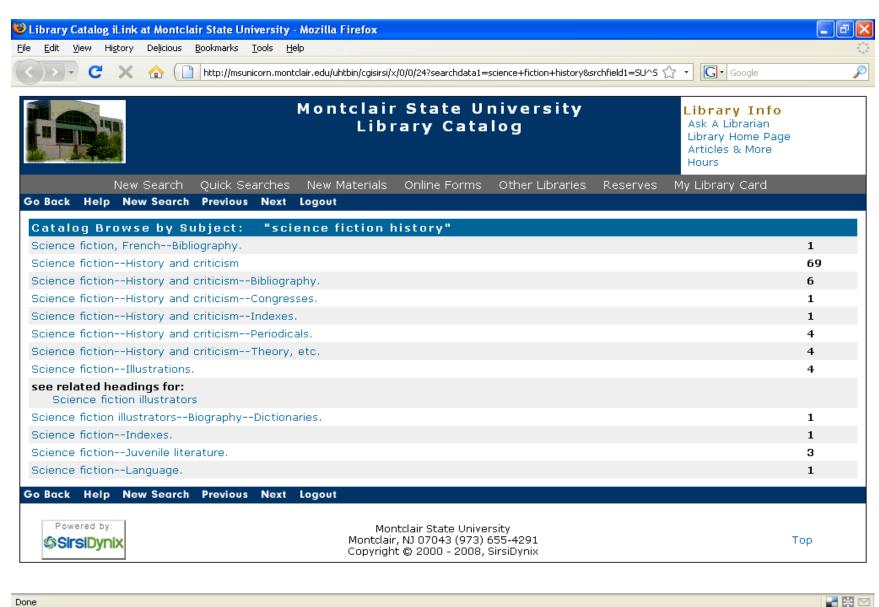


## Counseling



## Science Fiction (ENLT 378.01)

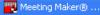




















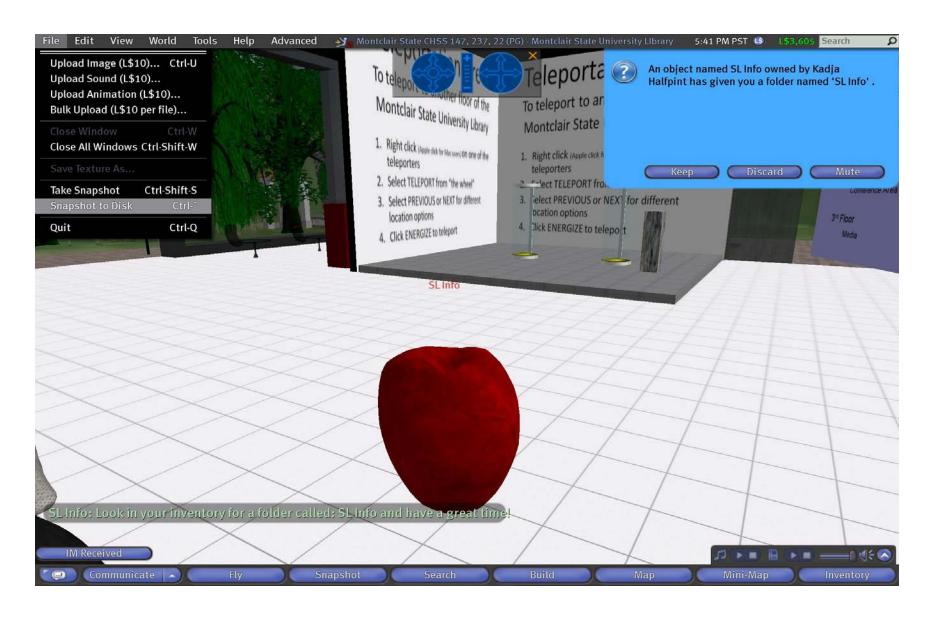


## Hosted an Opening Reception April 2008

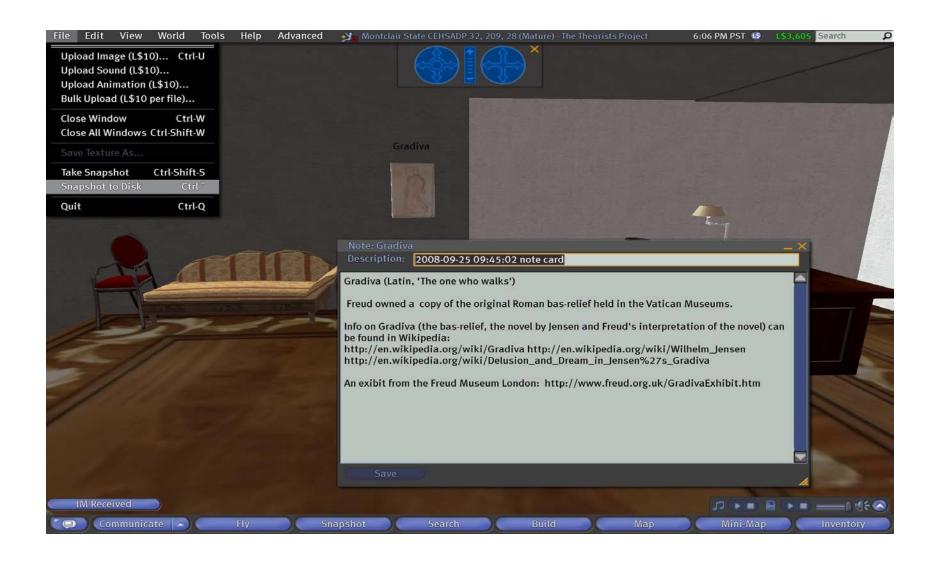




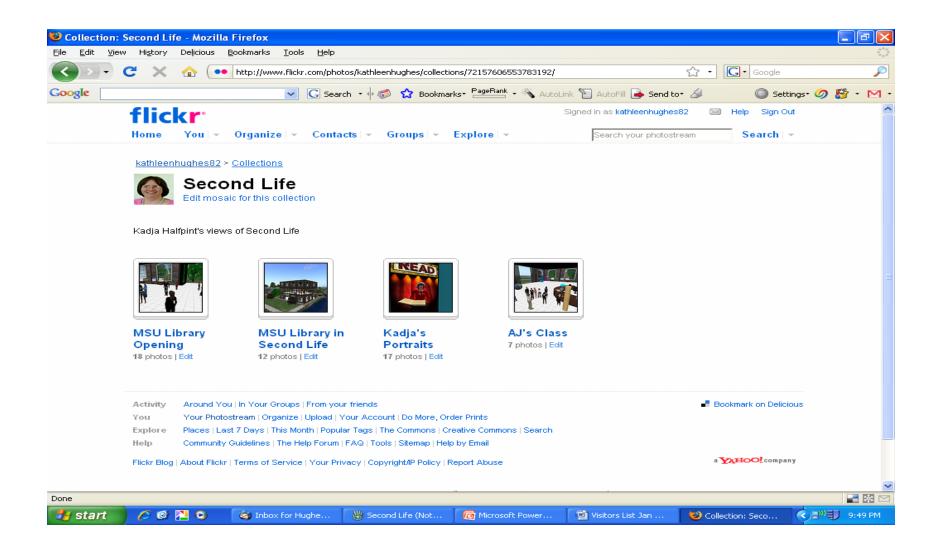
#### Created general guides to Second Life



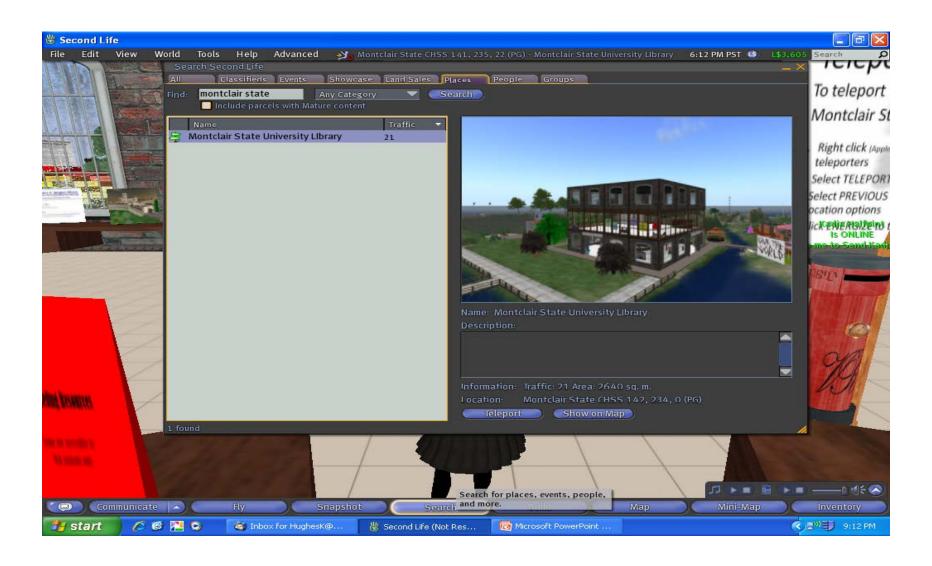
#### Created Miscellaneous Content



### 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???