



Rowdy KYians

What is Second Life?

Second Life is a 3-D virtual world entirely built and owned by its residents. Since opening to the public in 2003, it has grown explosively and today is inhabited by millions of people from around the globe.

While the Second Life interface and display are similar to most popular multiplayer online games, there are two key, unique differences:

Creativity: Second Life provides near unlimited freedom to its Residents. This world really is whatever you make it, and your experience is what you want out of it. If you want to hang out with your friends in a garden or nightclub, you can. If you want to go shopping or fight dragons, you can. If you want to start a business, create a game or build a skyscraper you can. It's up to you.

Ownership: If you choose to own land to live, work and build on, you pay a monthly lease fee based on the amount of land you own. You also own anything you create—residents retain intellectual property rights over their in-world creations.

How much does Second Life cost?

A single Basic account is FREE. Premium accounts (required for owning land) cost money.

What can I do in Second Life?

- 1 **Create:** In Second Life you can create anything you can imagine with powerful, highly flexible building tools, using geometric primitives (prims). Start with customizing your avatar, the easy-to-use tools let personalize it any way you like, from the tip of your nose to the tint of your skin.
- 2 **Meet People:** Within your first hour, you'll notice that several residents approach you and introduce themselves – Second Lifers are eager to welcome you and show you around. Within this vibrant society of people, it's easy to find people with similar interests to you. At any time there are dozens of events where you can party at nightclubs, attend fashion shows and art openings or just play games.
- 3 **Own Objects You Make or Purchase:** Owning objects in Second Life allows you to more easily build, display, and even sell your own virtual creations.

Recommended web resources

UKy Island orientation guidelines: <http://ukisland.wordpress.com/what-is-second-life/get-oriented>

SLED wiki Glossary: http://wiki.secondlife.com/wiki/Second_Life_Glossary

SL Community Participation Guidelines:

http://wiki.secondlife.com/wiki/Linden_Lab_Official:Discussion_guidelines

Destination Guide for Educational Projects and Non-Profits: <http://secondlife.com/destinations/learning>

New Media Consortium's Virtual Worlds Initiative & Case Studies: <http://virtualworlds.nmc.org/portfolio>

SL Knowledge Base Quickstart:

<http://community.secondlife.com/t5/English-Knowledge-Base/Second-Life-Quickstart/ta-p/1087919>