

## Virtual Services for Virtual Users: Libraries in Second Life

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## Today...

- Living your Second Life
- Who else is around
- Service possibilities
- Live tour

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## What is Second Life?

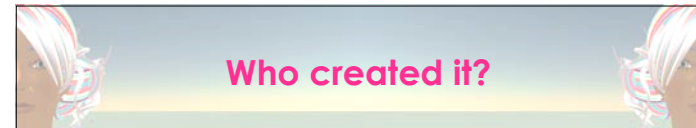
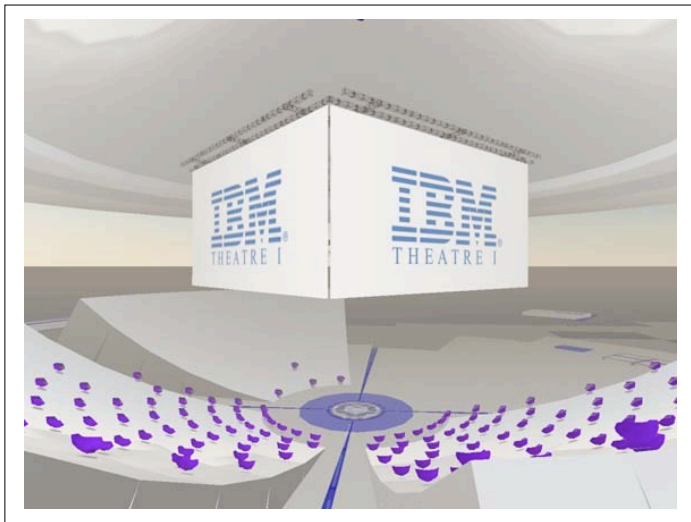
- MUVE
  - Multi User Virtual Environment
    - Lots of people
    - Lives online
    - Not a website, but a virtual world

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## What is it not?

- A game
  - No points
  - No death
  - No "win"

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## Who created it?

- Linden Labs
  - Founded in 1999 by Philip Rosedale
  - Software open to the public in 2003
  - Opened the code in the summer of 2007

*"It is our mission to connect us all to an online world that advances the human condition."  
-Philip Rosedale*

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## Who develops it?

- YOU!
  - Everything you will see has been created by users (called "residents")
    - More than 13 million accounts
  - Creators maintain intellectual property rights over "objects"
    - Economy of SL is over \$1 million USD daily
    - Over 65,000 acres of "land"

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## Avatars

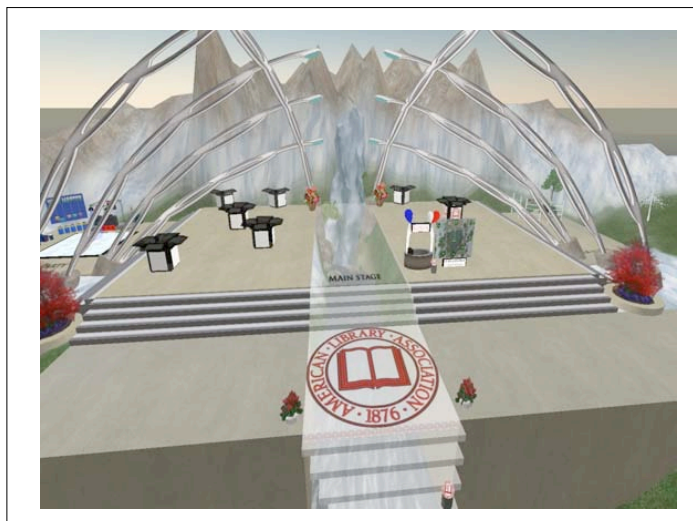
- Human... or not
- Male or female
- Change clothing instantly
- Animation overrides

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## Communicating

- Chat
  - Text-based
  - Synchronous
  - Public
- IM
  - Text-based
  - Synchronous
  - Private
- Voice

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## The lingo

- RL/SL
- Griefer
- LM
- TP
- Lag
- Rez
- Noob (n00b)
- Chatting
  - ty
  - wb
  - afk
  - brb
  - Lol/rofl/roflmao
  - I <3 that!

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## Moving around

- Walk/run
  - Can use animation overrides to change walk
- Fly
  - Also means you can fall out of the sky
- Teleport
  - Use landmarks to get around quickly
- Scripted vehicle

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## Costs

- FREE\*

\* Unless you want to..

- own land
- have more than one avatar
- shop

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## Challenges

- Technology
  - Fairly new computers required
  - High-speed wired internet access
- Connectivity issues
- Learning curve
  - Very steep
- Naughtiness
  - Most people in SL are *not* librarians/educators
- “Empty world” syndrome

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## Who is in Second Life?

- The same folks that are in Real Life
  - Education: Harvard, McMaster
  - Commerce: Nissan, Armani Exchange
  - Non-profits: Reporters Without Borders
  - Government: NOAA, Swedish Embassy
  - News: Reuters
  - Health: CDC, Imperial London University Hospital

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## ... and libraries!

- McMaster University Library
- Stanford University Library
- Cleveland Public Library
- National Library of Health
- Nebraska State Library Commission
- University College Dublin
- American Library Association
- And many more...

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## Capabilities

- Stream video and audio
- Upload slide shows
- Live-conferencing possibilities
- Virtual exhibits
- Push users to your web space
- HTML on prim
  - Co-browsing of the web will soon be possible

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## Possible library services

- Virtual reference
- Virtual exhibits
- Digital literacy courses
- “How-to” tutorials
  - Search a database
  - Evaluate Google results
  - Search PubMed

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## Info Island International

- Coordinated by Alliance Library Systems of Illinois
- Reference area
  - Staffed 80+ hours per week
    - International staff of volunteers
  - Answer both RL and SL reference questions
  - Instruction to residents

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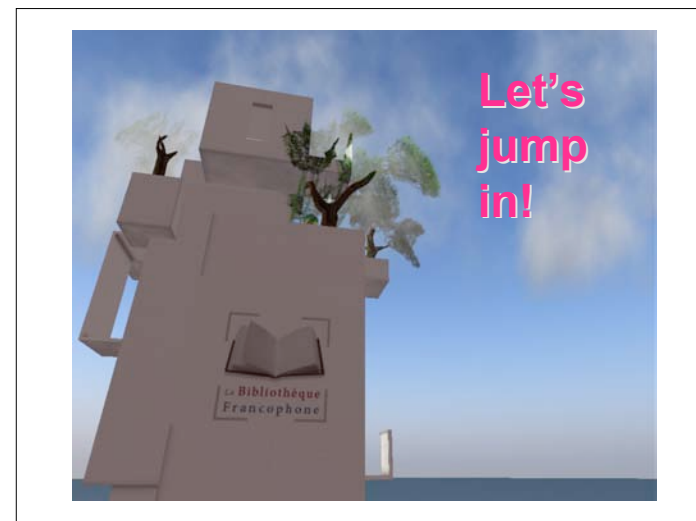


## Libraries in virtual worlds

- Even in an online environment, when users could very easily use Google, they seek out a library.

**Library as place is not a dead concept.  
It's just in a different location.**

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## For more information

Second Life

<http://www.secondlife.com>

Alliance Library System Info Archipelago

<http://www.infoisland.org>

SL Education Blog

<http://www.sl-educationblog.org/>

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## Thanks! Merci!

Presentation will be posted at

<http://jambina.com>

Feel free to contact me at

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Want more?

El presentation on May 5, 2008 at 2pm

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