



Getting Serious in Second Life



Second Life is a profoundly rich virtual environment that enhances experiential learning. It allows individuals to practice skills, try new ideas, and learn from their mistakes. This unique opportunity to simulate real-world experience in Second Life has unlimited potential.

“By striving to create an actual ‘Second Life,’ an open, inclusive Virtual World that welcomes residents ... without regard to location, ethnicity, politics – it actually creates global dialogue.”

Joshua S. Fouts
Director, USC Center on Public Diplomacy
Annenberg School for Communication
University of Southern California

Case Studies (stories continued on reverse)

SHAKEN BUT SHOCK-PROOF

On the island of Dreams, these stroke survivors prove that recovery is more than a fantasy ...

SOARING IN SECOND LIFE

“We may not be able to walk in real life, but here in Second Life, we can fly,” say the disabled residents of Live2Give island ...

DISASTER-READY, SECOND LIFE-TRAINED

Patient triage. Medical cargo drops. First-responders practice these critical emergency skills and more ...

HEARING VOICES, SEEING MONSTERS

This re-creation of a schizophrenic episode details the terror of hallucinations ...



In Second Life You Can:

COMBINE REAL-TIME AND REAL-WORLD EVENTS

Participate in conferences, conduct panels, create book clubs, and establish meet-and-greet venues.

BUILD VIRTUAL OFFICES AND MEETING SPACES

Create everything from client prototypes and demos to lectures and presentations.

CONNECT PEOPLE AND IDEAS WORLDWIDE

Collaborate instantly in this 3D world of interconnection, creativity, and exploration.

DEVELOP CONTENT COST-EFFECTIVELY

Leverage the wealth of content creators in Second Life. Experiment endlessly (and for little money) when developing projects.

INTEGRATE CURRENT PROJECTS AND USE EXISTING ASSETS

Bring instructional movies, web sites, or audio streaming into Second Life and retain all intellectual property rights.

- 17 universities teach classes in Second Life
- 200 educators and researchers actively trade information on a key mailing list
- 1.4 million square meters of not-for-profit held virtual land