

An aerial view of a virtual world landscape, likely Second Life. The scene features a mix of natural and built environments. In the foreground, there's a large, multi-tiered wooden structure that looks like a stage or a large seating area. To the right, a circular building with a glass facade is visible. In the background, there are rolling hills, a river or stream, and several other buildings, including one with a prominent tower. The sky is a gradient of orange and red, suggesting a sunset or sunrise. The overall aesthetic is that of a virtual city or town.

Symposium on Creativity in Second Life

The New Media Consortium

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NMC Symposium on Creativity in Second Life

Program and Schedule of Events

The *Symposium on Creativity in Second Life* is the first in a series of conferences and events exploring virtual worlds of all kinds and is being held entirely inside the virtual world of Second Life, and our presenters and guests plan to make full use of the wide range of affordances offered within this virtual world.

The week-long symposium will be centered at the new *NMC Conference Center* sim in Second Life that adjoins the original *NMC Campus*, although there will also be sessions on several adjacent sims, including *Ars Simulacra*, *Boracay*, *NMC Campus*, *Arts and Letters*, and *Research 4*. The one-of-a-kind program features self-paced, hands-on studio sessions in machinima, fashion, sculpture/modeling, and virtual photography, extraordinary access to some of the most creative people in all of Second Life; breakout sessions on topics like basic and advanced building concepts, scripting, machinima, and photography; discussions of educational aspects of virtual worlds; creative teaching; how a place like Second Life impacts the very notion of creativity; and much more.

The week-long symposium will include six major components: **Studio Sessions** — self-paced, hands-on studio sessions in machinima, fashion, sculpture/modeling, and virtual photography with access to expert instructors; **Breakout Sessions** — highly interactive 45-minute sessions on topics like basic and advanced building concepts, scripting, machinima, photography, creative teaching techniques, and more; **Featured Sessions** — keynotes, panel discussions, tours; the **Learning Exposition** — a showcase of easy-to-learn techniques, links to educational sites, and video learning; the **Parade of Sims** — a set of tours led by the people who built and created some of the most sophisticated islands in Second Life; and a special series of **Social and Arts Events** — a series of exhibitions and performances intended to be both fun and to stimulate your own creativity.

The symposium is planned for a global audience, and as such, breakout and other conference events will be scheduled at a variety of times, including times friendly to North America, Europe, Asia, and Australia.

Participants will benefit from in-world instruction and interaction, resources on the flat web, and plenty of practice time. Featured keynote sessions will open and close the symposium, and the week will include social and arts events, tours, and a showcase where participants can demonstrate their new skills and show off their projects.

This symposium is informed by the NMC's *Educational Gaming Initiative*, an effort launched in the fall of 2005. The initiative supports research and projects that focus on ways the engagement of games and virtual spaces can be applied to learning and online interactions, and on activities that stimulate the use and experimentation of these technologies. As more organizations and institutions develop a presence in the 3-D web, and as more visitors venture into virtual worlds, these spaces are already having an impact teaching, learning, and creative expression.

The focus of the *Symposium on Creativity in Second Life* therefore is to provide a forum to explore the ways creativity can be applied in the educational use of Second Life.

The symposium will provide a place where beginners can practice basic skills, more advanced builders can refine their techniques, and practices centered on the educational use of virtual worlds can be shared. The symposium is designed as a blend of hands-on instruction, self-paced practice time, demonstrations, performances, discussions, and peer review.

The program reflected in the following pages represents the hard work of the dozens and dozens of people who are brining the Symposium to life — we hope you find it engaging!

Studio Sessions

These unique sessions are special hands-on workshops led by master craftspeople in Second Life that will run throughout the conference. They offer an unparalleled opportunity to develop your skills in a particular area under the guidance of an expert mentor.

Choose from Machinima, Fashion, Sculpture and Modeling, Virtual Photography, or Teaching Environments. As in a traditional studio class, you will receive a long-term assignment to be completed during the course of the Symposium.

During each of five class meetings, you will learn a new skill or technique that may be applied to your final project, and you will have a chance to work on your project with your mentor there to answer questions as they arise. Each Studio course includes ten hours of instruction and supervised work time, held at a variety of globally friendly posted times; additional time working on your own outside of these sessions will result in the most satisfying studio experience and the deepest learning.

Enrollment in Studio classes is limited to 20 people per topic. Attendance requires pre-registration.

Machinima: The Art of Video in Second Life

Mentors: *Stella Costello and Kronos Kirkorian*

This studio session is designed for the budding “machinimatographer” — the term for someone who produces video within a virtual world — and is intended as an immersive week exploring this emerging art form with both classmates and acknowledged experts. Each participant will write, direct, shoot, and assemble a machinima piece over the 5 days of this studio, culminating in a machinima festival of the work produced to be held Friday, August 17th at 4pm SLT. Space and 3,000 prims will be set aside in the NMC’s full-sim sandbox, *Research 4*, for participants to build sets, view works-in-progress, or practice their technique.

Prerequisites: Participants should have basic Second Life skills, including a solid understanding of camera movement in SL, and should have a story idea in mind before the first session.

Fashion: Virtual Haute Couture

Mentors: *CJ Carnot and Solivar Scarborough*

Wish you could find just that perfect outfit? Anxious about the state of your virtual closet? Or do you have dreams of becoming a fashion designer in Second Life? Join two of Second Life’s most talented fashion designers as you embark on a journey into the world of virtual couture. Each participant will design at least one complete ensemble, and the studio will culminate in a fashion showcase of the work produced to be held Friday, August 17th at 3pm SLT. Space and 3,000 prims will be set aside in the NMC’s full-sim sandbox, *Research 4*, for participants to work, practice their technique, and interact with each other and the master designers.

Prerequisites: Participants should have a solid working knowledge of graphics software like Photoshop, Photoshop Elements, or the equivalent; good basic Second Life skills; and should have a clothing or fashion design idea in mind before the first session.

Sculpture and Modeling: Expressing Yourself in Prims

Mentors: *Ravenelle Zugzwang, Stella Costello, and Shukran Fahid*

This is a studio designed for the serious student or artist who wants to learn advanced building techniques especially appropriate to sculpture or detailed modeling. Topics will vary with the interests of the groups, but will include texturing, object manipulation and design, essential tips

and tricks, and much more. Each participant will develop at least one model or sculpture over the week, and the studio will culminate in an exhibition of the work produced to be held Friday, August 17th at 2pm SLT. Space and 3,000 prims will be set aside in the NMC's full-sim sandbox, *Research 4*, for participants to work, practice their technique, and interact with each other and the master designers.

Prerequisites: This is not a class for beginners, but rather people who already have a working knowledge of how to build in Second Life and which to move to the next level. Participants should have a working knowledge of graphics software like Photoshop or Photoshop Elements, good basic Second Life building skills, and should have a project idea in mind before the first session.

Virtual Photography: Capturing the Wonder of Virtual Reality

Mentors: Torley Olmstead and Ravenelle Zugzwang

Ever wonder how people get those amazing shots of panoramas in Second Life? Manage to be there when that perfect lighting happens? Catch that amazing pose? Second Life is a paradise for photographers because you have so much control over the elements of your composition. Learn the essential tricks any solid SL photographer needs to know, and explore the stylistic possibilities that exist both within SL and via post-production. Each participant will develop a portfolio of photographs over the week, and the studio will culminate in an exhibition of the work produced to be held Friday, August 17th at 1pm SLT. Space and 3,000 prims will be set aside in the NMC's full-sim sandbox, *Research 4*, for participants to work, set up sets and studio spaces, practice their technique, and interact with each other and the master designers.

Prerequisites: Participants should have basic Second Life photography skills and should have a shooting plan in mind before the first session.

Teaching Environments: Thinking Beyond Prim and Mortar **Building Creative and Immersive Classroom Environments in Second Life**

Mentors: Beth Ritter-Guth, aka Desideria Stockton, Lehigh Carbon Community College; and Eloise Pasteur, Eloise Pasteur Educational Designs

How does a teacher create an immersive environment while maintaining course objectives? How does one create a classroom that is not like the real life deal? This workshop will provide 20 educators with the opportunity to build immersive learning environments by working with Content Designer, Desideria Stockton, and Educational Builder/Scripter, Eloise Pasteur. This is a hands-on, week-long workshop and will allow participants to build content effectively, ethically, and immersively in Second Life. Space and 3,000 prims will be set aside in the NMC's full-sim sandbox, *Research 4*, for participants to work, set up experimental spaces, practice interactive techniques, and interact with each other and the master designers.

Prerequisites: Participants should have basic building and scripting skills and should have a lesson plan in mind before the first session.

Learning Exposition

The Learning Exposition sits at the center of the NMC Conference Center, and is intended to be the centerpiece of both the island and the conference. This is the spot where receptions and other social events will be held, and attendees are encouraged to gather, browse the exhibits, and visit with the exhibitors. A special opportunity to meet the exhibitors is planned for Wednesday at 4 pm.

Video Learning Plaza

Enjoy eight informative videos on how to make the most of your second life from the acclaimed series by Torley Linden.

Exhibits

Browse fourteen diverse exhibits on significant projects and locations in SL, work educators are doing there, and a variety of useful "Learning Snippets."

Zen and the Art of Learning in Second Life

Selby Evans, (aka Thinkerer Melville), Texas
Christian University

The Info Isles: A community of virtual libraries

Lori Bell, (aka Lorelei Juno), Alliance Library
System

Colorado Tech's SL Campus

Cynthia Colongne, (aka Lyr Lobo), Colorado
Technical University

Basic Scripting Tips

Cynthia Colongne, (aka Lyr Lobo), Colorado
Technical University

SL Vocabulary: You can learn to speak Second Life!

Jennifer Olmstead and Beth Sachtjen, (aka
Ravenelle Zugzwang and Stella Costello), NMC
Virtual Worlds

Interesting Places to Explore in SL

Nick Noakes, (aka Corwin Carillo), Hong Kong
University of Science and Technology

How to Make a T-Shirt

Minxeh Volos, NMC Virtual Worlds

The New Media Consortium (Jennifer)

Jennifer Olmstead, (aka Ravenelle Zugzwang),
NMC Virtual Worlds

How to Use your Camera

Robin Winter, (aka Shukran Fahid), NMC Virtual
Worlds

Commencement 2007: Simultaneous In-World and Real-World Graduation

Teshia Roby, (aka AlanaClaire Decuir),
California State Polytechnic University, Pomona

Blending Realities @ the Centre for Digital Media

Joanna Robinson, (aka Joanna Trail Blazer) Great
Northern Way Campus

Innovative Pedagogical Techniques for Fashion Education in Second Life

Elaine Polvinen, (aka Finn1 Flintlock), Buffalo
State College

Schedule of Events

Sunday, August 12

2:00 pm **Exhibition of Interactive Art** opens on NMC Conference Center

3:00 pm **Studio Sessions** begin on Research 4

3:00 pm **Learning Exposition** opens on NMC Conference Center
Grace Murray Hopper Exposition Center

4:00 pm **Opening Reception** opens and continues to 5:30 pm
Grace Murray Hopper Exposition Center

Monday, August 13 — All sessions are at the Muriel Cooper Coliseum unless otherwise noted

Learning Exposition continues at the Grace Murray Hopper Exposition Center

Exhibition of Interactive Art continues on Ars Simulacra

Studio Sessions continue on Research 4

Monday, August 13 *(continued)*

9:00 am Taking the Mystery Out of Scripting – A Hands-on Workshop

Michael Berman (aka Emby Semaphore), Art Center College of Design

Do you have a basic idea of how to navigate and create objects, but find yourself mystified when it comes to Linden Scripting Language (LSL)? The objective of this workshop is to provide a good foundation to LSL and script design, led by an experienced teacher of computer programming who enjoys working with beginners. Participants should know how to create and edit an object in world, but no scripting or programming experience is necessary. *This session is also offered at 6pm on Thursday. Limited seating - preregistration required*

11:00 am Extreme Interoperability!

Crossing the line from Web 2.0 to 3.0: SL Scripting To Web Databases

Jeremy Kemp (aka Jeremy Kabumpo), San Jose State University

Daniel Livingstone (aka Buddy Sprocket), University of Paisley

Second Life now integrates readily with web-based content, and the breadth of applications possible with 3D representations is breathtaking. Using a protocol known as LLHttpRequest, Second Life can become a 3D skin over the existing flat web. In this session, participants will take a practice database (provided), select a 3D metaphor, and use LLHttpRequest to synch data from the web with an in-world object or chat tool. Please see <http://sloodle.com> for examples. Limited seating - preregistration required

Noon Expeditious Fashion Basics with a Creative Twist

Elaine Polvinen (aka Finn1 FLintlock), Buffalo State College

This session will expeditiously introduce an inventory of basic fashion outfits and provide materials and information to participants for developing (and organizing) their wardrobe. The session will be accompanied by note cards, several basic fashion suits, shoes, ties, wigs, and flexi skirts for male or female avatars that can be modified during the session. The session will also include several large original texture collections that participants can use to expand and modify their current clothing folders. The original texture collections included with the session have been developed by Fashion and Fiber Design students. The entire session will have step-by-step note cards as well as links to a website with video tutorials.

1:00 pm Parade of Sims Tour 1

Second Health — *Tour Guide: CJ Carnot*
(Meet at Farnsworth Station)

4:00 pm Keynote Address — *Dr. Larry Johnson (aka Larry Pixel)*

The New Media Consortium
Charles Babbage Amphitheatre

Why Creativity Matters

Why is the range and diversity of self-expression in spaces like Second Life so broad? What is it about these environments that are producing the phenomenal growth seen over the last few years? What is it that makes people willing, even eager, to spend hours online interacting in virtual space? A complete novice to massively multiplayer environments two years ago, today Larry heads up an effort by the New Media Consortium that is deeply engaged in exploring questions like these. His journey parallels and illuminates that of many others. As the NMC launches a new series of dialogs on these and related topics, join Larry for a discussion of why he believes that rich multi-media spaces like Second Life are fundamentally changing the way we think about learning, social interaction, and self-expression. *(Larry's address will be repeated at 6 pm Tuesday.)*

Monday, August 13 *(continued)*

- 5:00 pm Second Life Educator's Skills Series: How to Make a T-Shirt and Gift Bag**
Heidi Trotta (aka Heidi TeeCee), Seton Hall University
Nick Noakes (aka Corwin Carillon), Hong Kong University of Science and Technology
Heidi and Nick are back, presenting another in their series on essential Second Life skills for the savvy educator! This session will cover making a custom gift bag for your students or faculty and a university- or event-themed t-shirt. This is a great way to welcome your guests to Second Life while providing landmarks and useful freebies. This is an intermediate workshop and basic knowledge of working with layers in Photoshop would be helpful. A template and tutorial will be provided.
- 6:00 pm Dancin' with Wolves: Lyr Lobo's Guide to Creating a Custom Dance Device**
Cynthia Calongne (aka Lyr Lobo), Colorado Technical University
Dancing stimulates the senses and enervates us. Learn to create a group dance device and understand how to customize it to fit your users and their environment. Dances, scripts and guidelines are provided. Participants are welcome to bring custom dances to use in this session—come show us your finest moves! *This session is also offered at 10 am on Thursday.*
- 6:00 pm DanCoyote Exhibition Opening — Arts and Letters**
DanCoyote Antonelli, Resident Artist, NMC
In this one-of-a-kind installation, Second Life artist DanCoyote has created an immersive artwork that fills the entire volume of a sim. He has exhibited work at San Francisco's Yerba Buena Center for the Arts, San Jose Museum of Art (ZeroOne, ISEA), Frye Museum in Seattle (at Bumbershoots) and at the Dutch Electronic Arts Festival and appears at many other venues throughout First and Second Life. More like dream space than ever before, virtual reality offers the artist a space like a gallery or museum, but not the viewer limitations of a space fixed in physical reality. In this way virtual reality is the new art venue of the 21st century.
- 7:00 pm Be a Rock Star in Second Life**
Stacey Fox (aka Sage Duncan), University of Kansas
Imagine yourself on stage, performing live music for an audience, with video playing behind you. Here's your chance to learn how to do live interactive performances in Second Life. This session will show you how to set up your audio stream and video stream for a concert, introduce you to animated musical instruments, and offer tips on how to interact with the audience for a multimedia performance/presentation. *This session is also offered at 4 pm on Thursday.*

Tuesday, August 14 — *All sessions are at the Muriel Cooper Coliseum unless otherwise noted*

Studio Sessions continue on *Research 4*

Learning Exposition continues at the *Grace Murray Hopper Exposition Center*

Exhibition of Interactive Art continues on *Ars Simulacra*

- 10:00 am The Magician's Cookbook: Scripted Solutions for Non-Programmers**
Cynthia Calongne (aka Lyr Lobo), Colorado Technical University
Jeff Hiles (aka Farley Scarborough), Wright State University
Learn to tailor and use simple scripts to support your needs. No programming or arcane software skills are required. Learn to script devices that allow you to teleport between sims, give inventory (with easy maintenance), customize a donation device, create objects that provide quiet feedback, write multiple lines of floating, fading text and create a poseball! *This session is also offered at 7 pm on Thursday.* Limited seating - preregistration required

Tuesday, August 14 *(continued)*

11:00 am Advance Planning: Building Efficiently is Key to Long-Term Usage of your Land

Robin Winter (aka Shukran Fahid), NMC Virtual Worlds

No matter if your presence in Second Life is a small project or a multiple island system, it is all too easy to run into limits for primitives and other resources. With careful planning from the very beginning, however, you can use your space in Second Life as effectively as possible and make the most efficient use your land over the long term. The key is thinking through when and where you'll want to use those valuable prims to their greatest advantage! In this session, learn essential planning tips from the NMC's lead builder and designer, Robin Winter, about how to effectively utilize every resource available to you.

Noon Poetry and Theatre Performance in SL

Stephen Schrum (aka Phorkyad Acropolis), University of Pittsburgh at Greensburg

Megan Moran (aka Meghamora Woodward), San Jose State University

Persephone Phoenix, Blue Angel's Poet Dive

As we experiment more and more with performance in Second Life, we are finding what works and what doesn't. As always, using the conventions of a new medium to our advantage (rather than trying to reproduce real life) yields the best results. Phorkyad (editor of the in-world produced poetry anthology, *The Absence Of Shadows*), Meghamora (cover artist for the poetry book), and Persephone Phoenix (owner of the Blue Angel's Poet Dive) will be describing—and demonstrating—poetry and theatre performance in Second Life to date.

1:00 pm Parade of Sims Tour 2

IBM Business Center — *Tour Guide: Shukran Fahid*

(Meet at Farnsworth Station)

2:00 pm Keynote Address (Reprise) — Dr. Larry Johnson (aka Larry Pixel)

The New Media Consortium
Charles Babbage Amphitheatre

Why Creativity Matters

Why is the range and diversity of self-expression in spaces like Second Life so broad? What is it about these environments that are producing the phenomenal growth seen over the last few years? What is it that makes people willing, even eager, to spend hours online interacting in virtual space? A complete novice to massively multiplayer environments two years ago, today Larry heads up an effort by the New Media Consortium that is deeply engaged in exploring questions like these. His journey parallels and illuminates that of many others. As the NMC launches a new series of dialogs on these and related topics, join Larry for a discussion of why he believes that rich multi-media spaces like Second Life are fundamentally changing the way we think about learning, social interaction, and self-expression. *(This address is a reprise of the 4pm Monday session.)*

4:00 pm Gaming Second Life

Michelle Roper (aka Floriana Frossard), Federation of American Scientists

Sachin Patil (aka Eanna Insoo), Federation of American Scientists

Alice Petty (aka Damiqti Seurat), Stanford University

Dinesh Dwivedi (aka Dwen Daviau), Tata Institute of Social Sciences

The Federation of American Scientists (FAS), working with the Tata Institute of Social Sciences and other cultural institutions, is using the unique capabilities of virtual worlds to create collaborative tools to imagine, build and explore the Ancient Near East. These tools add new dimensions to scholarly communication in the humanities and contribute to powerful new approaches to 21st century learning. Come learn how these tools are being used to support scholarship and expand cultural understanding.

Tuesday, August 14 (continued)

5:00 pm Effective Communication Design with Scripted Objects

Hilary Mason (aka Ann Enigma), Johnson & Wales University

This session will explore the boundaries of communication in Second Life by collaborating to develop a short educational experience that incorporates elements of design, development, and scripting. Both high-level design concerns and low-level technical details will be covered. *This session is also offered at 3pm on Saturday.*

6:00 pm Web2.0 In Second Life - There's More than You Think

Nick Noakes (aka Corwin Carillon), Hong Kong University of Science and Technology

Did you know what Web 2.0 tools are available in Second Life? Tools like RSS Boards, Google Calendar, Twitter Screen, Twitter HUD, Google and Wikipedia Search, and Flickr are all available in-world. New and interesting connections between the 3D world and the flat web are being developed every day. Come see some of them in action!

7:00 pm Intro to Machinima

Buhbuhcuh Fairchild, Alt-Zoom Studios

Learn the basics of making movies using Second Life! Join one of the most active machinimatographers in aSecond life and founder of Alt-Zoom Studios and learn how to set up, record, and assemble a movie in Second Life! As time and interest of the group allow, additional topics include performance, camera control, set-building, communication, and more! *This session is also offered at 9 am on Thursday. Limited seating - preregistration required*

Wednesday, August 15 — SL Update Day

Learning Exposition continues at the *Grace Murray Hopper Exposition Center*

Exhibition of Interactive Art continues on *Ars Simulacra*

DanCoyote Exhibition continues on *Arts and Letters*

Studio Sessions continue on *Research 4*, but mentors are on hiatus for SL Update Day

4:00 pm Learning Exposition

Grace Murray Hopper Exposition Center

The Learning Exposition sits at the center of the NMC Conference Center, and is intended to be the centerpiece of both the island and the conference. Join us for this special opportunity to meet the exhibitors.

6:00 pm Live Music & Tutorial

Featured Artist: Chronic Skronski

Join us for the grand opening of the *NMC Campus Faculty Club* 600 meters above the *NMC Campus*, and relax to some of the best live music in Second Life. Chronic will perform two sets, and will also provide a short tutorial and Q&A about how he is able to play live in Second Life and the technology and tricks behind it. You might not sing like Chronic, but the technology is easier than you might think!

Thursday, August 16 — All sessions are at the Muriel Cooper Coliseum unless otherwise noted

Learning Exposition continues at the *Grace Murray Hopper Exposition Center*

Exhibition of Interactive Art continues on *Ars Simulacra*

DanCoyote Exhibition continues on *Arts and Letters*

Studio Sessions continue on *Research 4*

Thursday, August 16 (continued)

9:00 am Intro to Machinima

Buhbuhcuh Fairchild, Alt-Zoom Studios

Learn the basics of making movies using Second Life! Join one of the most active machinimatographers in aSecond life and founder of Alt-Zoom Studios and learn how to set up, record, and assemble a movie in Second Life! As time and interest of the group allow, additional topics include performance, camera control, set-building, communication, and more! *This session is also offered at 7 pm on Tuesday.* Limited seating - preregistration required

10:00 am Dancin' with Wolves: Lyr Lobo's Guide to Creating a Custom Dance Device

Cynthia Calongne (aka Lyr Lobo), Colorado Technical University

Dancing stimulates the senses and enervates us. Learn to create a group dance device and understand how to customize it to fit your users and their environment. Dances, scripts and guidelines are provided. Participants are welcome to bring custom dances to use in this session—come show us your finest moves! *This session is also offered at 6 pm on Monday.*

Noon Improvisation and Second Life

Dan Zellner (aka Dan Undertone), Northwestern University

Improvisation has been and is presently used by theatre artists and others as a way to create, educate, and entertain. In this session participants will participate in some basic improv games (partner and group games) and discover the creative potential inherent in these techniques. We will also start to play with the new voice chat now included in Second Life. *This session is also offered at 10 am on Saturday.*

1:00 pm Parade of Sims Tour 3

Colorado Tech — *Tour Guide: Stella Costello*
(Meet at Farnsworth Station)

4:00 pm Be a Rock Star in Second Life

Stacey Fox (aka Sage Duncan), University of Kansas

Imagine yourself on stage, performing live music for an audience, with video playing behind you. Here's your chance to learn how to do live interactive performances in Second Life. This session will show you how to set up your audio stream and video stream for a concert, introduce you to animated musical instruments, and offer tips on how to interact with the audience for a multimedia performance/presentation. *This session is also offered at 7 pm on Monday.*

6:00 pm Taking the Mystery Out of Scripting – A Hands-on Workshop

Michael Berman (aka Emby Semaphore), Art Center College of Design

Do you have a basic idea of how to navigate and create objects, but find yourself mystified when it comes to Linden Scripting Language (LSL)? The objective of this workshop is to provide a good foundation to LSL and script design, led by an experienced teacher of computer programming who enjoys working with beginners. Participants should know how to create and edit an object in world, but no scripting or programming experience is necessary. *This session is also offered at 9am on Monday.* Limited seating - preregistration required

7:00 pm The Magician's Cookbook: Scripted Solutions for Non-Programmers

Cynthia Calongne (aka Lyr Lobo), Colorado Technical University

Jeff Hiles, Wright State University

Learn to tailor and use simple scripts to support your needs. No programming or arcane software skills are required. Learn to script devices that allow you to teleport between sims, give inventory (with easy maintenance), customize a donation device, create objects that provide quiet feedback, write multiple lines of floating, fading text and create a poseball! *This session is also offered at 10 am on Tuesday.* Limited seating - preregistration required

Friday, August 17 — All sessions are at the Muriel Cooper Coliseum unless otherwise noted

Learning Exposition continues at the Grace Murray Hopper Exposition Center

Exhibition of Interactive Art continues on *Ars Simulacra*

DanCoyote Exhibition continues on *Arts and Letters*

Studio Sessions continue on *Research 4*

**9:00 am Synectics, Everywhere and a Virtual Museum of the Future:
Educreation in Second Life**

Ted M. Kahn (aka SynapticWizard Karas), DesignWorlds for Learning, Inc. and NMC Fellow
This session will give a very brief overview of the history of research on creativity—the personal, process, product, environmental, and social dimensions—and its application to education and learning. Two specific approaches to developing creative thinking and innovation practices will be introduced: "synectics," developed by the late W.J.J. Gordon et al., involves the use of personal and fantasy metaphor for both learning and discovery. "Everywhere," developed by Hebrew University Professor Emeritus of Education, M. D. Caspi, includes the design of a set of spaces and methodologies to experience, develop and enhance creative self-education.

10:00 am SecondLife/RealLife: Creatively Teaching Project Management in SL

Leslie Jarmon (aka Bluewave Ogee), University of Texas at Austin
Many classes in Second Life focus on improving SL-related skills. But Second Life offers a convergence of multimedia instructional tools that can be creatively used to help make even a "Real Life Skills" class like Project Management engaging and interactive. This session demonstrates the use of Second Life tools being used in an actual Project Management class taught in Second Life via the Academy of Second Learning.

11:00 am Parade of Sims Tour 4

One Cleveland — *Tour Guide: Ravenelle Zugzwang*
(Meet at Farnsworth Station)

Noon Studio Session Showcase — Teaching Environments

This session will showcase the work of the students in the Studio sessions on Teaching Environments.

1:00 pm Studio Session Showcase — Virtual Photography

This session will showcase the work of the students in the Studio sessions on Virtual Photography.

2:00 pm Studio Session Showcase — Sculpture and Modeling

This session will showcase the work of the students in the Studio sessions on Sculpture and Modeling.

3:00 pm Studio Session Showcase — Fashion

This session will showcase the work of the students in the Studio sessions on Fashion.

4:00 pm Studio Session Showcase — Machinima

This session will showcase the work of the students in the Studio sessions on Machinima.

5:00 pm Social Creativity and the Second Life Elf Culture

John Shibley (aka Gjo Bing), with greeters and guides on the Elven continent
This presentation introduces the idea of *social creativity*: the forming of affiliations between people (in the form of their Second Life avatars) and the continued creative shaping of these connections until they begin to approach a culture strong enough to bring to all its creative expressions a coherence that is self-evident.

Friday, August 17 (continued)

6:00 pm Shifting the Power from Teachers to Learners

Nick Noakes (aka Corwin Carillon), Hong Kong University of Science and Technology

Both in K-12 and in higher education research literature, there have been repeated calls for shifting the power balance in the classroom from teachers to learners (Weimer, Baxter-Magolda, Mazirou). This session will highlight how the affordances of Second Life's scripting language and the use of Second Life groups can be leveraged to create on-demand tools and environments that self-directed collaborative learning groups can control. The teacher can be there or absent, but the teacher's role can shift substantially from one of intervention and control to one of resource expert and facilitator.

**7:00 pm Teaching On the Second Life Stage:
Playful Educational Strategies for Serious Purposes**

Angela Thomas (aka Anya Ixchel), University of Sydney

Kim Flintoff, Edith Cowan University

Theatrical spaces have historically been places used to teach, purge and shape culture. For over a decade, virtual reality has offered a new kind of theatrical space; now, with the rise of social networking spaces, many more people are using the potential of the web to perform, critique and comment on cultural issues. Second Life provides a new and exciting space where students can explore issues that are both personal and global in significance. Teaching strategies which incorporate dramatic and theatrical components are perfectly suited in the Second Life environment for engaging students in playful but meaningful reflection on such issues. This session will involve participants in role-playing, reflection and discussion. Participants will also be encouraged to brainstorm the possibilities of incorporating such strategies into their own educational programs.

7:00 pm Live Performance — The ZeroG SkyDancers

Three shows — 7 pm, 8 pm, and 9 pm — Seating limited to 30 per show

The ZeroG SkyDancers engage in an art that is uniquely of the virtual world. Avatars "sky dance" within a 400 meter cubic volume, 600 meters above *Ars Simulacra*, the home of the ZeroG troupe, while wearing breathtaking costumes that at a distance become a living part of the set. Avatars fly through the stage set triggering musical/visual movements that interact with a specially commissioned score written expressly for this season. Each time the SkyDancers fly around the stage they produce a unique variation on the audio and visual environment making each performance a one-of-a-kind experience. Seating for these performances is strictly limited — get there early, as this show is not to be missed!

8:00 pm Live Performance — The ZeroG SkyDancers

9:00 pm Live Performance — The ZeroG SkyDancers

Saturday, August 18 — All sessions are at the Muriel Cooper Coliseum unless otherwise noted

Learning Exposition continues at the Grace Murray Hopper Exposition Center

Exhibition of Interactive Art continues on *Ars Simulacra*

DanCoyote Exhibition continues on *Arts and Letters*

9:00 am Introduction to Scripting in Second Life

John Wallace & Cathy Arreguin (aka Azwaldo Villota & Mari Asturias), Ed Consultants

Second Lifers make their virtual world by building—but they make it interactive with scripting. This session will use basic elements of the Linden Scripting Language (LSL) to create scripted objects that communicate with avatars and manipulate other objects. Participants will learn the fundamentals of LSL, find resources for continued learning, and take away a small assortment of scripted objects (some of which they have programmed themselves).

Saturday, August 18 (continued)

10:00 am Improvisation and Second Life

Dan Zellner (aka Dan Undertone), Northwestern University

Improvisation has been and is presently used by theatre artists and others as a way to create, educate, and entertain. In this session participants will participate in some basic improv games (partner and group games) and discover the creative potential inherent in these techniques. We will also start to play with the new voice chat now included in Second Life. *This session is also offered at noon on Thursday.*

3:00 pm Effective Communication Design with Scripted Objects

Hilary Mason (aka Ann Enigma), Johnson & Wales University

This session will explore the boundaries of communication in Second Life by collaborating to develop a short educational experience that incorporates elements of design, development, and scripting. Both high-level design concerns and low-level technical details will be covered. *This session is also offered at 5 pm on Tuesday.*

4:00 pm No More Business Suits Please: Creative Identity Play in SL

Angela Thomas (aka Anya Ixchel), University of Sydney, Australia

Second Life offers a unique opportunity to refashion one's self and to play with fictional identities. Yet many of us who work inside Second Life feel trapped in our offline identity roles and conform to traditional discourses of femininity, masculinity, appearance, beauty and fashion. Professionals wear business suits, educators cry out for more modest clothing, and artists wear funky coloured skins. In some contexts, people who resist these discourses are discriminated against. This session explores how we might be able to leverage one of the greatest affordances of Second Life—the avatar—for personal, community and professional agendas.

5:00 pm Panel Session: Reflections on Creativity in Second Life

Charles Babbage Amphitheatre

Moderator: Alan Levine (aka CDB Barkley), The New Media Consortium

Lori Bell (aka Lorelei Junot), Alliance Library System

Jo Kay (aka Jokay Wollongong), Illawarra Institute TAFE, New South Wales

Hilary Mason (aka Ann Enigma), Johnson & Wales University

Troy McConaghy (aka Troy McLuhan), ISM Corporation

Nick Noakes (aka Corwin Carillon), Hong Kong University of Science & Technology

Beth Ritter-Guth (aka Desideria Stockton), Lehigh Carbon Community College

Angela Thomas (aka Anya Ixchel), University of Sydney

6:00 pm Closing Comments

Dr. Larry Johnson (aka Larry Pixel), The New Media Consortium

6:30 pm Conference Adjourns



Symposium on Creativity Time Zone Conversion

SLT (PDT)	CDT	EDT	London	Berlin	HK/Sing	Sydney
9:00 am	11:00 am	noon	4:00 pm	6:00 pm	midnight	2:00 am
10:00 am	noon	1:00 pm	5:00 pm	7:00 pm	1:00 am	3:00 am
noon	2:00 pm	3:00 pm	7:00 pm	9:00 pm	3:00 am	5:00 am
1:00 pm	3:00 pm	4:00 pm	8:00 pm	10:00 pm	4:00 am	6:00 am
2:00 pm	4:00 pm	5:00 pm	9:00 pm	11:00 pm	5:00 am	7:00 am
3:00 pm	5:00 pm	6:00 pm	10:00 pm	midnight	6:00 am	8:00 am
4:00 pm	6:00 pm	7:00 pm	11:00 pm	1:00 am	7:00 am	9:00 am
5:00 pm	7:00 pm	8:00 pm	midnight	2:00 am	8:00 am	10:00 am
6:00 pm	8:00 pm	9:00 pm	1:00 am	3:00 am	9:00 am	11:00 am
7:00 pm	9:00 pm	10:00 pm	2:00 am	4:00 am	10:00 am	noon

(next day)

About the NMC

The New Media Consortium (NMC) is an international 501(c)3 not-for-profit consortium of nearly 250 learning-focused organizations dedicated to the exploration and use of new media and new technologies. NMC member institutions are found in almost every state in the United States, across Canada, and in Europe, Asia and Australia. Among the membership are an elite list of the most highly regarded colleges and universities in the world, as well as a growing list of innovative museums, research centers, foundations, and forward-thinking companies.

The consortium serves as a catalyst for the development of new applications of technology to support learning and creative expression, and sponsors programs and activities designed to stimulate innovation, encourage collaboration, and recognize excellence among its member institutions. Through its many projects, its comprehensive website, and its series of international conferences, the NMC stimulates dialog and understanding through the exploration of promising ideas, technologies, and applications.

As a central part of its mission, the NMC encourages and supports innovation in the pursuit of effective collaboration, especially in the activities and projects in which it plays a leadership role. For more information on the NMC, visit its website at www.nmc.org.

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