SECOND LIFE

BRIEF DESCRIPTION: Second Life is a 3D online virtual world. You will participate in Second Life by creating an avatar (your computerized representation of yourself) to be able to talk, interact, and navigate through the space.

EXAMPLES OF APPLICATION:
- distance education online synchronous class meeting
- interactive learning
- simulation; e.g. students learning about assessment engaged in a simulation activity to report assessment results to another student who acted as the child’s “parent”

STEP BY STEP:

2. Create your Second Life avatar name. You can specify your first name, and choose from the selection of Second Life last names (in a drop-down menu).
3. Enter your email address, and other required information.
4. You will receive an email with a link for you to activate your account.
5. Log in to Second Life with your avatar name and password that was e-mailed to you.

What follows is a screenshot of the login page:
(Please note that the picture in the login page may look different from this one or may look different each time you log in.)

6. You’ll be placed at NMC’s orientation island. Follow the signs to learn the basics.

7. In the orientation island, you can “design” your avatar: specify gender, appearance, clothing, etc.

8. Request permissions to enter Kent State’s “island”. (Part of KSU’s island is public and part of it is private). Use this link: [http://sl.kent.edu/access.php](http://sl.kent.edu/access.php)
9. Enter your information under “For Students”.

10. Remember to select “Kent” in the drop down menu for “Campus”.

11. You will then receive further instructions from Second Life @ Kent State, in the form of an email with the subject heading “Second Life – Group Invitation from ______”. Don’t worry if the person sending you a message has an unusual name, such as Viktorian Grut, or Qu Hax, or some other unusual name. These are avatar names!

12. In the email you will be asked to log into SL to accept the invitation. You should be all set at this point, account-wise.

13. When logging into Second Life, you may find yourself “lost” and not in Kent State’s island. At the top of your screen, click on “View” then select “World Map” on the drop-down menu. Type in “Kent State University” in the box next to the Search button, and click “Teleport”. Your screen will go blank for a few seconds, but when it re-loads, your avatar will be in the KSU island.
14. You can also set the Kent State island as your “home”. Once you are on KSU’s island and have found the CEECRT space (you may need to fly around for a while), click on World, then go down the drop-down menu and click on “Set Home to Here” (see following screenshot).
The space as pictured in the following screenshot is where we will likely “meet” for class or other collaborative work.

15. After that, should you find yourself “lost” in Second Life during subsequent log-ins, you can then click on World and then select “Teleport Home” in the drop-down menu (see following screenshot).
· What follows is a screenshot of my avatar viewing student poster presentations on CEECRT’s space on KSU’s island, as an example of how SL has been used for instruction and collaboration. You may be asked to “visit” this space at some point to provide feedback to students in the Master’s program.

· As another example of other locations on the Kent State Island on SL, here is a screenshot of my avatar at the entrance of the Early Childhood center:

![Screenshot 1](image1.png)

![Screenshot 2](image2.png)
ADDITIONAL RESOURCES: [http://sl.kent.edu/start.php](http://sl.kent.edu/start.php)

**Screencasts:**
These screencasts are also available on the CEECRT website: [http://www.ehhs.kent.edu/ceecrt/](http://www.ehhs.kent.edu/ceecrt/)
Click on **Student Information**, then **Current Student Portal**. Look under **Tutorials** on the upper-right hand side of the page. Please note that it may take a few minutes for the screencast to load on your computer.

**Getting Started in Second Life.**
[http://www.screencast.com/users/StaceyKeller/folders/Jing/media/1b89848b-984e-471c-9ad6-8ed70a8fd1c5](http://www.screencast.com/users/StaceyKeller/folders/Jing/media/1b89848b-984e-471c-9ad6-8ed70a8fd1c5)

**SL: Getting to KSU Island**
[http://www.screencast.com/users/SophieH/folders/Jing/media/10767f46-4abe-4a71-aabd-735d714cb433](http://www.screencast.com/users/SophieH/folders/Jing/media/10767f46-4abe-4a71-aabd-735d714cb433)

**CONTACT INFO:** Michelle (513) 238-5757, mngatmait@kent.edu
* If you are logged on to Second Life and are “lost”, please contact me (or another ECIS student/faculty member whom you know is up and running on SL) and we can set up a time to log on synchronously. I can then add you as a contact (please provide your SL name) and then I can teleport you to our “Home”. My SL avatar name is **Sulu Tigerfish**.

**WHAT TO DO AHEAD OF TIME:**
- Have laptop ready. Check specs for laptop:
  - An **NVidia** or **ATI video card** with **at least 256MB of memory**. Lower end video cards and Intel integrated video systems will operate many other programs, but there will be a definite decrease in comparable quality and performance. Also, it is best to **avoid NVidia Quadro** video cards for use with Second Life.
  - At least **512MB of RAM**
  - Built-in **microphone and speakers OR earbuds/headset**
    - Suggestion: Logitech Premium USB Headset 350 - about $35; works well for Second Life, Voice-over-IP (Skype), recording podcasts

**WHAT IS NEEDED DURING SESSION:**
- Laptop and earbuds/headset; internet connection

**WHAT IS NEEDED AFTERWARDS:**
- Practice! It takes some time to learn how to navigate and move through the island.