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# Spring 2007 Survey Educators in Second Life

## Appendix A: Responses to Open Ended Questions

### C. Experience Level (with Second Life)

**13. Are you currently involved with an education-related activity in Second Life? If you answer "yes," please describe the course discipline. (104 responses)**

**Faculty Development, SL Support, Library, Training (36) 35%**

- Assisting an instructor who conducts classes in SL
- Basic "how to" hands on workshops for the uni community.
- Creating a center for people involved in self-education
- Ed. Tech Masters student concentrating on using SL as a simulation and decision support tool for sustainability education.
- Edulsland II
- Exploring possibility of collaboration with other universities, preparing to submit a proposal for funding that includes work in SL (faculty development, courses in health care--occupational therapy)
- Frequent informal discussions on technical topics, learning how to teach in a virtual world, and designing an island
- Hybrid course materials and training for a grant that will bring community colleges in WA together in SL.
- I am creating a sim for a university and working on course development.
- I am giving training to education professionals in the UK based on my limited experience but I am familiar with collaborative course building so it's an extension
- i provide a university course about second life
- Introduction to 2nd life
- Investigating how it can be used to support face to face teaching and distance learning. Likely to be for support type areas (e.g. academic skills) rather than core parts of the curriculum at the moment.
- k-12 team for the upcoming 2007 SL Best Practices in Teaching, Learning, & Research Conf.
- Library services
- More of coordinating events in SL
- NMC teachers buzz, bringing PhDs/Postdoc alumni of Preparing Future Courses into SL to look at possibilities/potential for T&L
- One of our groups is working with faculty to develop courses and continuing ed opportunities
- Prep for classes in summer and fall. Bit of demo-ing SL for other classes.
- professional development activities for secondary teachers to familiarize them with SL potential.
- professional development for faculty
- Professional development for faculty, learning how to use and navigate in SL, acquire comfort with avatar identity, and facilitating a Special Topics: Advanced Programming course.
- Research the ease in which students could use SL. So far, not that user-friendly.
- science exhibits and informal science education webcasts
- Starting working group of staff to explore the possibilities of SL
- support a course that use Second Life
- Teacher Education
- Training faculty who are or will be using SL for teaching.

- We have a house where faculty members meet to discuss SL issues.
- We just launched our SL campus. We plan several different endeavours, both marketing and educational.
- We're planning to promote a talk.
- We're still developing a program.
- Well, we have a UCLA Library in Cybrary City & plan to offer services there. I'm also interested in teaching information studies courses or workshops in SL. Also, I brought my grad students to Info Island for a brief visit & exercise--Information Studies course.
- working on a new class for fall
- Yes - working with kids in Global Kids TG sim to teach them how to use SL so they can create a game
- Microsoft, Cisco and Business Professional development courses. We also host over 7,000 students per month on SL and RL topics covering everything from building to ethics to women's studies.

**Technology, Computer Science (13) 12%**

- 3D (2)
- Computer science
- computer technology
- Digital entertainment technology - games programming
- Educational Technology
- Information Technology
- instructional technology consulting and work with faculty teaching in SL
- media
- Teaching Internet audio and video delivery independently, Helping Art Institute Online AIO develop second life presence.
- Multidisciplinary - technology and entrepreneurship.
- ISTE/edu tech development. (Does that count?)
- How we will cross-over from web to SL.
- 

**Social Sciences (9) 9%**

- Communication
- Cultural Studies (first year intro course with field trips -- one student chose SL as a field trip instead for an intellectual response paper based on some socio-geography readings)
- Internet culture class
- Women's Studies course (a hybrid, 1/2 class time, 1/2 computer lab) I will use what I learn in the design of a general WS distance course
- teaching a course: field research/ethnography in virtual spaces
- political philosophy
- Media Psychology--exploring experience in SL
- Global issues, leadership development, training in critical thinking
- Criminology and Substance Abuse

**Art, Theater, Performance (8) 8%**

- art
- Classical music and orchestral performances
- Cultural exchange via collaborative creation and performance. Students learn skills like VJ-ing, Playback Theatre technique, digital storytelling, and building in SL. They then use those skills to build a hybrid city, as well as to create a performance that occurs both live and online simultaneously.
- Experimental Media course in Fine Arts... currently developing a course on the Virtual World too.
- Music Industry students are promoting, marketing and producing concerts in SL. Also, Computer Science and Computer Arts students are assisting Nature in developing their island.
- Museum

- owner Academy Island Virtual University; also instructor for AI California Design College which has no other presence in SL, but AI Pittsburgh does.
- Graphic design history course

**English, Writing, Languages, Liberal Arts (7) 7%**

- I run Literature Alive! and teach English and Women's Studies in SL.
- Hypermedia and narratives
- liberal arts and media (publishing)
- foreign language
- French
- Teen Grid & Adult Grid projects - self-access, language learning, possible teaching
- Liberal Arts, Info tech, Language, art

**Healthcare and Social Services (6) 6%**

- healthcare professional training and building consumer health (self-instructional) resources.
- medical education (3)
- I work at UTMB Galveston, colleagues are looking into how SL may be useful in medical education.
- Human services - disability awareness

**Other (6) 6%**

- Evaluating educational use
- We are investigating and developing a project plan
- Interdisciplinary
- Middle school classes.
- multi-discipline middle school curriculum
- my own educational build...details withheld as work is still in progress (sorry!).
- 

**Communities of Practice, Informal Groups (5) 5%**

- book discussion group
- Group activities as part of MBA program
- groups that meet regularly in SL about futurism, humanism, philosophy, etc.
- I'm working on informal spaces for language learners and some astronomy sims.
- informal education organization just getting started... we've done no actual classes or trainings yet.

**Taking Classes. Training, Learning (5) 5%**

- taking lots of building and animation courses
- Using in a graduate class @ the University of Arizona.
- Yes, I am a doctorate learner in Education, specifically IDOL- Instructional Design for Online Learning.
- I take the SL classes through Rockcliffe University
- Doctoral course from Instructional Technology program

**Sciences (5) 5%**

- Astronomy into SL. Currently, a semi-student built exhibit that is growing, an 'astrobiology island' in the works (3D concept map that an avatar flies/walks/maneuvers through), and a huge NASA grant application waiting in the wings for approval.
- Building ecological educational environments in Second Life
- geosciences curriculum
- I make models of biology concepts, then invite students to interact.
- machinima for a biology course and basic sl orientation/preparation for future work

**Business (4) 4%**

- Financial Accounting
- online E-business course.
- Entrepreneurship
- Entrepreneurship / Management / Community service learning

**15. Are you planning any new educational activities or projects in Second Life? If so, please describe (110 responses)**

**Integration into Existing Courses / New Course Development (55) 50%**

- 3D interactive accounting models and games.
- 3D visualizations
- Additional immersive classes including role playing and in world configuration
- All of my courses are online, so I plan to use SL extensively as a means of communication and collaboration as well as to recreate the real world of law and business.
- As I said before, I am designing a distance course.
- build complex biological models for students' viewing and manipulation
- Business simulation
- Combining English and Tech courses in joint class. Health clinic for Health Information Tech classes that will include simulation, role playing and AI.
- Creating ecological learning environments and a simulation of the House of Seven Gables
- debate in second life, communications course
- designing a new curriculum to integrate liberal arts and media
- Development of a glacier simulation.
- Development of museum exhibits and public programs including webcasts
- English Language Learning
- environments, machinima studio lot, and student works exhibit space (not too different from NMC)
- Exploring SL as a venue for classical music education
- Fall 2007 Ind Study graphic design course will be hybrid with a section in world
- Future classes through ASU
- Hope to offer a freshman seminar.
- I am looking into developing materials on the history of the book for SL
- I am planning a couple of sessions on vectors and momentum.
- I hadn't thought about it until I read question 21; I think I might use it for Flash classes I teach at a community college. I have to think about it more.
- I plan to intro it in my course on teaching with tech for grad students
- I really want to get a multi-institution language learning project going.
- I will be bringing in 4 classes on May 14 for a hybrid distance ed/SL experience.
- I will teach part of a visual culture course for graduate students in fall 2007 in SL
- I would like to bring our consortium of schools to a private sim in TSL. (We are a 10-12 consortium.)
- I would like to expand my one student's idea into a formal course option; eventually I would like to offer one of my 8 tutorials as a SL tutorial
- In addition to planned classes, building instructional media devices.
- It's being decided. Right now, however it looks like the Florida State required course in Life Management Skills and Latin.
- Language and Culture Acquisition (French and Spanish primarily)
- Middle school simulations in science

- More formal teaching with online universities.
- My group supports teaching and learning, and we are developing the island for group
- new class....and hopes to create interactive objects that can store info
- Once our institution buys an island, I plan to teach a portion of my online computer literacy class in SL
- perhaps creating a safe place to do some simulations or roleplaying
- Plan to continue the aforementioned program and expand to two more schools this year. Also plan to hold a series of Media Mashup contests in teen SL. Also plan on incorporating a virtual forum in TSL into a United Nations youth forum in november.
- plan to provide librarian support for any SL activities engaged in by my institution
- Planning a presence for our State Education Agency
- planning to host informal education sessions on a variety of topics.
- Planning to offer courses, conferences, and do research.
- Planning to submit proposal to a Dutch school in SL to do a pilot program. This would involve having graduate students explore SL for coursework in adapting the living environments of older adults and people with disabilities. Also, I will submit the proposal for funding a faculty development project as indicated above.
- possible distance course over summer
- Private classes or students
- probably try to create a video for instruction that involves library use, but not sure yet.
- Role play as part of case studies
- Role playing with students in environment I intend ton create
- self-access language learning for TG students
- Setting up pilot with some students in next academic year
- Slowly but surely creating a project for digital storytelling involving a mystery, wherein players must search for clues. Also, planning to create various learning objects inworld.
- Standard patient instructors for obtaining informed consent in research
- Trying to figure out how to do complex simulations.
- will collaborate with teachers to integrate SL activities in student work.
- Yes CPD awareness training for teachers and advisors in the UK

**Faculty Support / Development / Community Building (22) 20%**

- A series of talks on Communication and Cyberculture for people from all over the world to discuss the problems related to the subject.
- Assisting a designer from another institution to design an island for faculty development
- building out Academy Island, hosting classes & renting virtual classrooms & learning
- Community involvement
- faculty staff training;
- investigating the possibilities of SL for my organization to use it as a platform for teacher professional development.
- I am involved with programming for a group of education technology people in the Boston area and hope to arrange a meeting with John Lester on the virtual campus of Harvard, MIT, or Emerson.
- meetings, synchronous and asynchronous presentations, and exploring the idea of how we can create opportunities for creativity.
- starting a collaborative project on PD for educators in SL. Early stages right now
- team training
- Team-building and virtual entrepreneurship, tied into a web social networking interface. It'll be up by August 2007.
- The development of our island space for our faculty and IT staff learning community, the university has established a task force to develop an official policy on Second Life and may open up a recruitment/student services space, and we have several courses to be taught next fall.
- train the trainer program: how to use all multimedia options to benefit the learning experiance eg. streaming sound, video, slideshows, voice, text, scripts and social interactions

- TSL - afterschool program for middle-school girls in tech and computational literacy
- tsl project
- Using SL for a physics programming class and projects related to the open source SL client
- Virtual Sustainability lab. Specific activities could include: Solar powered house design, photovoltaics lab, ecosystem simulation, etc.
- We are looking at SL as a means to extend our DE program and DE interactions.
- We're just getting started, so we are very much planning. Ideas include creating information dense self-discovery spaces, creating models to manipulate and share, creating social support networks, teaching courses (in and about SL), transferring basic skills education to virtual discovery learning environments.
- work with students and do some research and creative development
- Working with another school in Scotland to run after-school activities. Hope to run activities in my own school but have been 8 months to get permission from IT Support
- Would like to develop tutorial materials on taking photos and shooting video in SL

**Unsure (21) 19%**

- "Planning" is too strong. I hope the verdict of colleagues is positive.
- Uncertain
- a few ideas
- Activities and projects have yet to be decided
- Depends on round 2 of our process. Could be most anything!
- I don't know what yet, but I'm sure there will be some.
- I may have an opportunity to assist in teaching a class in a few months - Yet to be determined!
- I need to know more about how this work. I am excited but uneducated.
- Just about to buy an Island - all projects in draft stage
- No details at this time.
- Not at this time. I need to learn more about it first.
- not sure yet
- not yet but have ideas for future
- Not yet, but hoping to interest some faculty and support their efforts
- Specifically undetermined, but there are ideas kicking around at my institution
- Still in development
- Still too new to the environment to know but I hope to use SL in professional development trainings for teachers
- too early to describe more fully; I do plan to introduce pre-service teachers to SL
- We're still planning to plan...
- Will be publicly announced soon
- Yes. Our institution is planning a pilot project to begin in Fall

**Exploring / Researching (14) 13%**

- design learning activities. Researching in different subjects.
- growing and expanding to other age groups
- I am researching the advantages/limitations of Linden scripting language and doing active simulation in SL. One of the problems in SL is that a simulation viewed by multiple observers does not always yield the same results. etc.
- I would like to continue researching the use of SL in higher education settings.
- I'm going to be doing a presentation on SL on June 1st for the Academic Section of the California Library Association. They're working on arranging for it to be a mixed reality event, and I'm looking forward to learning how to do this from the presenter's side.
- i'm investigating SL to see if there could be a potential project for the museums I consult with

- investigating
- looking at expanding present dl courses into sl
- many things in the works
- MSc student, intend to conduct a research project in second life involving collaboration, building, with distance students.
- Research and then depending on the future I hope to teach some classes or maybe even a full course in this environment, will depend.
- research in progress
- research project on religion in SL
- tons more development in SL

## D. How Respondents Use Second Life

**39. If you answered the question about the number of avatars you have created with a response of more than one, describe why you have more than a single account (70 responses),**

### To Separate Work and Play, Testing (51) 73%

- 1 - Main avatar 2 - alt alt (anonymous - for times when I want to explore SL and not be contacted by friends, etc) 3 - TG account 4 - account stationed at Help island
- 1 for professional representation, 1 for testing things, one for going wild.
- Alts used in various roleplaying environments, mainly. Funny name combinations that pop up that I decide I MUST have. Escape valve for when I need to escape my 'real' identity in SL.
- At first for seperating fun & research. But this border has clouded over time. And now I mostly use only one.
- backup for inventory + 1 separate, non-work (personal) account
- First account has EVERY free thing available in SL. It is a very unstable account. This is the avatar that gets trapped, blown up, glitched out, grieved, and owned. I test everything with this account.
- Getting work done without being hassled, testing multi-person scripts, and visiting Orientation Island again to check on reported problems.
- i am developing multiple characters with different musical styles.
- I did not want my work activities charged to my personal credit card.
- I have avatars so I can give faculty and administrators tours in SL without them having to join and make an avatar; for demo purposes (2)
- I needed to do research for a class. As a result I wanted to document my experiences starting with Orientation Island. This required a 2nd account.
- I started an alt account so I could explore without having to be nicey-nice librarian to everyone I meet, and also to explore SL as the opposite of my RL gender (my main av's name is to feminine to try this with her). It turns out I rarely use the alt, because my SL friends all know me as main av, and I don't have time to get to know another crowd with alt av.
- I started using SL in 2004 for personal entertainment purposes... I have my 'main' account for teaching and educational activities (from 2005) and a 'testing' account for testing scripts.
- I use a male and female avatar for my classes, then I am on a teen grid, and I have a social avatar for anonymity and usability testing and two avatars for my family that they do not use.
- i use one account for education an research, another one for more private activities and a third one for testing with the SL DRM
- Inventory
- Multiple island persona
- My alt is for building, working, researching, etc. I use it whenever I'm doing something that requires great concentration and I don't want any interruptions. I also use it to join groups so I get updates

- because my main has long been maxed out on groups.
- My work bought me one account when I already had one that I used for work related activities, then I wanted another for privacy, and then LL came out with a last name I liked, my own, so I had to have that one.
  - One for everyday use, one to hold funds for my university work, and one to use when I need to build or concentrate and can't be interrupted.
  - one for main grid, one for teen grid (3)
  - one for professional work; the other for leisure.
  - One for RL work. One for SL work. One for SL play. One for SL ??? I haven't really used it yet.
  - one for work purposes (land management)
  - One for working in the teen grid, one for working in the main grid, one non-work related.
  - One is me and the other experimental (2)
  - one is my alt to keep up with inventory items, and special builds, one is a character i created so i could be two avatars at once, using two computers. two others were created to try different roles, and are used to camp, etc. to generate lindens for my main av
  - One main avie, one I use for college work and one (who has no friends!) who I use when I want to get on with something without interruption!
  - One to teach, one to act as a student (testing my teaching tools) One to just fool around without being bugged by people.
  - personal vs. professional
  - Professional and personal uses (6)
  - second avatar
  - separate professional and social life gender bias investigation
  - Test accounts
  - testing user interaction with objects and scripts, mechinima
  - this folds back on ever being an animal. I put No cause I don't usually use it... but I had to make a furry alt. so that I could supervise a student doing research with furies. I keep it in case a relative wants to be in with me at the same time.
  - to check reactions to other avatar
  - to separate work and personal life, and the last for a creative venture
  - to test functionality of objects/scripts I do not own, to test group policies/land management, and to just have an avi that is more personal (that my students can't find) is I go exploring. I rarely use my 2nd avi though.
  - To try different things out
  - Two teen grid accounts to work with different projects / sims (although I need 4!) One main MG avatar 4 MG alts - for fun, interviewing, machinima, anonymity, industrial espionage, etc (you know - the usual ;-)
  - why not??

**Doing special Tasks in SL, Because of Limitations of SL (8) 11%**

- I use an alternative avatar as a banking system.
- I wanted to experiment with how avatars could see each other
- I will create another account so I can record machinima video from multiple angles
- Island management, inventory backup and sales tracking
- Separation of funds
- The Official Guide to Second Life recommended a second account as a way of making a backup of your primary av's inventory. It's a discouraging sign of SL's infrastructure, but the second avatar also lets me experience what I've built from another user's perspective.
- To maintain access to help island
- used the second one to catchup on stuff that I missed when I first logged in

**Privacy (5) 7%**

- anonymity



- As a non-theist, I do not want to be discriminated against.
- Privacy - don't want some people to know which groups I belong to
- quiet time
- Sometimes I don't want everyone to know I'm online. Sometimes I need an account to loan to someone else

**Problems with Account (3) 4%**

- Cannot retrieve my information from the first, lost password (2)
- I could not get back in when there was a security problem in Second Life. So I created a new one and paid \$10!
- My first Avatar was flawed and I was told to create a new one, I haven't deleted the old one yet because I know not how

**23 . What kinds of general activities have you done in Second Life? (41 responses)**

**Teaching / Learning (20) 49%**

- Teaching (14)
- Attend classes; designed a class
- Class
- Designing curricula
- designing learning activities, researching
- Meeting with a student about his paper on SL
- running classes

**Creating / Building / Scripting / Documenting (15) 37%**

- 2-camera video recording of events, machinima (2)
- editing my avatar (2)
- Landscaping, designing, terraforming (2)
- Scripting - Programming (4)
- creation of galleries for real life fine art
- designing/building an educational space/exhibit
- Develop the property of others
- photography
- working with Teens, managing sims

**Leisure / Fun / Events (8) 20%**

- chatting, playing dolls, leisure
- role-playing (2)
- games/role playing
- I surf ppl's profiles. It's like ppl watching.
- live music performance, dj
- Participated in Religious Events
- sightseeing

**Supporting / Community Building (8) 20%**

- reference service, library support (3)
- community building
- giving presentations, tours, hosting events
- Organizing meetings and events
- planning projects (a meeting of a sort ...)
- Set up a conference

**Exploring (7) 17%**

- Seeking edtech applications to model / explore (2)
- discovering different environments
- exploration of what is being built
- looking for land
- research
- visit museums and the like

**Just Getting Started (3) 7%**

- i was born yesterday. just checking stuff out
- just learning
- Trying to go through the orientation

**28 . The items you have purchased in Second Life include; (43 open ended responses):**

**None (19) 44%**

- live on freebies (4)
- None (14)
- People have given me all that I use

**Avatars and enhancements (9) 21%**

- animations, overrides, HUDS
- animations, i.e. dance
- avatar scanners, translators
- complete avatars
- HUD gadgets for scanning and defense (2)
- huds for emotion, concert participation, 2-ID avis
- musical instruments, presentation devices, HUD,
- Shoes!!!!
- weapons, poses, dances, sex toys

**Scripts / Scripted objects (8) 19%**

- Building tools.
- educational tools; gadgets
- scripted objects
- scripts (tools), fish
- scripts, gadgets, services
- Soda and Water
- sripts, animations, gadgets
- weapons, scripts

**Land (4) 9%**

- Land / islands (4)

**Image Uploads (2) 5%**

- Upload of images (2)

**Many Things (1) 2%**

- You name it, I have probably bought it in my 3 yrs

### 31. Describe your most positive experience in Second Life (165 responses).

#### Rich interactions, meeting new people, expanding networks, generosity of community (74) 45%

- All the times I've networked (read: partied) with other librarians I wouldn't have otherwise met.
- Any number of times sitting in my garden with relaxing with people with similar interests - discussing philosophy, education, life, the universe and everything! Intelligent conversation with people from all over the world that I wouldn't otherwise have met!
- being a member of a large group within a sim. It's like a little city, you are always meeting people you know, friendly people willing to help or just have a nice chat.
- Being a member of a SL group that is made up of RL faculty and staff from the college where I also teach.
- Chance meetings with friends
- Chatting with other educators about what they do in real life
- close personal contacts, closer in some cases than real life
- Collaborative environment.
- Developing a rich emotional bond with several friends from Europe and Asia.
- Discovering an environment that had to do with me and interacting with the people who designed it
- engaging others in the experience
- establishing international research contacts
- Friendships and shared experiences with those in my social and academic circles.
- having a long discussion on the nature of art with a Dutch artist resident in CA
- having meetings with colleagues from around the world
- hearing a lecture presented by Creative Commons featuring the honorable Richard A. Posner
- helping a new Russian AVI learn about griefers & avoid conflict with them.
- Humorous virtual interactions
- I had the opportunity to sit with educational technologists from several countries (quite accidentally) and discuss the social structures, the cognitive interactions and the (surprising) physiological effects of SL in the world.
- I met someone who took me to Barcelona and showed me some things.
- I will always remember Orientation Island, meeting other people, being helped by mentors, realizing the social nature of SL.
- interactions, either through groups like the NMC Buzz or on islands with a focus.
- Joining in a conversation with the Autism group (son has Aspergers)
- a random philosophical discussion with a fellow traveler
- Almost daily engagement with others in social, intellectual discourses about the platform.
- Being given a sloohud
- Being in a large group and watching the chat window as several different conversations fly by, with people flowing in and out of the ones that interest them.
- Besides meeting like-minded educators willing to be on the cutting edge and creating this new learning environment for our students, it would have to be when I figured out I could dance! Something I just don't do in RL
- Broke my leg and people helped me
- Getting help from people at / after a NMC meeting (to teleport to a dance at Boracay!). Also giving help to new people even when I'm not that experienced. Love the mentoring culture.
- Getting into a long, active, lively conversation with several other people
- making contact with a fantastic group of educators.
- Making friends
- making friends from all over the world....
- making SL friend that is now RL friend.
- Meeting a builder who helped me explain SL to my class
- meeting a new person on Orientation Island

- meeting a person who turned out to be a great source for an article i was writing.
- Meeting a wonderful man in my timezone who is teaching me animation scripting.
- Meeting and talking one on one
- Meeting and talking with people i was able to set up an exhibit and have people come visit. I also enjoy meeting people here--this is better than a chatroom.
- Meeting and working with other librarians to create exhibits.
- Meeting at gartner office
- meeting fascinating people with great expertise and having conversations with them
- meeting helpful people
- meeting instructors i knew in first life online.
- Meeting intelligent thoughtful people
- meeting interesting people who have become friends.
- Meeting my friends in sl and just hanging out together.
- Meeting my rl students in sl.
- Meeting new associates/people (5)
- Meeting other educators (2)
- Meeting other librarians on info island through the alliance library system.
- Meeting other like-minded, creative people.
- Meeting other members of research team
- meeting others with similar interests i would not have met in real life
- meeting people from other universities when just wandering around nmc's island.
- Meeting people who do what i do from all over the real world.
- Meeting people who share same interests and also knowing i can still speak my mind w/out being trounced.
- Meeting so many different people from around the world.
- Meeting someone that helped me with my research and finding out we were both doctoral students from same university.
- Meeting someone who was building a bridge in a democratic sim and having a wonderful conversation about post-modernism and architecture
- meeting someone who went on to be a deeply important part of my rl experience.
- Meeting with people whom i've gotten to know
- meetings at nmc
- meetings friends
- met a rl friend there who showed me his organization's land and buildings
- most of them! There are plenty of interesting people to meet and there are a lot of interesting events as well. I attend teachers buzz, art openings, musical performances, meetings... Good stuff!
- My friends.
- My most positive experience would have to be when i introduced my mom, who lives on the other side of the country, to sl, and showed her around my student's work. It was great to be 'with' her, when i wasn't able to physically be there.
- My new friend who has kids with issues like mine, who has mentored me in sl and with whom we can share real life concerns and solutions as well. (2Nd would be practicing my foreign language skills.)
- Networking with other educators or peers in my field that i normally would not have met or connected with in rl.
- Other avatars in harvard's space who helped me to learn to script and shared objects with me that would make it easier.
- Participating in activities in support for healing. It was there i realized that the interactions in sl are as deep and meaningful as those in rl.
- Running into someone who spent some time teaching me how to do things in sl.
- Sharing my creations with friends, discovering new regions with friends
- seeing a friend i haven't seen in a long time.
- Sex

- shortly after i registered on sl, i broke my ankle and was immobile and spent many uncomfortable sleepless nights. Meeting people on sl helped me laugh my way through some uncomfortable times.
- Showing people something really really cool.
- sitting inside an gigantic dragon sculpture talking with the artist, the gallerist and other residents about the possibilities of virtual environments like sl.
- Sl transhumanism and religion conference last week. The wta ed did a great job.
- Some people are very generous
- someone i met only once donated a considerable amount of real estate for my students to build and install their work into.
- Speaking with other educators
- talking to people from all over the world, practicing my foreign language skills.
- Teaming up with a brand new friend to work on the pot healers adventure.
- The back channel in live events broadcast in eduisland and the nmc islands
- virtual presentation for my organization
- Watching an event i was sponsoring result in meaningful connections among our membership.
- Watching the space shuttle lift off at the international spaceflight center- it felt \*almost\* like the apollo lift offs we saw in elementary school.
- When i met the owner of the russian-speaking island and he was positive about bringing students there.
- Working with friends from around the world.
- Working with my graduate students in exploring the world.
- Working with students on their projects to promote, market and produce art shows and music concerts in sl.
- Working with teens or launching a sim

#### **Education Events, Teaching / Learning in SL (46) 28%**

- A presentation that i attended on the second life campus
- a talk promoted by a big company.
- Almost all of my interactions with the educational community, attending the nmc symposium last fall that really opened my eyes up to the possibilities of sl for education.
- Attending an nmc presentation
- attending events and meetings such as the nmc teachers buzz
- Attending nmc presentations by internationally known scholars
- attending seminars at the nmc's island.
- Attending the macarthur press conference.
- Brainstorming educational possibilities
- find educators and learning examples.
- Harvard's beyond broadcast 2006. It was my first "mixed-reality" event
- i am a student and we had used in class. Very exciting to visit educational aspects of sl.
- interacting and having educational discussions with my students
- It is great to see the learning that is taking place in the academic settings. I am also happy to see the churches opening up in sl.
- Nmc digital media symposium. Great schedule of presentations and related sl social events.
- Nmc educator presentation - can't remember the name
- Presenting webcasts and helping others to participate and experience learning events
- Second life best practices in education conference
- Teaching in sl and change the relationship with the students
- teaching in sl is awesome; collaborating with otehr faculty is awesome.
- Teaching online classes on internet audio and video to students
- teaching successfully in sl. Singing successfully in sl.
- the recent best practices conference

**Attending Performances, Art, Music, Social Events (14) 8%**

- Attending a concert of the orchestra "red" on the oneleveland island.
- attending live events - particularly music and educationally related meetings/conferences etc.
- Concert in second life
- Connecting with other educators
- Connecting with the creative community in sl, particularly artists and people involved in social awareness/non-profit activities.
- I have enjoyed some of the second life art installations
- Impromptu modern dance with some fellow choreographers at a concert
- listening to music at the magnatune site
- Nmc dance ice breaker for an online conference.
- Playing live for over 80 people on new years eve 2007. Incredible crowd, great positive energy and feedback.
- Red concert
- Socially engaging in activities.
- successful shopping :)
- a party i attended with many of my international friends outside of sl. I took lots of photos.

**Exploring new places (14) 8%**

- driving vehicles and meeting other educators
- exploring virtual worlds
- enjoying the vistas
- exploring a virtual museum. Having a new sl virtual friend show me something amazing he created...3D visual spheres.(Meaningful experience - visiting the virginia tech memorial)
- Finding the ski slope
- flying (2)
- following the french presidential elections @ the candidates islands.
- I discovered a secret room on the NMC campus. Gave me a sense of wonder like i was a child.
- I love flying!!! :) Love, love, love it! And going under ground and under water. ;)
- I went skydiving with a friend in sl. It was a non-top laugh. I enjoyed the near real feeling of going on an adventure with a friend avatar.
- learning how to sail; jumping off the Eiffel tower; working with class activities in the virtual arts.
- sun microsystems island
- viewing the Alzheimer exhibit

**Creating / Building (12) 7%**

- Avatar development
- Creating my avatar (2)
- creating my avatar for the first time. I spent well over an hour putting suzi's hair and clothes into perfect order. Now i'm creating custom outfits for him.
- I heard about second life during this week's elearning institute workshop hosted by nau. I like the videos; that's how i learned to dress myself.
- I liked shopping for my avatar and creating a cabin and landscaping for my land.
- learning how to create things and then actually selling them to someone
- learning how to landmark and teleport where i wish
- Learning some of the building tools has been very gratifying. I'm hoping to get more proficient at making things
- scripting capability is interesting, though the available library functions seem curiously lacking in basic capabilities i would expect to be present, or else capabilities were available in such a form i could did not immediately recognize them for what they were. Usually i have eventually found work-arounds.
- The ability to create and interact in environments that would be impossible outside of vr -- historic

representations; trips inside the mind, body, bloodstream; and so forth.

- Whenever i build i get inspired. My ideas and enthusiasm for creating sims has outpaced my scripting skills, but i love trying things out.

**Other (5) 3%**

- hard to say, i'm still exploring & getting used to it; so it's all rather fun.
- none
- nothing in particular; it was fun to try it out but using it on an ongoing basis doesn't interest me. If i were involved in an actual project where simulation added value, then i might find it engaging, but otherwise i find it boring.
- Signing up
- using the exit menu

**32. Describe your worst experience in Second Life (172 responses)**

**Technical Issues / Using SL (62) 36%**

- avatar locked out on an island sim that crashed and couldn't reset myself for 6 hours...had an event I was running and couldn't log in. Customer service from Linden in general is awful.
- Being part of a presentation and the grid crashing causing my avitar to continuously walk backwards into the abyss.
- Being stuck at the teleport site with high lag an people popping in on top of my avatar
- could not figure out how to build things.
- Dealing with system crashes at inconvenient times.
- Discovering that going 'home' led me to an area that I had no interest in.
- Editing my appearance
- Ending up in some "ugly" places.
- Figuring out how to walk/fly/land/move.
- first days trying to figure out how to get around.
- First, Orientation Island did not work. Then I could not get out of Orientation Island or remove the box from my screen.
- Freebies markets with high lag/crashes
- Frequent downtimes, not being able to get in SL due to technical problems.
- getting off orientation island
- getting stuck places; learning to navigate
- Getting started. i was intimidated.
- got caught in an area and couldn't get out
- Having my avatar go black and then all of the "help" in Second Life being wrong. It was weeks before I could fix this -- no one in SL could help but they all thought it was user error -- they were wrong of course. Other worst experience is when I discovered that colleges were taking this media rich, highly interactive environment and reproducing "sage on the stage" passive learning environments -- the horror...the horror...
- I am a new user and honestly am just fumbling along at the moment. I'm not sure how to get started.
- I have to move around a lot to figure things out. Until in a software application where I click on help in second life I have to move around quite a bit to find help. At least this is how it seems to me.
- I own an island and can't for the life of me figure out how to get started building, editing terrain easily, or parceling/donating land. SL Search also his horrific.
- I think my worst experience was getting stuck underwater somewhere and not knowing how to get out.
- initial attempt at building
- initial orientation. I ventured in during an upgrade, never arrived at the orientation island and muddled my way through.
- initial start up was way too hard

- instability of software during critical social interactions
- Its slowness...
- Just getting around - flying, the very slow graphics load time, generally cumbersome movement.
- Just plain getting lost! Doing a search for freebies & being exposed to porn
- Kicked out of NMC for building in unprotected sandbox. The NMC public sandbox was closed. Didn't know what was what.
- Lag (2)
- LAG, crashes ... and other assorted problems with the stressed out platform.
- Lag. Machine from 2002.
- laggy, overcrowded events that I really want to experience.
- Losing a script by deleting an object. Being unable to manage my Inventory because it is impossible to control where things are put.
- losing expensive inventory due to system glitches and having to go begging back to the vendor.
- Not being able to easily build or change the environment. I find SL to be elitist in that if you do not code, your time is pretty boring in this world.
- not being able to locate my friend who was "stuck" in an animation somewhere
- not being able to teleport to a location I was trying to reach, so flying there (a long ways) only to be reach an invisible "wall" at 600m away.
- not had any really bad ones - crashing too often perhaps!
- navigation (2)
- Showing up for a presentation and having the media not work.
- Teaching my first class in SL - totally random, totally chaotic, totally exhausting and enormous fun!
- technical problems with the client/grid
- The constant video lag with my old outdated computer. I rarely access SL from home anymore because it's too frustrating.
- The learning curve
- To find private places that I found interesting and cannot access
- Trying to build a light! Working in 3 dimensions for the first time was difficult!
- Trying to build and being virtually assaulted by an avatar engaged in fantasy play with guns.
- Trying to do anything interesting with LSL
- Trying to figure out how to change my appearance, go beyond the initial island
- Trying to figure out the scripting.
- trying to find other people to meet using the searching tools.
- Trying to help a class sign up for SL and having our college blocked from creating new accounts due to too many students attempting to at one time. Linden Labs never did call me back when I left them a voicemail.
- trying to learn how to script and build. Some classes although they say for beginners were already advanced and frustrating for me.
- Trying to learn to create
- Trying to understand scripting. This is not for anyone who is NOT a wizard in software.
- Walking through people
- Wasting a ton of money and then having them change the monetary system to be tied to real currency.
- When I first started, I had a terrible time navigating. It was very uncomfortable to be associated with an ugly, clumsy avatar that I could barely control.

#### **Griefing / Abuse (57) 33%**

- A cage caught me and I couldn't get out. I don't know who was doing it or why. Just a stupid joke, I guess. And really I just had to teleport away, but it was annoying.
- Bad connections and/or grievers.
- being attacked while wandering in public spaces, not a big deal, but an issue for some.
- being bugged relentlessly by some adult-child avatars wanting a "mommy"



- Being bumped and pushed by another avatar (2)
- Being grieved (caged) while shopping.
- Being constantly surrounded by casinos, strip clubs and lechy lurkers. It will be interesting to see if there will be a user led Enlightenment to usher out the wild west days we're in now.
- Being locked out of the space we had been loaned because the landlord did not like what we built. No warning. Just showed up with class and could not get in.
- Being propositioned on Orientation Island. Some guy just walked up and asked if I wanted to \_\_\_\_\_.
- Being shot/trapped by SL "cyberterrorists"
- Being spied on by someone I trusted.
- Being stalked by a male avatar.
- Being treated meanly by another avatar.
- Come-on from members of RPG next to my first land, who later walled me up so I had to leave.
- dealing with rude and immature people
- During orientation, an avatar approached me and tried to solicit a sexual encounter
- early when avatars flew at me and tried to force me to take something or go somewhere; once I found ISTE, I started finding like-minded folks (and then NMC) and could avoid the dangerous places
- Encountering griefers who act out explicit sexual acts (and sounds) in PG zones for newbies.
- getting peed on by a cat avatar
- Getting sworn at by a very aggressive and frustrated avatar during my orientation island experience.
- Grieved and asked for money by two avatars
- Grieved while practicing building skills at the Linden sandbox. I was 'caged' by some malcontent because I was ignoring his text grieving.
- Griever at a training island
- Griefers (7)
- Griefers and the kind of ignorance one finds in rl.
- griefers disrupting events, grid being offline when i need to demo or conduct an event, scaling problems with # of avatars in a single space
- Griefers messing with my wife's character and her establishment.
- grieving from yahoos who arrived to play war games in a PG sim
- Griefing... we went through a streak of grieving in the sim where my group owns land.
- Having a friend get slammed by others in SL.
- Having bad neighbors.
- Having my students raped
- Having some unknown other avatar deliberately bump into mine over and over while I was trying to figure out how to teleport away.
- Having someone harassing me while I'm trying to fix a problem in something I'm building caused by a bug in SL, combining the worst of grieving, building bugs, and frustration.
- having the lesbians throw me out of an area.
- I have met a few hassley people & hadn't worked out how to escape politely at that point. Now I figure I'll just teleport elsewhere & not worry about manners!
- I stopped going into SL because of being constantly hit on by strangers.
- in my early days... being seduced and then kicked to the curb...
- It's easy to feel "disoriented." I also had a guy pick me up and carry me off once which was annoying. Unlike real life, I could quit and save myself.
- Nothing really bad-- some griefers. Most problems are at newbie centers
- On my first say in SL a naked man avatar chased me around with a penis.
- On the Harvard campus there was this avatar that was making unwelcome sexual advances.
- One word - griefers. These people will cage and attack your avatar. I spent a lot of time learning how to defend my avatar from such annoyances.
- Our mosque was attacked by a naked person with massive penile attachments shouting 'kill all muslims'. I banned them, only to have them call me unspeakable names in IM, and switch accounts to continue the harassment.

- Sexual harassment (2)
- sexually assaulted by some creep who laid in wait in my SL house.
- someone disturbing me when I was trying to chat
- the griefers who I think are probably 13 year old boys
- Twice I have been attacked. First by a smoke bomb then I was netted. Both of these events bothered me a great deal.

**Communication / Uncomfortable interactions / inappropriate behavior (21) 12%**

- A couple avatars following me around Orientation island offering unhelpful advice and being pests. Standing around a conference and trying awkwardly to move around and strike up random conversations with people. Trying to view presentation posters that were illegible due to resolution issues.
- Arguments caused by miscommunication in IM
- awkwardness in movement, travels, communications
- being with many avatars in a room like a club and have only very simple communication
- Being approached by someone who claimed to be a librarian (which I doubt) who insisted that some RP library should be given free space and that the educational library in SL should provide help services for Gor role players.
- Discovering the extent of sexual, esp. BDSM and age-play, advertising and content
- Event was billed as creating games in second life but it was something else and a complete waste of time
- Engaging in behavior that I normally wouldn't participate in RL.
- Having class on the grass at Ohio State Campus and having a non-related party come in and start a beachball game.
- I don't dig talking to people I don't know -- I would much rather meet people I know in RL and then catch up with them in SL rather than meet people who may or may not be realistically representing themselves, their interests, etc.
- I helped out with an experiment where students were brought to the Russian-speaking island and some of the native speakers there expressed anti-American views.
- I was not prepared for the emotional stuff... had no idea
- I saw a naked man with guns in Los Angeles.
- Most anytime I have to interact. I'm not a very friendly person.
- Random rudeness
- rudeness, lack of respect, aggressiveness
- Soothing irate neighbors about accidental trespassing.
- Some of the people I have met. :-)
- The people who are obnoxious in SL. There should be a greater de-emphasis on open sexual characteristics in SL.
- the shoot first ask questions after attitude of some people - vulgar language
- Wondering into public spaces and having too many people clamoring for attention

**Isolation / being lost / boredom (13) 8%**

- Being a newbie is terrible. No one pays attention to you, people seem to be bothered with your presence.
- Being ignored
- Being lost in the grid
- Being the only person at a virtual exhibit, then having someone else show up and approach me, but barely communicate with me
- boredom - can't find anyone interesting to talk to
- Having no idea where I am
- Figuring it out. With someone to show you around, it can be done quickly but the orientation island

experience is frustrating if you're by yourself.

- I am so frustrated and confused.
- it's boring mostly
- Loneliness
- Walking around random empty land.
- Wandering aimlessly (2)

**None (10) 6%**

- Can't say I've really had a strongly negative experience with Second Life.
- Beyond your normal human weirdos and the baseness of the human animal that are part of 1st Life, I have had no outstanding negative experiences in SL.
- i haven't really had a bad experience, but I've avoided locations where I thought I might have unpleasant experiences. Generally I stick to the NMC campus.
- No real bad ones yet- wandering among empty, lifeless places can be disturbing.
- None (6)

**Embarrassment (8) 5%**

- Being asked to join a person who was into BDSM when I was a few days in and touring a space that seemed to have nothing to do with this. A few days in, it was a bit of a shock - naive or what!
- Doing stupid things in front of others
- Early on, accidentally removing all my clothes by one misplaced mouse-click...in the middle of Education.
- Entering a sex club.
- I had acquired a motorcycle and was riding it. I then decided to teleport and arrived at my destination, sans cycle. However, I was still in the position of riding the cycle. Some guy walked past muttering cuss words after seeing my avatar in that position...Sooooooo moving around in SL can be rather embarrassing.
- Trying to be natural in a pub and pulling a free 'vodka' out of inventory. I thought it was a glass, but it was a bottle and after one sip, I kept falling down.
- Ugggh... feeling like a complete klutz, having to wait forever while the next version downloaded, system freezing/crashing
- Wandering into XXX area by accident on work machine.

**Other (1) 1%**

- I have enough to do and spend money on in my FIRST life that I can't afford to spend time and money in Second Life

**14. Please describe how your professional network expanded or what professional gains, if any, have you made by being in Second Life (162 responses)**

**Expanded professional network, increased collaborations (94) 58%**

- A group of my colleagues from across the U.S. have signed on to SL and are exploring its educational implications collaboratively.
- All kinds of possibilities, many colleagues are interested and are "giving it a try".
- both in and out of SL...a group of interested folks talking and dreaming
- By volunteering to assist in educational conferences I am able to network with other k-12 educators.
- Connecting with other professional in my field
- Considerably because I have decided to offer free training to colleagues and I have met other like minded educational professionals in there.
- Developed a very wide professional network!
- Excellent conversation gambit when talking to colleagues

- Great, great connections. People in my part of the world I didn't know, creative people from around the world, easy ways to connect with colleagues who are remote.
- Have been able to work on and improve curriculum via an industry advisory group in sl
- Have expanded by joining a professional organization, ISTE, which seems like it will be very useful. I also feel that I am gaining a sense of how I might use SL for education
- Have made tons of contacts. Been sent to various RL locations to do lectures on SL
- Have met and interacted with individuals that I wouldn't normally have opportunities to meet and work with.
- Have met other educators and educational exhibit and event developers to network with and potentially collaborate with. Have met people with developer skills and an interest in supporting the mission of my institution through their efforts.
- Have met people offline who have similar goals in virtual worlds (i.e. education, marketing).
- have met people working in my area- keep regular contact and have arranged face to face meetings.
- I am an educator, so I am exploring the educational opportunities for students.
- I can meet other educators from conferences, jobs, etc. in SL -- that is nice. :) Plus, it reminds me of high school cliques when I hear people lament about the "look" of their avatars!!!
- I can't even begin to discuss the impact SL has had on my professional career. It has been positive, rewarding, and amazing.
- I had no professional network. Before Second Life, I tried to avoid that sort of thing. Now, I love it.
- I have expanded my perspective of how Second Life could be used for educational events and informal learning.
- I have happened into a group of sociologists, education technologist and other professional researchers (post doctoral) that have allowed me to interact on a professional way and to extend my professional network. It has also helped to bring my current network closer together.
- I have joined 2 SL related listservs. Am trying to understand better what it's value is. Have met some interesting people via email.
- I have made a few more excellent contacts in SL that provided real opportunities for my students.
- I have made connections with other educators who are designing learning experiences for students.
- I have made contact with several local educators who I wouldn't have otherwise have met. We are now working collaboratively on expanding the NZ educational presence in SL.
- I have met a huge number of fellow teachers with interests in virtual worlds through the in-world and list-serv interactions
- I have met a lot of very interesting people in my profession. The administration thinks it's very cool.
- I have met educators at other universities who are interested in working with me on research and teaching projects
- I have met educators from all over the US, Canada, and the UK.
- I have met librarians from around the world. I am working with them to improve aspects of the SL library and to build a roster of SL librarians. One of my RL co-workers is teaching a class about SL, and I look forward to helping her once I'm back at work (recouping from broken ankle). Also, my library science school, San Jose, is building a campus in SL. I am a distant student in the program, and I have met the librarians building the campus here.
- I have met many interesting people (mostly educators) and got the opportunity to interact with my RL students in a different way.
- I have met many positive and creative people doing many cool things in SL. Interacting with Larry Pixel and the crew from the NMC has been great and has expanded my network.
- I have met other educators and visited another country (USA) to work with kids summer programs in SL
- I have met people in RL after meeting them in SL and it was good to have that connection in place.
- I have received a grant from my university to design a distance course in SL. I have expanded my network of associates in RL, particularly those interested in technology. I am surprised at the number of women who are interested -- we are beginning a Women & Technology group at my university.
- I have written some magazine articles about Second Life activities and have been able to turn around and introduce the concept to colleagues. New idea generation.

- I never would have made the friends and professional contacts I did without Second Life! This medium offers me the opportunity for research and social affordances.
- I now associate with educators from around the real world, greatly expanding my professional horizons
- I am a new media artist and the contacts made here are driving an ongoing personal discourse with some of the most forward thinking individuals in the field.
- I think it will be a valuable tool in my professional life, but will have to be patient for that to become obvious. I am an early adopter.
- I think it will expand educationally as a grad student as I continue to work and be exposed to programs in SL.
- I think that I'm finding the SLED email list more useful at the moment for sharing ideas, and meeting some people for real at a HEA workshop was definitely useful.
- I would like to spend more time there to make more contacts with native speakers of Russian.
- I'm still working on meeting people who have these interests with whom I can communicate.
- I'm working hard on it.. but it is relatively easy to make professional contacts.. although not everybody wants to help or collaborate when you are a beginner.
- I've been keeping more up to date with educational research and virtual worlds.
- I've definitely made more contacts, especially international ones, via SL events, probably made more new contacts in my field than attending conferences or being on email lists.
- I've encountered some very keen Canadian librarians and educators to add to my network of national educational developers/ teachers.
- I've met librarians from all over the world as well as educators and others. I've learned about all sorts of new technologies and so much appreciate the supportive and positive attitudes and helpfulness of so many in SL. It's truly exhilarating even to be a small part of this new environment, to explore how it works and how it might be used to enhance teaching and learning.
- I've met quite a few very talented folks in SL and as a result we are now collaborating on several different projects, ranging from education to networked dance performance to media art collaborations to e-gov initiatives.
- I've renewed acquaintance with a former colleague
- international linkages, synchronous meetings and professional development
- It has expanded my educational network to some extent, but even more it has helped to deepen connections I already have. It has expanded my network out of education to artists and people involved in non-profit activity, which has been fantastic.
- It's an advantage to have had direct experience using it, as I listen to others talk about it.
- it's expanded, but colleagues are not the only people with whom I spend time.
- Just contacts really.
- Just getting started. Nice to see the educational community representatives.
- K - 12 Educators
- Lots of new contacts who are useful in RL and getting involved in projects with other members
- Lots of professional contacts with educator in my country and outside - attended major educational conference in-world (was also running in a real physical location)
- many relationships made there have translated into real-world business contacts
- Many! The ISTE and edu tech professional contacts I have made here I believe will prove to be invaluable!
- Meeting and collaborating with educators from other countries
- meeting new people from the same branch
- Met one collaborator.
- Met others interested in using SL for teaching and learning and creating communities
- Most have been through the SLED list.
- Most of this is only focused on SL itself. Building in SL, & scripting in SL.
- Much better engagement and interest in classes and learning
- My contacts iSL education have created opportunities iRL for creating new course curriculum I would not have had otherwise.

- My network has expanded massively through the wonderful professionals I have met in SL, and on the SLED list.
- NMC Buzz has been a great place for expanding my network and discussing aspects of SL for education. I can't say I've learned much I can apply to my school's efforts yet, but it's a good background and the connections are welcome.
- not much, yet. I connected with different educational facilities in SL. Furthermore I am helping to organize a group called Prism and build an island called Intentional Growth. The SLED list is another source of information. Eventually I would like to teach and train social skills within SL and use this environment for FL training.
- part of SLED list serve and have met several educators in world
- People doing similar things
- Provides another platform for experimenting with new engaged learning opportunities for our students. So, it has made my work more interesting.
- Right now I am exploring various learning communities in-world and out.
- Since becoming involved in SL, it's become about half of my work commitment and keeps growing. I've found an area to hopefully specialize in for the future. I've networked with people I wouldn't have met otherwise, some 'big names' that now know MY name and think what I'm trying to is innovative and cool and want to keep tabs on it.
- Since joining Second Life and in particular the SLED list, I've met more educators interested in the same things I am then in my entire career.
- SL has opened a completely new venue for me as a teacher, a trainer, and a digital immigrant
- The SLED listserv has been great for providing valuable insights into how educators like myself are using the SL environment.
- This would be through the SL educators group. I've met a lot of people excited about using SL for education.
- Where to start! I have developed a wide, global, extremely resourceful network of professional contacts that have translates to real world opportunities for speaking engagements, collaboration, and shared research. On, my own campus, it has substantially raised my profile and I hope good things will continue to come of my SL work.
- Working on it. I'm now getting more involved with the educational community.
- world wide connections with other educators that are starting to result in research collaborations.
- Wow! Hard to calculate! I have met a lot of amazingly creative people on Second Life among educators and librarians in particular. I'm not sure how that's all going to pay off in the long run but so far it's resulted in doing some presentations about SL, getting an article published with some colleagues, and a possible short-term teaching opportunity.
- Writing opportunity, being seen as the expert on SL in my subfield, meeting other techie librarians
- Able to interact with or hear from others via NMC campus events. Have used related meeting rooms for test collaborations.
- access to conferences in 2nd life is nice to have.
- great networking... remote attendance at relevant meetings
- Meeting members of Linden Labs at conferences has been fun and rewarding.
- The opportunity to attend conferences virtually: TED, MIT5 etc. The number of educational technologists who I know has grown dramatically.
- Working in SL has really been a creative outlet and has brought me in working contact with architects and artists. It's challenged my conceptions of learning spaces.

**None (27) 17%**

- just used it to know what was going on...not an expert
- Negligibly.
- None (14)
- None to date, but I am thinking seriously of doing my dissertation about second life, my focus is not in place yet but it will most likely surround the fact that it is extremely student centered and

- constructivism geared.
- None yet - as an educator, I hope to meet other educators who are interested in leading edge technologies
- None yet - hope so, soon
- None yet, but I have great expectations.
- None, as yet--but I think we're still figuring out how to use it.
- none.... i prefer it strictly social.
- So far I haven't seen any gains, but then again I've only been dabbling in SL. I think it would take more time spent there to really gain anything, and that's not something I'm prepared to do right now.
- So far it has been mostly with current contacts.
- Still waiting for this to develop.
- Still working on this. I have done research for graduate studies while in SL. teaching and consulting about virtual worlds
- Well, there is a community that deals with teaching and learning in SL, but for the most part it focuses on building stuff and how that is beneficial. This community seems to be very cliquish and it is hard to break into it and participate as an equal.

**Collaboration With Local/Regional Colleagues, Becoming Local Expert (21) 13%**

- after one year of intermittent use, I largely lost interest. I had problems logging on -- it persistently wanted to update the software and when i connected with support to solve the problem, it did not go away. Now, this year, it appears to be better so I'll try again. I'd like to work with a group at my institution
- As a lurker on listservs, I have learned numerous ways of teaching in SL. This knowledge and my experiences have made me the expert on campus so that I can advise and assist others looking to try SL.
- Became acquainted with other education professionals in the state who are using it.
- Got a few people engaged in the Quebec education network to share experiences in SL
- Have made contact with SL educators at USF, & they have agreed to do a workshop for us at our campus
- I am developing coursework in SL and getting my institution to have a presence in SL. I will likely be a point person for my university in SL for some time.
- I am now paid (16 hours a week) to develop a home in SL for my organisation
- I signed up through a contact with the MEI Initiative of the Economic and Workforce programs of California
- I will be using it to teach my courses - for recreating the real world of law and business and for communication with and between my students.
- I'm meeting some very interesting SL explorers in the Austin area.
- I'm running SL initiatives now where I work, and am seeing huge professional gains - recognition as the "expert."
- Little gain so far, but my colleagues are becoming interested in SL, so skills learned may yet prove valuable.
- My employer has decided to create a presence in SL because of my experiences there.
- now have a richer working relationship with faculty at my college, building teaching and research in this SIM.
- Second Life has offered my organization unprecedented growth in terms of funding and partnerships as well as in terms of implementing our pedagogical approach to reach people around the world.
- several of my co-workers are in SL also, and we've worked on projects there together.
- something to talk about with colleagues
- viewed as an expert in virtual worlds at my institution
- We are partnering with other colleges and strengthening relationships with other departments via Second Life.
- We intend to use it as an educational feature in the future.
- While taking a class at ASU (Arizona), we have explored the possibility of using SL for disabled students to enable them to participate in activities.

**Professional Opportunities; Ones not in RL (11) 7%**

- as an artist i've been creating images based on 2l and have a number of galleries where i'm exhibiting both rl and 2l work
- have a place to teach a course I can't teach in RL
- I have attended conferences and heard speakers I would not otherwise have; I attend a weekly discussion group for educators; I have collaborated with colleagues I would not otherwise have met, both within my own college and across the world.
- I may teach a class on vectors in SL.
- It has allowed me to do things in a virtual yet embodied way that is very satisfying.
- virtual presence in conferences otherwise would have been unable to attend
- Right now I'm working to write, perform and "videotape" a machinema script in Second Life with a collaborator in another state. It's a fun project that we couldn't do in real life.
- I am developing an island for the journal, Nature, and am organizing concerts at a SL concert hall.
- I am now paid to play. That's what I call professional gain!
- startup business.
- Through involvement in the nexus of a physical world performance with in world performance and social engagement, networked with performance/music oriented talent, producers and educators -- developed experience and knowledge about what being at least one type of SL impressario-ship entails

**Other (9) 6%**

- Currently N/A
- I am interested in research for creating interesting, challenging and interactive learning sessions.
- I have some students who have joined, but don't know what to do with them.
- Thinking about using for social support services
- useful in some of my teaching
- not applicable yet; however, looking forward to this
- Unknown at this time
- I joined the NMC. I'm still within 24 hours of my second life birth so I haven't got around much.
- just starting but great potential

**36. What locations have you visited in Second Life that you would most recommend to other educators? Why? Please include the name of the region and a brief description. (108 responses)**

- Academy of Second Life - basic SL classes; Svarga - habitat; NOAA - weather; Caledon - Victorian living
- All over the place.. .does anyone speak English?
- all the education islands
- Alliance Library Consortium - a large grouping of educational institutions that teaches courses, holds events, and generally functions like a RL entity, but in SL
- berkman, democracy island, second life education
- Better World Island - Center for Water Studies, Spaceport Alpha, Info Island
- Boracay -- has thoughtfully designed space / tools for learning and for playing in the right balance. Also, the Teaching islands with space for rent (small and large) -- very helpful for institutions.
- Campus (resources and interaction), eduiland (same), NASA (is a good example of what can be done in this environment and is just plain fun!)
- Creative Commons ampetheatre; Reuters Atrium
- Don't know
- Drexel University -- educational activities very cool, Ohio University campus --art museum is great
- EDTech Island, various University sites, Svarga, Library sites
- Eduisland I and II, Info islands for various colleges and universities
- eduisland, literature alive
- Edunation, Eduland, NOAA, NMC, Ohio University, Literature Alive, Vassar



- Glidden Campus, Global Kids Main grid
- Harvard's space. Shows interesting applications for law school application and has a space where anyone can learn to build.
- Healthinfo Island - the concepts and future potentials/planned developments are great!
- holiday destinations
- I always take faculty to the Mile high Casino area rainforest because it is very engaging and opens up a sense of wonder. Helps them to see the possibilities when they are enthralled.
- I haven't been to a lot of different educational sites, but I really liked the ISTE site. A docent was available to take avatars on a tour of the area and answer all questions pertaining to education within SL.
- I like the NOAA second life space because it contains interesting information about the ocean.
- I would recommend the Spaceport Alpha and Literature Alive! (since it is the only literature project in SL)
- I'm not sure yet. I have yet to attend a constructive orientation within in it because my home technology is insufficient during the times that I can attend.
- I've stayed within orientation island
- ICT Library, Literature Alive!, International Spaceport Museum, EduislandI and II... too many to mention!
- Info Island
- Info Island (all of the info islands and neighboring sims)
- Info Island, ISTE
- Info island, NMC, other colleges with in world presence
- Info Island, with a variety of buildings covering different disciplines and helpful librarians ready to assist.
- Info Island: so many wonderful resources, Particle Lab: fun and interactive learning, Dreams: created by stroke survivors, a place to learn and build and participate
- Info Island: Main Library for large books that teach you how to change your appearance & create hair & for helpful librarians; ICT Library for class activity ideas and teaching tools (though need to learn how to use those); Cybrary City for specific library help; Health Info Island: Medical Library and Consumer Health Library for valid, reliable, authoritative health information, Virtual Hallucinations: for research-based and realistic sim, Heart Murmer Sim: As example of entertainment that looks like real research. (Both Virtual Hallucinations and Heart Murmer Sim are good ways to teach critical thinking about Web 2.0 sites.), Svarga: Ecology sim and artistic renditions
- Info Island. It offers a nice variety of specialized learning objects that students and instructors can create, many of which are interactive.
- Info Island/Cybrary City, NMC, Berkman Island (Harvard Law), Eduisland
- Info Islands. There are always people around there and they are helpful.
- Infoland because of the rich resources; Spaceport Alpha (same and that it is user generated); Virtual Morocco (great example of student involvement)
- infoland sims ... resources for educators and a cluster of educational sims
- International Space flight museum, Svagra, NMC Campus, Campus SL, The Ivory Tower, Info Island, IBM Code Station Labyrith.
- ISTE -
- ISTE on Eduisland, Info Island, Terra Incognita
- ISTE, Edunation, CAVE, Eduisland II.
- ITC Library
- Ivory Tower Library of Primitives (don't know region, it's high in search). It's a very well laid out self-guided course in building in SL, and a good model for other self-guided courses.
- Ivory tower of Primitives - makes using prims a whole lot clearer!
- Ludo Merit, Intentional Growth Welcome, Intentional Growth (128, 128, 28): hosts The Heros Path inspired by the work of psychologist Joseph Campbell. An interactive environment for selfrealization under suoervision. Still under construction, but worth a look.
- Many of the educational sims are worth visiting - Berkman, NMC Glidden, Columbia -- and I like Vassar's new island. I like Bliss islands for the immersive effect. I also like SFH and Dreams, and other nonprofits - my students learn a lot here. One of the best student experiences was the Autism Museum, where one

- of my students had a long conversation with an autistic man., (well, a somewhat autistic man...)
- Meadowbrook - the webquest, International Space Flight Museum, NMC and Info Island archipelagos, of course
  - museums
  - n/a
  - NASA CoLab sim, ISM at Spaceport Alpha/Beta
  - NMC (5)
  - NMC campus, give a sense of what can be done from traditional to non-traditional, Terra Incognita - Deka's Decks, NOAA - for Simulations, Svarga and ??? - for ecosystems and beauty, IBM and HR Block for business presence, My Parcel - to give a sense of what it's like on the mainland
  - NMC Campus, International Spaceflight Museum, Thompson, and our island (in development), Richmond.
  - NMC campus, of course!, Info Island, International Spaceflight Museum
  - NMC campus! the best design for education right now. ASL site as a model for leading a short course.
  - NMC Campus., Spaceport Alpha/Bravo.
  - NMC is great, along with virtual universities like San Diego State University. It is also important for educators to really explore the world. The best way is to double-click the mini-map into a big map, drag it around until you see people, then go there. This gets around the impression many newcomers have that second life is empty.
  - NMC, Edunation,
  - NMC, Edunations, Boracay
  - NMC, Health infoisland
  - NMC, Info Island
  - NMC, ISM, Ohio University, Vassar, University of Texas - Dallas, Infoisland archipelago, ROMA
  - NMC, ISTE
  - NMC, NOAA, UofO, Teaching, Infoisland, Eduland (what? remember the landmarks? that's in my inventory!) join the SLED list, all because they are opening up the possibilities.
  - NMC, of course, because it is a nice example, The City of LagNmoor, Grouse (36,147,119) because it is historically accurate and has a great theatre,
  - NMC, Ohio University, International Spaceflight Museum, Infoisland SL Library 2.0, Eduisland, Roma
  - NMC, SL Campus, other classes in SL to get a feel for what others are doing.
  - NMC, Svarga, Ohio U, Terra Incognita, IBM, Dell, many others.
  - NOAA exhibit
  - NOAA for simulations (examples of what can be done), The ALM (sp?) library meeting; good example of how meetings could be held
  - NOAA, Air and Space Museum, Eduisland, Eduland II
  - Non3 (5)
  - One Cleveland-successfully using it for recruitment of students
  - Opera- beautiful build which offers potential for theatrical events, Space Station-
  - Paris / San Francisco / Infoisland / the Louvre
  - Paris 1900 - history, architecture, cultural immersion, museums., Museum of Computer History - interactive objects.
  - Schome, Best Practice Conference, Education UK , Eduserve sandpit
  - science island, the space island
  - SDSU. It's a beautiful campus and very few people visit. It's a great place to practice new stuff and for our group to meet
  - Second Life Library/Info Island
  - See Jeff Hiles list <http://edumuve.com>, The Hitch-hikers guide to SL HUD, Simteach 12, Teleportation Trail
  - SJSU SLIS,
  - SJSU SLIS because of the campus they are building for teaching classes., Ohio University for the campus they have built, The International Space Museum because of the design and information they provide,

IBM because of the diverse campus they have developed and the type of activities they appear to be developing, The SL library to encourage the development of library resources relevant to educators in SL

- space museum
- Spaceport Alpha, NMC campus, ISTE home.
- Spaceport, Ohio University
- Sundance Film Festival. There is great potential to critique films there when previews are shown.
- Svarga, because it offers several examples of what can be done with SL.
- The 'Splo (Midnight City), NOAA Island (Metora)
- the Tsumai experience (NOAA?)
- There are so many wonderful ones ... it is hard for me to single one out.
- Thomson - our island, cisco, dell, space museum
- University of Denver Science museum, Deka Mah's campus in Australia, Caledon, The first for good scientific use; the second for intelligent thinking about teaching and learning, the last for creative applications of historical knowledge
- Virginia Tech memorial - meaningful, well done, Virtual Starry Nights Museum - intriguing
- Virtual Hallucinations and the NOAA areas because these are truly interactive learning experiences rather than just being a place where everyone gets to sit down, feet on the floor, eyes straight ahead stuff.
- Virtual Hallucinations, Roma, Malibu Island
- Virtual Morocco (Casablanca 137, 79, 26) A fascinating SL student project which involved students going to Morocco RL and then coming back to demonstrate what they learned about the country and the culture with a project build in SL., International Spaceflight Museum (Spaceport Alpha 48, 77, 23) The name says it all., The Cloud Chateau (Hina 18, 8, 745) Great display of light and sound., Oyster Bay Aquarium (Oyster 27, 176, 81) Turn to your left to see the aquarium., The Second Louvre Museum (Tompson 154, 58, 122) Several floors of SL-created art.
- Virtual Morocco, Info Island, ISM, Boracay, NOAA island
- well this really depends on what your doing in here....way to many places to visit to list here

## G. The Second Life Environment/Experience

### 41. What online resources do you use to learn about Second Life? (79 responses)

#### Blogs, wikis, web resources, web newspapers, web searches (43) 54%

- 3pointD, Terra Nova, other blogs
- Avastar, SLART, SLATENIGHT
- Blogs - Aggiornamento II, NMC Virtual Worlds
- Blogs by people like AngryBeth Shortbread
- Blogs, web sites and podcasts (9)
- del.icio.us/rosefirerising/second.life+education
- Flickr
- Google search (3)
- Independent web newspapers exclusive to SL
- internet searches, SL developers
- Metaverse Messenger (2)
- Random info found on the web
- Random info found on the web
- Schome Wiki
- Secondlife.com home page, resources. blog (2)
- SL Insider (3)
- SL media, SL insider, SLNN, etc.

- SLED Picayune (2)
- SLuniverse, slinsider, other blogs and dev sites
- Subscribed to secondlife tags - new info source
- TheArch, SLEDucating, SeriousGames
- Torley Linden's Blog, Yahoo
- Traveling Avatar podcast at QDNow Networks
- Twitter, del.icio.us tags, Reuters HUD
- various sources re Linden Scripting Language
- World of SL blog
- YouTube video tutorials, different blogs

**Colleagues / Contacts (12) 15%**

- A team in our group researching/deloping SL
- Exploring right and asking friends questions
- Friends, colleagues, avatars (9)
- Student working with me was a Beta Tester for SL.

**In World Organizations / Resources (10) 13%**

- Academy of Second Life (2)
- free classes in SL skills
- info island resources (3)
- ISTE, Real life education in SL, CATER
- Ivory Tower of Prims in SL
- Research in SL
- Roaming around in SL

**Email Lists (7) 9%**

- Alliance Library System, Google Group (3)
- Librarian listservs, wikis and blogs.
- Non-profits listserve; blogs; our college SL list
- SL business listserv
- SL teen educators list-serv

**None] / n/a (7) 9%**

- None (3)
- not Reuters - difficult to navigate!
- Second Life: The Official Guide (book from Amazon.com) (3)

**17. What is your prediction for the future of Second Life? (72 responses)**

**Great Potential / Taste of the 3D Future (33) 46%**

- A communication medium that will have its place
- Example of the future but this is not the future
- genre is the future, but maybe not this "brand"
- great potential but will not be around in 10 years
- great potential, especially if server Open Source
- Great potential, will continue to grow
- Has possibilities but needs improvements for all
- I think it has super potential- will change & grow
- i think there is something here, needs refining

- I'm hoping it will die, but I fear it is the future
- In 5 years time, will be here, but very different
- It has some potential and might make it.
- It is a glimpse of things to come; not end product
- it is a piece of the future-not a replacement
- It is a precursor to the future
- it is an important toolkit to understand
- It is the first iteration someone will do better
- it may continue but will be part of larger structure
- It will be morphed in 5 years into SL++
- It will be one virtual world more than others...
- it's a taste of what's to come
- Not sure, but probably the future for education
- SL or a similar form of it will be in our future.
- SL will be just one of many VR alternatives.
- someplace between choices one and two
- Something like it is the future of the web.
- The future, but platform must be strengthened now!
- The Matrix is here.. needs better online interactivity
- This will be a huge part of distance learning.
- UI will become stable and mainstream
- VW's are hear to stay, they will link, SL hope so
- What we do now builds future skillbase
- Will evolve into many beings, both main and niche

**Not the Future (14) 19%**

- it is too restrictive- the future is open source 3d
- It needs improvements in function to go mainstream
- It will be replaced by something better soon...
- it will need to accommodate interoperability
- Immersive environments will improve - will SL?
- Linden Labs will sell out to corporate America.
- just exist with: porn, shopping, poor design
- like cable tv it'll segment by interests
- Many years. No significance. Never mainstream.
- Might split between education and other uses
- NMC will waste a lot of time on it
- SL will be passed by better implementations
- will be replaced if it doesn't get radically better
- Will need to evolve to keep up w/technology

**Not Sure / Other (10) 14%**

- I have no idea, not sure (5)
- It's a new medium. Who the hell knows?
- No idea. It's where the web was in 94. Who knows?
- Aiming for open-source is brilliant. It depends..
- Over 40-smthgs love it; younger peeps don't
- popular if there's meaningful first life relevance

**All of the Above (5) 7%**

- all of the above for SL except 1 3D is the future
- all of the above. It's a precursor to the wave

- all open at this time --
- Any or all of the above

**Becomes 3D Web / Part of Future Web (6) 8%**

- #1 above, but as \*open\* 3D Internet--not proprietary
- a version of a possible future of the web
- It is PART of the future of the web (2)
- SL and/or similar will be commonly used like web
- Will augment, but not replace the current web

**Not the 3D Web (4) 5%**

- "flat web" and SL will both thrive
- great start to VW but won't be THE app for web 3d
- Mainstream but will not replace 2D web
- open protocol metaverse will subsume SL in 3D web

