

Second Life Assignment
CIS 2010 – Spring 2008
25 points

Setup: This assignment will require you to create a Second Life avatar and navigate the Second Life virtual environment using your avatar. Start by going to <http://www.secondlife.com> and clicking on the orange Sign Up Now button. This will take you through several steps to register for an account. One of the steps will ask if you want a premium account. **This assignment does not require the use of a premium account** so you can skip this step and create a free account. You must enter a valid email address when prompted for one because the activation link for your account will be emailed to you and you won't be able to log in until you activate your account. When you receive the activation email, simply click on the activation link and you will be taken to a page that verifies activation and provides a link to download the Second Life client software. You will need to install and run the client software to log in to Second Life.

Campus lab computers will not allow programs to be installed on them, so you should try installing the Second Life client on your home computer. However, there are minimum requirements to run the client software which can be found through this link, <http://secondlife.com/corporate/sysreqs.php>, so it's possible the software won't run properly on your system. If that is the case you can install the software on a flash drive and run the program on any GSU lab computer from the flash drive. Let me know if you need to use this option and I can help you install the software on your flash drive.

Instructions: Interest in Second Life has grown because of its potential for use by both businesses and educational institutions as opposed to being simply a new form of entertainment. Therefore, your assignment will be to search for and go to locations within Second Life that are being used by large real world organizations. Examples include: IBM, Cisco, Toyota, Circuit City, Adidas, Dell, Stanford University, MIT, Harvard Law School, and many others. You will need to visit the locations of at least two businesses and two educational institutions and take a snapshot at each location that will prove you were there. Snapshots can be taken from within Second Life by clicking on the File menu and selecting Take Snapshot and choosing the option to Save snapshot to hard drive. You will then write a paper on your personal impressions of Second Life and what you think its potential is for use by businesses and educational institutions based on what you experience in-world. The paper must be at least one (1) page double spaced with one inch margins all around using Times New Roman 12 point font. You can submit the snapshots as separate files or paste them into the paper, but either way the text portion of the paper must be at least one page. References are not required since you are simply providing your impressions and opinions of your experience in Second Life.

Alternative: I will allow you to complete an alternative assignment if you have significant problems installing and running the Second Life client software. However, this assignment will require more writing so keep that in mind. The alternative assignment will be to research what has been published on Second Life regarding its potential for use by businesses and educational institutions. There have been dozens of online articles published on the topic in the last year and numerous print articles as well so finding sources should not be difficult. You will then write a paper on what your references are saying about Second Life's potential use by businesses and educational institutions. You will need to use at least 5 sources and your paper must be at least three (3) pages, not including your reference page, double spaced with one inch margins all around using Times New Roman 12 point font. You will lose points for improperly cited references and invalid reference links so keep that in mind. References and in-paper citations should follow the same format as written assignment 1.