

Second Life and Libraries



A virtual world

- Three dimensional immersive environment
- People represented by custom “avatars”
- Over 5,000,000 registered avatars
- Thriving economy with L\$270/\$1
- Businesses run entirely in Second Life
- Freedom to build/script/buy as desired

Building



Linden Scripting Language

- Flexible, Java-like language
- Modular, object oriented
- Custom commands for interacting with avatars, money, chat, etc.
- Can be used as a modular user interface to enterprise and web programs
- Can script anything: buildings, blocks, pajamas...

What makes SL interesting?

- Accessible and compelling to all ages
- Built in community of early adopters
- Many universities are already online
- Large numbers of students, educators, librarians, and groupies involved
- Extends the concept of user interface
- Fun! People enjoy their time there

Why a library in Second Life?

- Stretches the concept of how we interact with users
- Develops the concept of resources as part of an experience, rather than a place to go for learning
 - User can view metadata, availability, full text, user recommendations and reviews, related resources, and more without leaving their current experience
- Creates a focus on community and sharing, rather than solo scholarship, appropriate for a distributed scholarship future

The Challenge

Technology changes quickly, and new possibilities fly by. It is the responsibility and privilege of educational institutions to choose carefully those technologies with the promise of adding value to our core mission, and to quickly and effectively incorporate them into our areas of expertise and make them available to the community.