

Second Life

Getting Started - Guide for Instructors & Students

How to use Second Life and Resources

Faculty Technology Center

(818) 677-3443

OV 34

ftc@csun.edu

www.csun.edu/at/training

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WHAT IS SECOND LIFE?

Second Life is an online virtual world developed by Linden Lab. It was launched on June 23, 2003. A number of free client programs, or Viewers, enable Second Life users, called Residents, to interact with each other through avatars. Residents can explore the world (known as the grid), meet other residents, socialize, participate in individual and group activities, and create and trade virtual property and services with one another. *Second Life* is intended for people aged 16 and over, and as of 2011 has about one million active users.

Built into the software is a three-dimensional modeling tool based around simple geometric shapes that allows residents to build virtual objects. There is also a procedural scripting language, Linden Scripting Language, which can be used to add interactivity to objects. Sculpted prims, mesh, textures for clothing or other objects, and animations and gestures can be created using external software and imported. The *Second Life* Terms of Service provide that users retain copyright for any content they create, and the server and client provide simple digital rights management functions. (taken from Wikipedia, 2011).

SYSTEM REQUIREMENTS

MAC OS X

Mac OS X	Minimum Requirements	Recommended
Internet Connection*:	Cable or DSL	Cable or DSL
Operating System:	Mac OS X 10.5 or better	Mac OS X 10.5.4 or better
Computer Processor:	1.5 GHz Intel based Mac	2 GHz Intel Core 2 Duo or above
Computer Memory:	512 MB or more	1 GB or more
Screen Resolution:	1024x768 pixels	1024x768 pixels or higher
Graphics Card**:	<ul style="list-style-type: none">ATI Radeon 9200 and aboveOR NVIDIA GeForce 2, GeForce 4	<ul style="list-style-type: none">ATI: 4850, 4870OR NVIDIA: 9800

Linux

Linux	Minimum Requirements	Recommended
Internet Connection*:	Cable or DSL	Cable or DSL
Operating System:	A reasonably modern 32-bit Linux environment is required. If you are running a 64-bit Linux distribution then you will need its 32-bit compatibility environment installed.	A reasonably modern 32-bit Linux environment is required. If you are running a 64-bit Linux distribution then you will need its 32-bit compatibility environment installed.
Computer Processor:	800 MHz Pentium III or Athlon, or better	1.5 GHz or better
Computer Memory:	512MB or more	1 GB or more
Screen Resolution:	1024x768 pixels	1024x768 pixels or higher
Graphics Card:	<ul style="list-style-type: none"> • NVIDIA GeForce 6600, or better • OR ATI Radeon 8500, 9250, or better 	<ul style="list-style-type: none"> • ATI: 4850, 4870 • OR NVIDIA: 9600, 9800

Windows

Windows	Minimum Requirements	Recommended
Internet Connection*:	Cable or DSL	Cable or DSL
Operating System:	XP, Vista, or Windows 7	XP, Vista, or Windows 7
Computer Processor:	CPU with SSE2 support, including Intel Pentium 4, Pentium M, Core or Atom, AMD Athlon 64 or later.	1.5 GHz (XP), 2-GHz (Vista) 32-bit (x86) or better
Computer Memory:	512 MB or more	1 GB or more
Screen Resolution:	1024x768 pixels	1024x768 pixels or higher
Graphics Card for XP**:	<ul style="list-style-type: none"> • NVIDIA GeForce 6600 or better • OR ATI Radeon 8500, 9250 or better • OR Intel 945 chipset 	NVIDIA Graphics cards 9000 Series: <ul style="list-style-type: none"> • 9600, 9800 200 Series: <ul style="list-style-type: none"> • 275 GTX, 295 GTX ATI Graphics Cards 4000 Series: <ul style="list-style-type: none"> • 4850, 4870, 4890 5000 Series: <ul style="list-style-type: none"> • 5850, 5870, 5970
Graphics Card for Vista or Windows 7 (requires latest drivers)**:	<ul style="list-style-type: none"> • NVIDIA GeForce 6600 or better • OR ATI Radeon 9500 or better • OR Intel 945 chipset 	NVIDIA Graphics cards 9000 Series: <ul style="list-style-type: none"> • 9600, 9800 200 Series: <ul style="list-style-type: none"> • 275 GTX, 295 GTX ATI Graphics Cards 4000 Series:

Important Notes

- Second Life is not compatible with dial-up internet, satellite internet, and some wireless internet services.
- Second Life may not run on graphics cards other than the ones listed above. The following cards are NOT compatible with Second Life:
NVIDIA cards that report as a RIVA TNT or TNT2
ATI cards that report as RAGE, RAGE PRO, or RADEON 320M, 340M, 345M, or similar model numbers
Intel chipsets less than a 945 including Intel Extreme
Cards with the following branding: 3DFX, RIVA, TNT, SiS, S3, S3TC, Savage, Twister, Rage, Kyro, MILENNIA, MATROX

GETTING ACCESS TO SECOND LIFE

Go to: <http://www.csun.edu/at/teaching/tools/cal.php>

Fill out the Registration Form and select "Create Account"

Registration Form

SL name not available.

First Name *

Last Name *

Password

Email:

Date of Birth *

Please fill out the information in the form to create your Second Life account. After you click "Create Account" you will get a verification that the account has been created and you will be able to login to Second Life.

To download Second Life, click here: get.secondlife.com

Disclaimer information:
It is the request of the provider that it be made clear that you are creating a relationship with Linden Lab, the owner and creator of Second Life. This account will be set up and managed through Linden Lab. For more information on Second Life and account creation visit: www.secondlife.com

Important: Make sure and write down your Second Life Username (First Name Last Name) and Password. You will need to know these in order to log in Second Life.

The screen will refresh and you will see that you have successfully registered.

Registration Form

You have successfully registered. If you have not done so already, you will now need to download Second Life by going to: get.secondlife.com

First Name *

Last Name *

Password

Email:

Date of Birth *

Please fill out the information in the form to create your Second Life account. After you you click "Create Account" you will get a verification that the account has been created and you will be able to login to Second Life.

To download Second Life, click here: get.secondlife.com

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Next, you will need to download Second Life. To download Second Life select "get.secondlife.com" from the registration page.

Please fill out the information in the form to create your Second Life account. After you you click "Create Account" you will get a verification that the account has been created and you will be able to login to Second Life.

To download Second Life, click here: get.secondlife.com

Once you have created your login and you have Second Life on your computer, you are ready to log in and get started. Open up the Second Life application on your computer and type your Username (First Name and Last Name) and Password, and select "Log In." If this is the first time you have logged in, you will receive a pop-up window regarding the Terms of Service in using Second Life, select "I agree to the Terms of Service and Privacy Policy" and select "Continue."

Please read the following Terms of Service and Privacy Policy carefully. To continue logging in to Second Life, you must accept the agreement.

December 15, 2010 – With our under-18 Residents moving to the Second Life Main Grid, and our closing of Teen Second Life, we have updated our Terms of Service to reflect these changes to our Service. Please review the terms below carefully. Section 2 of the Terms of Service has important changes on age requirements for using the Service and the responsibilities of Sponsoring Organizations that maintain a Teen Estate. To compare the updated terms to prior terms, please see our [Archive of Earlier Terms and Policies](#).

TERMS OF SERVICE

Last Updated and Effective Date: December 15, 2010

Welcome to Second Life! This agreement (this "Agreement" or the "Terms of Service") describes the terms on which Linden Research, Inc. and Linden Research United Kingdom, Ltd. (collectively "Linden Lab") offer you access to Second Life. "Second Life" or the "Service" means the multi-user online service offered by Linden Lab, including its Websites, Servers, Linden Software, Linden In-World Content, and User Content (as those terms are defined in this Agreement). This offer is conditioned on your agreement to all of the terms and conditions contained in the Terms of Service, including the policies and terms linked to or otherwise referenced in this Agreement.

By using Second Life, you agree to and accept these Terms of Service. If you do not so agree, you should decline this Agreement, in which case you are prohibited from accessing or using Second Life.

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I Agree to the Terms of Service and Privacy Policy

Cancel

Continue

Next, get a pop-up window and you will need to select "male" or "female." This will determine the sex of your avatar. You can always customize your avatar later.

Your character will appear in a moment.

Use arrow keys to walk.

Press the F1 key at any time for help or to learn more about Second Life.

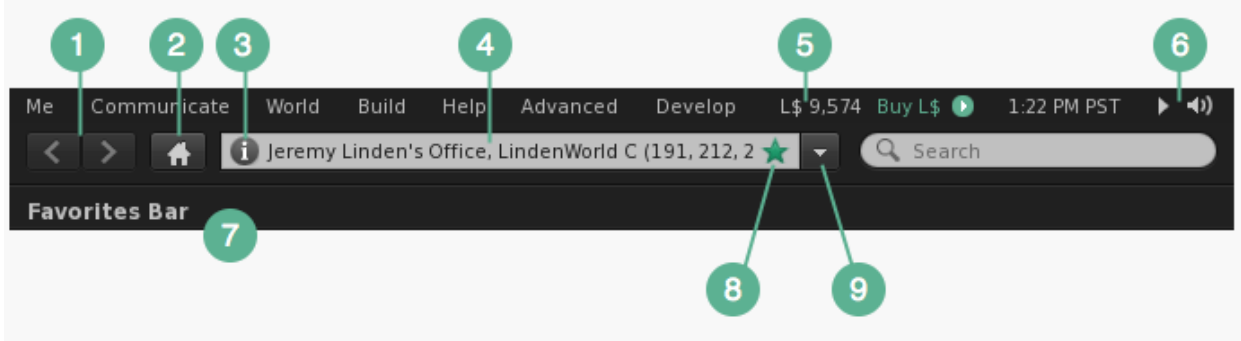
Please choose the male or female avatar. You can change your mind later.

Male

Female

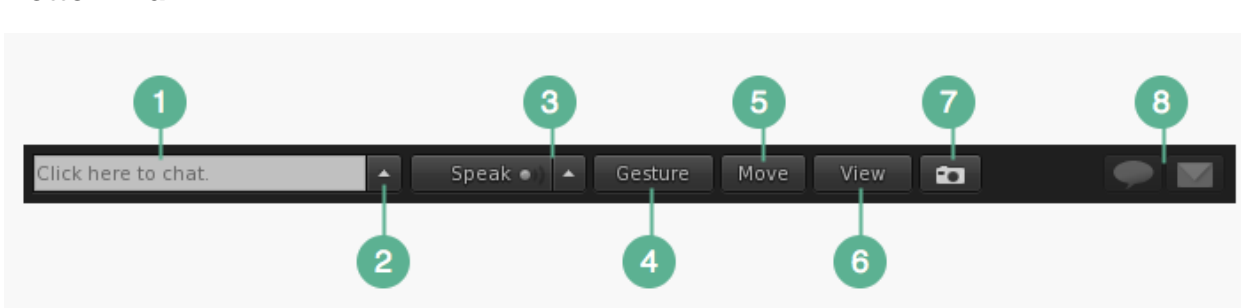
SECOND LIFE INTERFACE TOOLBARS

Top Bar



1. Teleport back and forward between your teleport history
2. Teleport home
3. Get information about your current location
4. Current location
5. L\$ balance
6. Media controls: start, stop, and adjust volume for streaming audio and video
7. Quickly teleport to your favorite landmarks
8. Add current location to your bookmark
9. Teleport history

Bottom Bar

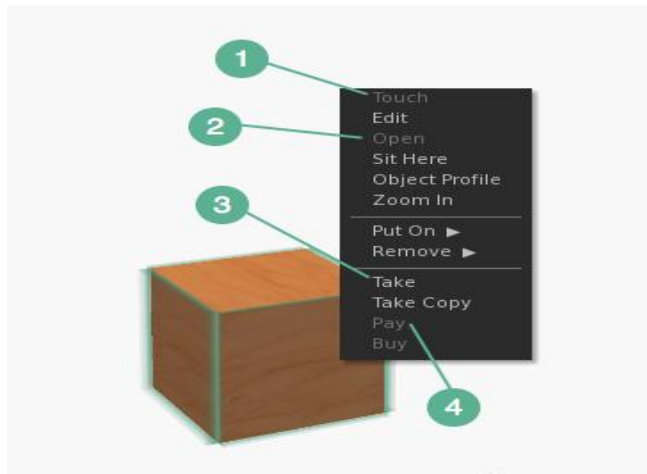


1. Local chat input
2. Access local history chat
3. Voice chat controls
4. Gesture list
5. Open movement control panel
6. Open camera control panel
7. Take a screenshot
8. Notification and conversation status area

INTERACTING WITH PEOPLE AND OBJECTS

As you explore Second Life you will encounter people and objects to interact with. Many common actions and tools are accessed through contextual menus, which appear when you right-click on yourself or other residents.

Object



1. Interact with objects you encounter, such as buttons and links
2. Many objects you receive will be boxes containing other objects – open them to see their contents
3. Put the selected object away in your inventory
4. Give money, usually to purchase the selected object

Self



1. Remove individual pieces of clothing
2. Make changes to your physical appearance
3. See your friends list
4. See a list of groups to which you belong
5. View and edit your profile

Others



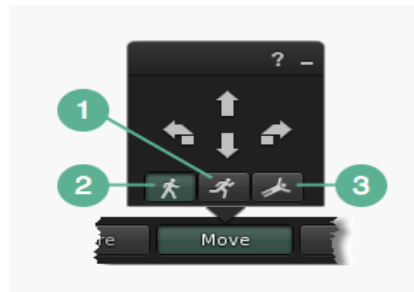
1. See the selected residents profile
2. Ask the selected resident for permission to add them to your friends list
3. Send an IM or voice call to the selected resident
4. Hides the messages of someone bothering you, so you can ignore them
5. Report a resident for breaking Second Life terms of service
6. Give a specified amount of L\$ to the selected resident

MOVING IN SECOND LIFE

In Second Life your avatar can run, walk, and even fly. You can use your onscreen control panel to move around.

Walk

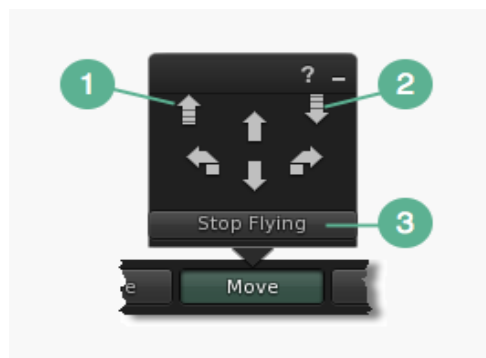
You can walk around Second Life by pressing the arrow keys on your computer's keyboard. You can also press the "button" to open the movement control panel.



1. Run mode
2. Walk mode
3. Fly mode

Fly

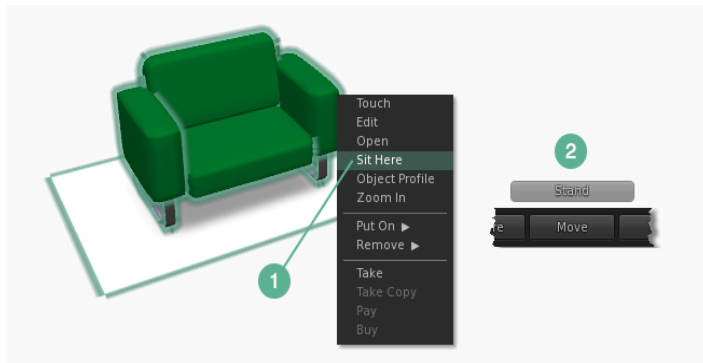
When you press the "Fly mode" button on the movement control panel, your avatar begins flying. Press PgUp and PgDn to fly up and down, or use the up and down arrows that appear on the movement control panel. To stop flying and return to walk or run mode, press "Stop Flying."



1. Fly up
2. Fly down
3. Return to walk/run mode

Sit

To sit on a chair or other object, right-click it and choose “Sit Here” from the contextual menu. Sitting attaches your avatar to the object and prevents you from moving; to stand up and begin moving again, click the “Stand” button that appears at the bottom of your screen.



1. Sit on an object
2. When sitting, you must click “Stand” before you can move again or fly

SEEING IN SECOND LIFE

By default you'll see Second Life from just behind your avatar, but you can move and turn the camera around to look at whatever you like -- including yourself.

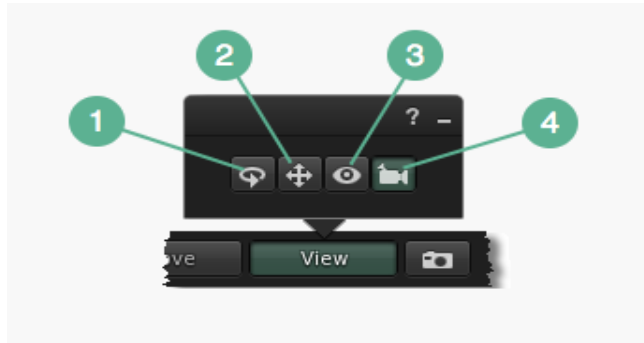
Keyboard & mouse

Hold Alt and left-click with your mouse to focus your camera on a new point. To zoom and rotate your view around that point, hold the mouse button down and continue to hold Alt while moving your mouse; move the mouse up and down to zoom, left and right to rotate.

You can press Esc at any time to return your camera view to behind your avatar.

Camera control panel

You can click “View” at any time to open the camera control panel. At the bottom of the panel are four buttons that correspond to four different view modes:



1. Orbit camera
2. Pan camera
3. Avatar views
4. Free view

Orbit camera

Rotates your view around a point you select by holding Alt and clicking on an object or avatar. If you do not select a point, the view rotates around your avatar by default. You can also zoom your camera view by using the vertical slider.



1. Zoom
2. Click arrows to rotate camera view

Pan camera

Moves your camera up, down, left, and right. You can also zoom your camera view by using the vertical slider.



1. Zoom
2. Click arrows to move the camera

Avatar views

Shows four convenient camera views of your avatar.



1. Move your camera behind your avatar
2. Look at your avatar from the front
3. Move your avatar over your avatar's shoulder
4. Look through your avatar's eyes

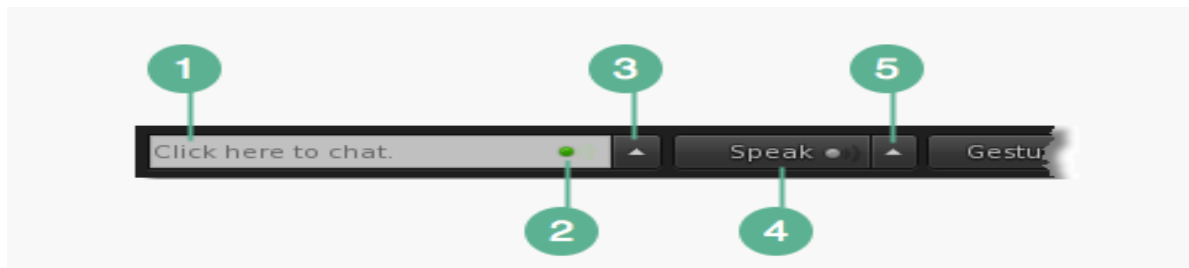
Free view

Allows you to move your camera freely with the keyboard and mouse controls.



LOCAL CHAT AND VOICE IN SECOND LIFE

You can talk to people through local chat. If you have a microphone you can also speak out loud using inworld voice.



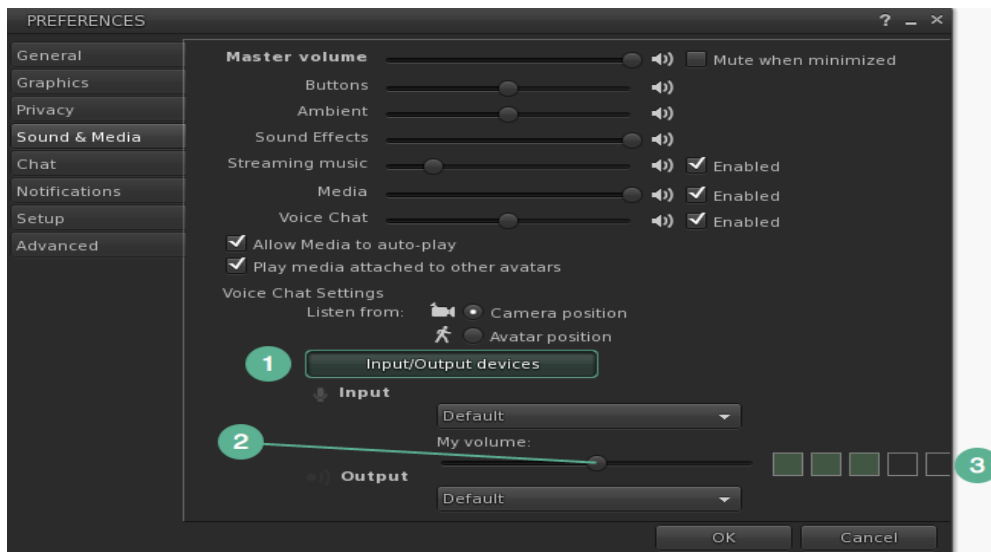
1. Local chat input
2. Indicates someone nearby is speaking in voice
3. Access local chat history
4. Toggles your microphone on or off for voice chat
5. See a list of nearby residents who have voice chat

Note: A dot above an avatar's head indicates the avatar is voice enabled. Waves above an avatar's head indicates the avatar is speaking in voice.

SETTING UP VOICE CHAT- MICROPHONE

Tired of typing? To use the Voice features in Second Life, you'll need to set up your microphone or headset. Just follow these simple steps and you'll be talking in no time.

1. Connect your microphone or headset via audio-in or USB
2. Open the Preferences window by choosing **Me > Preferences** or pressing **Ctrl + P**
3. Click the **Sound & Media** tab
4. Click the **Input/Output devices** button, then change the input and output devices to your preferred microphone and speakers
5. If your mic is working, you will see green bars in the input level monitor
6. Click **OK**
7. Click the button to the right of the chat input field to toggle your microphone on and off



EXAMPLES OF THE TYPES OF PROJECT & ACTIVITIES THE PROJECT COULD SUPPORT

Examples taken with permission from <http://sdsu-aztlan.wikispaces.com/>

- For organizations, clubs and groups
- Create a virtual presence of your organization, club or group, complete with buildings and landscaping. Hold meetings and gatherings. Connect with similar organizations in Second Life®.
- Promote your organization, group or event. Create [machinima](#) for it.
- Use your virtual organization to do community outreach.
- Class-based and academically focused projects
- Art, music, film, performance, design, theater.
 - [Machinima making for learning](#) (<http://www.youtube.com/watch?v=C38ThvnfMnE&feature=youtu.be>)
 - [List of Art Galleries of Second Life](#) (<http://sasun.info/artgalleriesofsl.htm>)
 - [Mixed-Reality Concert](#) (<http://nwn.blogs.com/nwn/2009/09/reis-in-sl.html>)
 - [SL Shakespeare Company](#) (<http://twelfthnight.mshakespeare.com/blog/>)
 - [Architecture](#) (<http://www.youtube.com/watch?v=R7bXu2ozXo0>)
 - [Interior Design](#) (http://quietube2.com/v.php/http://www.youtube.com/watch?v=_UQPhiB3vns)
 - [Stop motion animation machinima](#) (<http://nwn.blogs.com/nwn/2009/09/cole-marie-stop-motion-machinima.html>)
- Create models
 - [Biology](#) Mitosis (<http://slbiology.blogspot.com/2009/07/mitosis-i-wiggles.html>)
 - [Modeling Ants](#) (http://quietube2.com/v.php/http://www.youtube.com/watch?v=ehEzRUu4_RM&feature=related)
 - [Engineering](#) (http://theseventhsun.contentclearinghouse.com/0308_publicWorks.htm)
 - [Urban planning](#) (<http://nwn.blogs.com/nwn/2008/09/second-life-use.html>)
 - [Architecture](#) (<http://nwn.blogs.com/nwn/2010/01/sl-architecture-in-egypt.html>)
- Conduct Research
 - [Psychology](#) (http://www.innovations-report.com/html/reports/information_technology/report-105792.html)
- [Language Learning](#) (<http://rezedhub.ning.com/group/languagelearninginvirtualworlds>)
- Get involved in activism - [Second Life Activist Network](#) (<http://slactivists.ning.com/>)
- Meet in Second Life® for class or outside of class.

ISLAND GUIDELINES

Guidelines taken with permission from <http://sdsu-aztlan.wikispaces.com/guidelines>

CSUN's Second Life Community Standards

Please be familiar with [Second Life Community Standards](http://secondlife.com/corporate/cs.php) (<http://secondlife.com/corporate/cs.php>) "The goals of the Community Standards are simple: treat each other with respect and without harassment, adhere to local standards as indicated by simulator ratings, and refrain from any hate activity which slurs a real-world individual or real-world community. Behavioral Guidelines – CSUN's virtual island is a workspace for creativity, collaboration and learning. Avatars visiting or working on the Island are asked to respect each other and follow these guidelines.

Please....

- identify your real life name and affiliation with CSUN (e.g. I'm a student in Dr. Skylar's education class) on your avatar profile.
- do not build on areas not assigned to you.
- do not interfere with, or edit objects that are not yours.
- clean up your temporary objects before you leave.
- do not use inappropriate language in chatting or instant messaging.
- do not attack or deliberately push other avatars. This is a "no-griefing" zone.
- understand that nudity or sexual acts are prohibited.
- do not engage in the selling or taking of any narcotic drugs.
- wear attire and use gestures and HUD's that are non-offensive.
- be courteous to groups or classes gathering and meeting on the island.
- observe our building codes.

In addition...

- NO weapons or vehicles of any kind are permitted on the island.
- Selling goods or services is prohibited.

Misconduct may result in an avatar being banned from the island.

Building and Island Usages Guidelines

Generally, Second Life is similar to our physical campus space in that both are primarily public spaces and are multipurpose. It's different in that student-centered building and projects, and building generally are its focus. Below are more specific guidelines.

The sandbox is a community building space. Please consider the size of your build when others are building. The sandbox will automatically clear every 24 hours, so please take your objects (put them in your inventory before you leave). If you need more space on a regular basis contact ftc@csun.edu.

Parcels are available for students, faculty and staff. Submit a 2-paragraph description describing the project/idea, project name, project goals, and timeline for completing the project to: ftc@csun.edu. Parcel size, prim limits and time frame are contingent on a number of factors, such as the availability of space/prims.

Meetings/Gatherings

Informal/Impromptu meetings/gatherings are fine.

Hanging out - You're very welcome to hang out on the island, meet up with friends, etc. Please be considerate of others' activities.

Disclaimer

Second Life is a proprietary virtual world, run by Linden Lab. It is intended for persons 18 years old and older, and persons from all walks of life and from all over the world use it. The CSUN Island is not closed off to visitors. As on our real-world campus, anyone can walk around our island. While we make every attempt to maintain the Community Standards provided above, CSUN's Island in Second Life cannot be held unduly responsible for the actions of visitors. In addition, CSUN in Second Life is not responsible for the actions of students, faculty and staff when they are logged into Second Life, but not on CSUN's island. Lastly, respect the privacy of individuals.

WHAT ARE THE STUDENTS' SAYING ABOUT SECOND LIFE

- Group discussions effective and easier to chat and give answers
- Felt comfortable chatting with peers
- I've never felt comfortable taking an online class before because I didn't feel comfortable, however SL is an open door for me
- I feel comfortable using the SL icons and features (session 3 student)
- The ability to talk makes it more realistic as if I was in a real class setting
- You read what students were typing in the chat window and answered questions accordingly
- Online resources/links sent in SL effective
- I like that SL looks like a classroom-your attention is directed!
- I feel like this multi-modality opportunity to learn is working-visually, auditory, and kinesthetic
- When the instructor monitors the classroom and approaches the students at their group tables it makes me feel as if I am a part of the class (instructor walked up to the tables during group discussions)
- I like the layout of the classroom. It makes it easy to see where everyone is, what they look like and looks organized (session 4 student)-Tables are used and everyone is sitting
- The ?, ! are used well in the chat session

RESOURCES ABOUT SECOND LIFE

Second Life Quick Start Guide (Online Tutorial)

<http://secondlife.com/support/quickstart/basic>

PDF Second Life Quick Start Guide

http://static-secondlife-com.s3.amazonaws.com/downloads/en/Second_Life_Quickstart.pdf

Tips and Tricks in Second Life

http://community.secondlife.com/t5/Tips-and-Tricks/bg-p/blog_tips_and_tricks

Second Life Destinations Organized by Categories A-Z

<http://secondlife.com/destinations>

Dr. Skylar's CSUN Second Life Class on Youtube.com
Example of how Second Life is used in a CSUN Special Education Class
http://www.youtube.com/watch?v=w0Gg_u3c91U