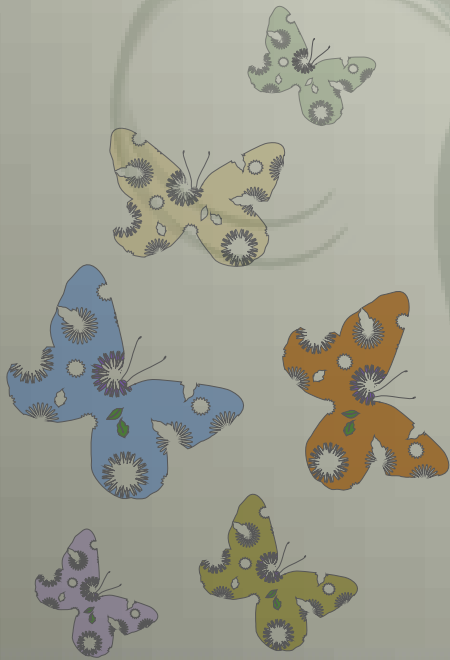


CS5248: System Support for Continuous Media

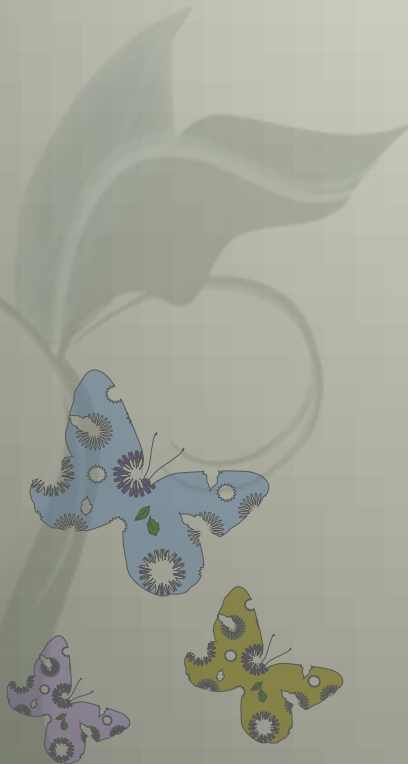
Second Life Basics



Second Life Basics

Self-Introduction

- Ø Senior Media Producer, Computer Centre + FASS
- Ø Web Producer, FASS
- Ø Project Lead, NUS Second Life
- Ø BA in Multimedia Design
- Ø Current MA student with CNM, FASS
- Ø Dissertation focus on Constructivist Multi-User in Virtual Environment translating into Effective Learning Outcomes in Real Life



Second Life Basics

SL1101: Second Life Basics

Lets try describing and relate if someone asked us...

- Ø What is Second Life?
- Ø How do I start my Second Life?
- Ø What is an Avatar?
- Ø How to: Customize, Move, Communicate
- Ø Myths & Facts of NUS Second Life?
- Ø What can I really do in Second Life?



Second Life Basics

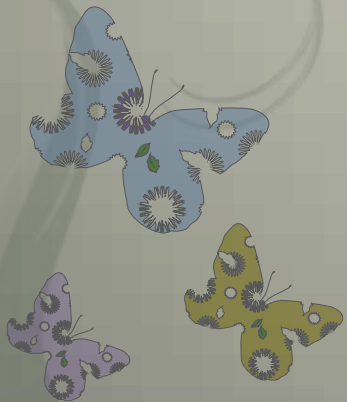
SL1101: Second Life Basics

What is Second Life?

- Ø 3D Virtual Immersive Environment from San Francisco, USA, run by Linden Labs since 2003
- Ø A world entirely built and owned by its residents
- Ø Easily the most commercial 3D virtual world now

How do I start my Second Life?

- Ø <http://u.nus.edu.sg/secondlife> or link from <http://www.nus.edu.sg>
- Ø <http://www.secondlife.com> (commercial www)



Second Life Basics

SL1101: Second Life Basics

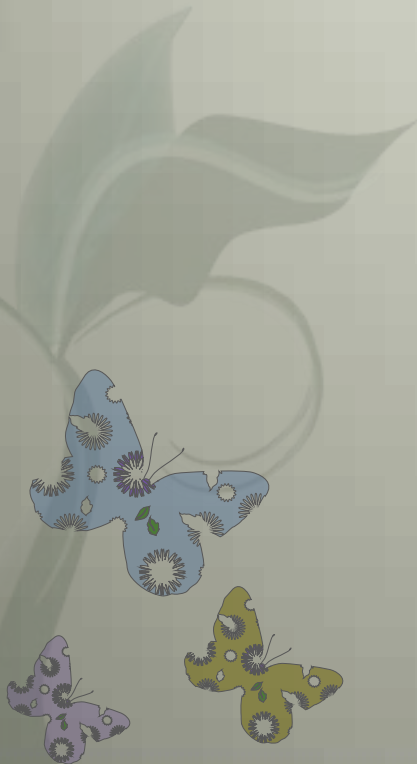
What is An Avatar?

∅ It is YOUR digital self representation in Second Life

The Avatar Bill of Rights says:

“... That **AVATARS** are the manifestation of actual people in an online medium, and that their utterances, actions, thoughts, and emotions should be considered to be **valid** as the utterances, actions, thoughts and emotions of people in any other forum, venue, location, or space.”

Rez-Ed @ Gaming, Learning and Society Conference
University of Wisconsin
2009



Second Life Basics

SL1101: Second Life Basics

How to: Customize, Move , Communicate?

Ø Customization:

- Ø Leave the experts to inspire you first, use existing free items
- Ø Find a close fit and learn to build later

Ø Move:

- Ø Getting used to cursor bearing of your avatar
- Ø 3D view: X, Y and Z axis
- Ø Learn to zoom, to pan, without moving towards subject

Ø Communicate:

- Ø Adding Friends
- Ø Use of gesturing, posing, contact interactivity



Register For an Account @ <http://u.nus.edu.sg/secondlife>

NUS SECOND LIFE

HOME ABOUT US REGISTER DOWNLOAD TELEPORT CONTACT US SPONSORS

featured avatar
JOURNALS SECOND LIFE STAFF OF THE MONTH

blog highlights

latest news

secondlife survival 101

code of conduct

sightings

calendar

Go to NUS Second Life Portal

Register For an Account @ <http://u.nus.edu.sg/secondlife>



Login to NUSNET to start registration

Register For an Account @ <http://u.nus.edu.sg/secondlife>



NUS Home | Search: | in NUS W.

NUS W

Services Help News Awards Reports Contact Us About Us

Microsoft Office Outlook Web Access
Provided by Microsoft Exchange Server 2003

To protect your account from unauthorized access, WebMail automatically closes its connection to your mailbox after a period of inactivity. If your session ends, refresh your browser, and then log on again.

Domain\UserID: ☐ remember me

- nusstf\<userID> for Staff
- nusstu\<userID> for Students and Graduates
- Alumni please login [here](#)

Password:

Security

☒ Public or shared computer
Select this option if you use WebMail on a public computer.

☐ Private computer
Select this option if you are the only person who uses this computer.

Warning: By selecting this option you acknowledge that the computer complies with NUS' security policy.

> [Change Password](#)
> [View Mailbox Size](#)
> [Email Redirection](#)

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Last modified on 12 September, 2006 by Computer Centre

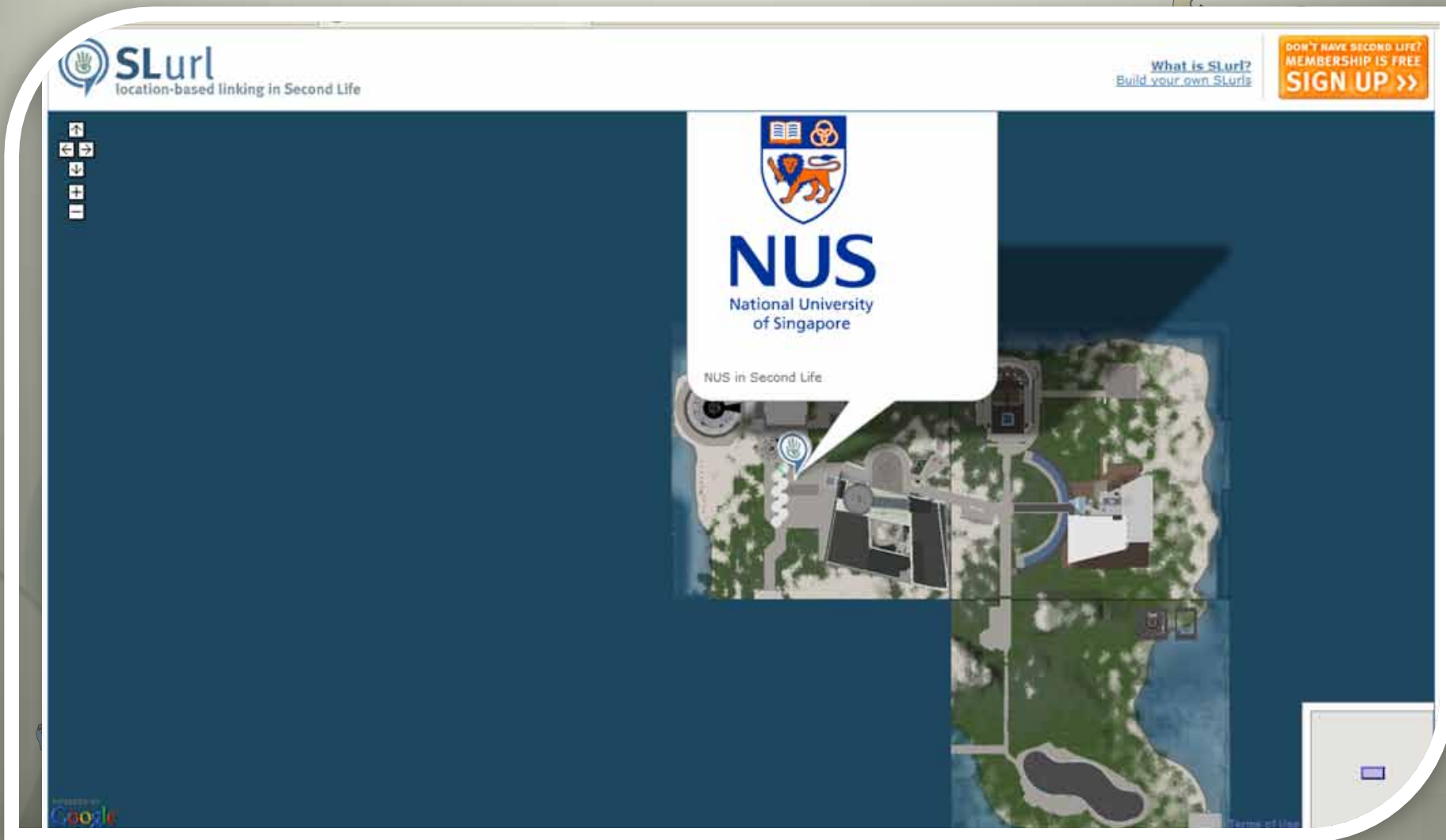
Access your email to obtain password from registration

Download and Login to Second Life



Download + Run Application file, Login using Registered First and Last Name

Find and teleport yourself to **NUS** in Second Life

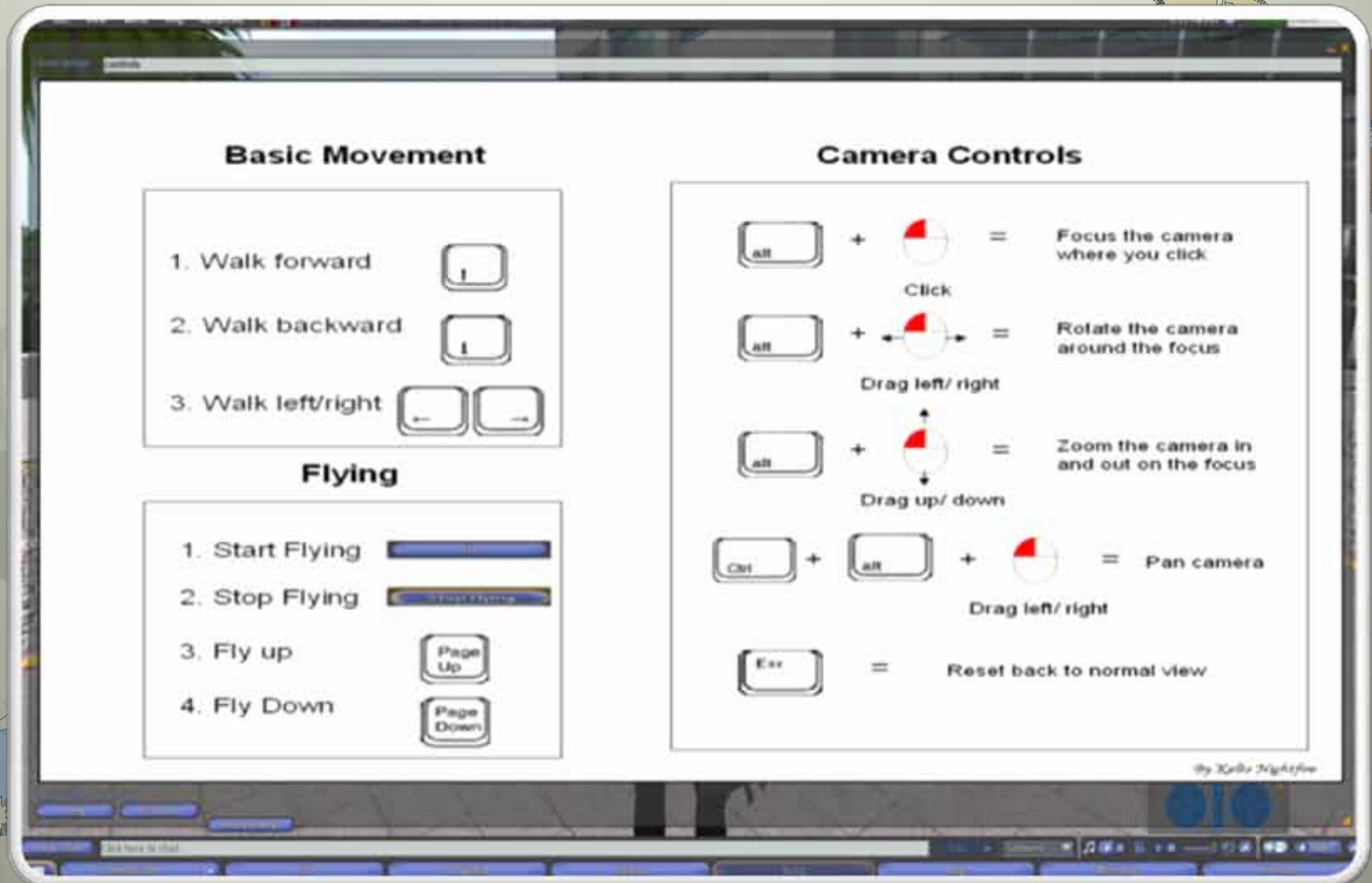


Click on Teleport Link in NUS Second Life Portal to access direct teleport



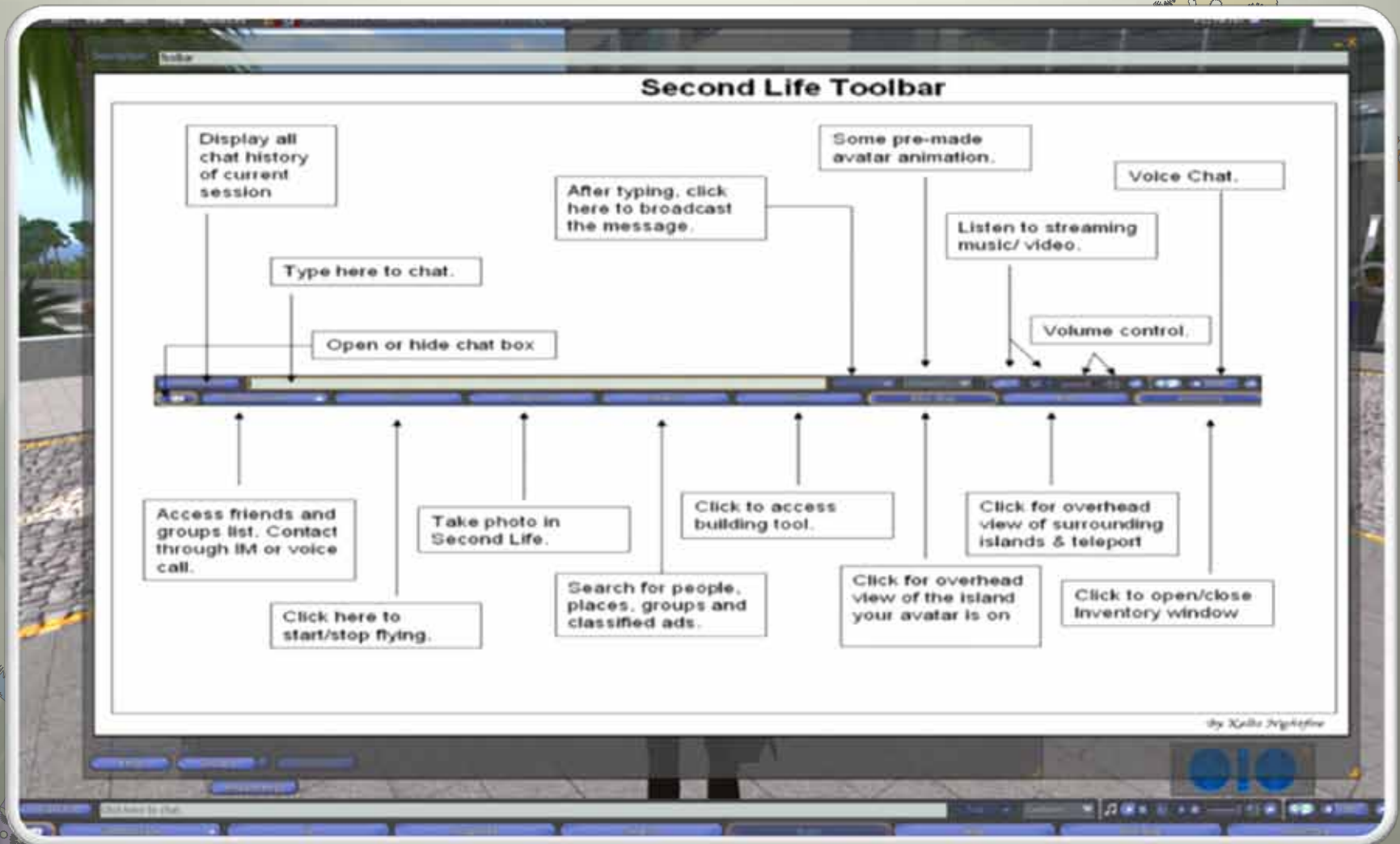
Orientation in Using Second Life

Learn The Basic Movements...



Orientation in Using Second Life

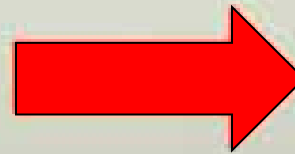
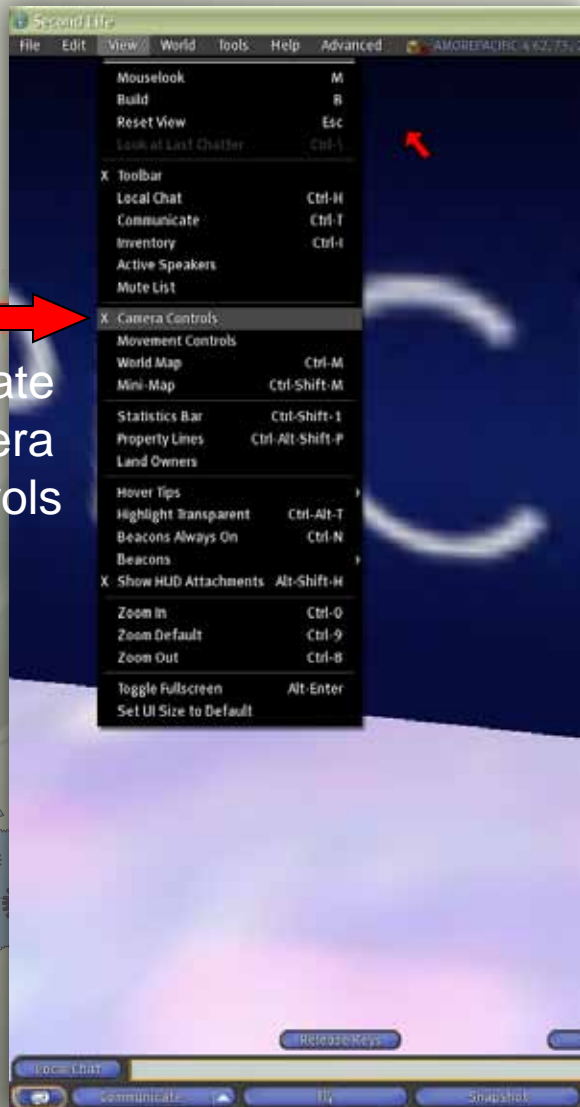
Learn The Basics of The Interface...



Orientation in Using Second Life

Learn to See Yourself in the Front!

Activate
Camera
Controls



Click left or right arrow of Circular control to rotate camera angle to the front

OR

hold ALT + CTRL keys + mouse to rotate 360 degrees

Orientation in Using Second Life

Learn to Communicate with People

Some FUN exercises :

1. Learn to "Add Friend" to people you meet in Second Life.
2. Managing multiple chat windows.
3. Get to know more about NUS through the seniors in NUS Second Life.

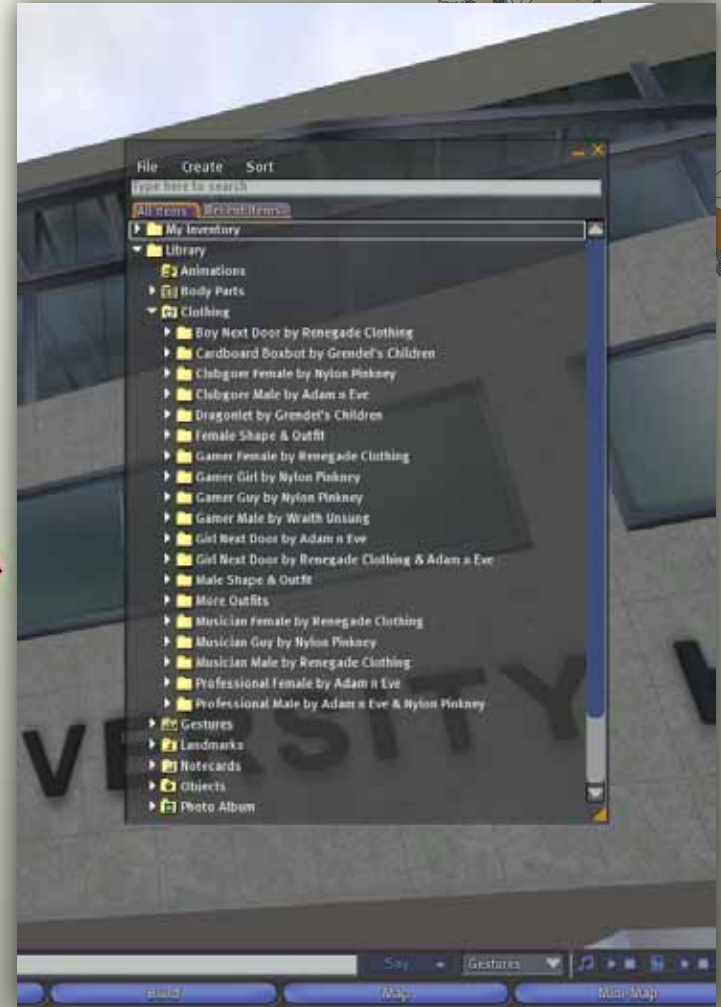


1. Explore ways to IM your friends in your Contact List
2. Teleport your friends to wherever you are.
3. Activate different group tags for different usage.
4. See profiles of your friends in your Contact List

Orientation in Using Second Life

A Snappy MAKEOVER in 1 min!

Click on INVENTORY on Your Bottom right
2 Folders: MY INVENTORY and LIBRARY

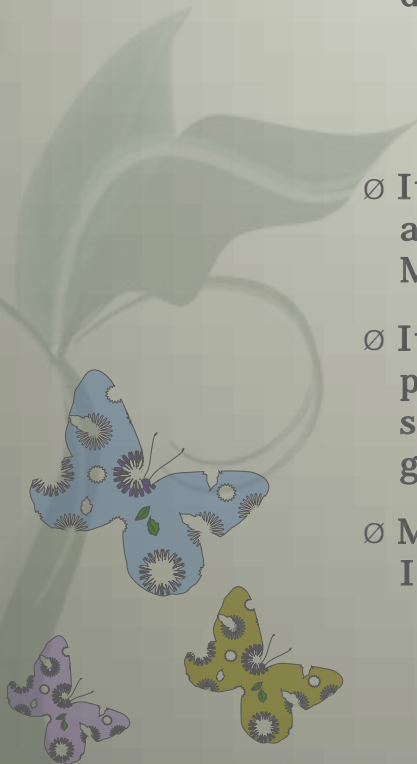


Pick Folder, **DRAG** & **DROP** onto your Avatar

Second Life Basics

Myths vs Facts of NUS Second Life

- Ø NUS SL is an isolated campus, nothing beyond it.
- Ø Everything costs money, it drains your fortune away
- Ø It is boring, you can't level up and learn skills in other MMORPGs
- Ø Its nothing but a social platform in 3D, nothing special; just IRC with graphics
- Ø My results will suffer because I play with it too long everyday
- Ø NUS SL is only a region that is part of a parallel universe of a huge 3D world.
- Ø You need not spend anything and there tons of free stuffs to get you started. You can even become an entrepreneur and make money.
- Ø Roleplaying sims ranging from modern to fantasy worlds are abundant in SL. Run a search.
- Ø Its all about socialising. Most people started off as curious, but stayed on because of the people.
- Ø Its goes the same way for all hobbies, activity, game. Moderation is always advised.



Second Life Basics

What to Do in NUS Second Life

- ∅ Social Networks
- ∅ Class Projects
- ∅ Roleplay
- ∅ Learning/Serious Games
- ∅ Coding Games/Objects
- ∅ Exploration
- ∅ Build in 3D
- ∅ Office Hours, facilitation
- ∅ Stage an exhibition
- ∅ Observation Space
- ∅ Share ideas, hold meetings
- ∅ Applied Learning
- ∅ Immersive Learning
- ∅ Interactive Activities
- ∅ Visit, tour, study
- ∅ Learning Creativity
- ∅ Customization
- ∅ Avatar Identity
- ∅ Data Collection
- ∅ Research Showcase



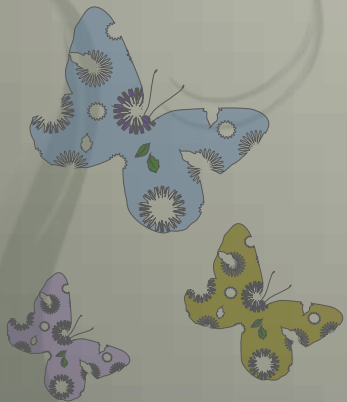
Second Life Basics

Get Your Second Life Started

<http://u.nus.edu.sg/secondlife>

So... How do I get started?

- Ø Register For An Avatar
- Ø Login to NUS Second Life
- Ø Become a NUS RidgeCat
- Ø Know Your Sim Boundaries
- Ø Customise Your Avatar
- Ø Landmark Your Favourite Locations



Second Life Basics

Customise Your Second Life (lab session)

- Get out of newbie self; Makeover Session
- Familiarising with Controls
 - Control (view control)
 - Coordination (movement)
 - Confidence (communication)

Exploring Second Life (lab session)

- Tour of NUS Second Life
- Excursion to other Second Life Sims(out of NUS)

