

I am Librarian. I am Avatar.

Libraries & Second Life



Bernadette Daly Swanson - HVX Silverstar in Second Life
Reference/Instruction Librarian - University of California Davis Libraries

ELAG 2008 Conference - Rethinking the Library - 14-16 April 2008
Wageningen University & Research Center - The Netherlands

Have you spent any time in a
virtual world.



*Second Life, Kaneva, HiPiHi, There, Whyville, Active Worlds,
Everquest*

QWAQ: based on Open Croquet



“We are never prepared for what we expect.”

James A. Michener, Caravans.



The way I see it...

- an early version of the 3D web
- still evolving
- visually compelling
- built-in instant messenger, chat, voice, people
- Unfortunately,
a new frontier requiring broad-band Internet access
and updated computers
- should we advocate for access through libraries?





“But, I don’t need a Second Life”

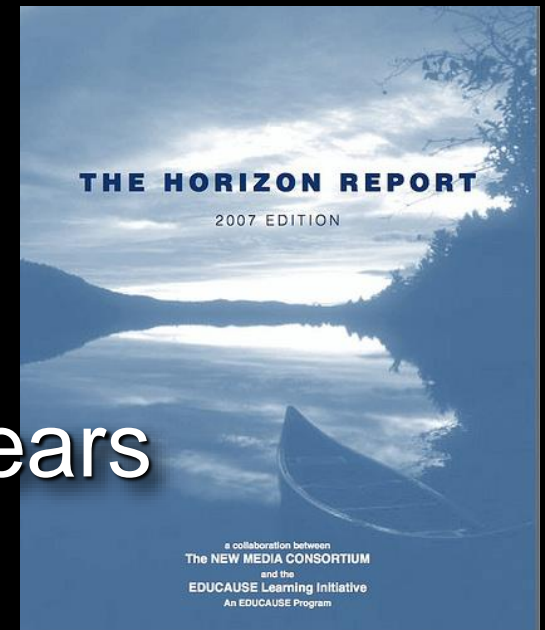
Why I participate with libraries in SL...

- I see it as an extension of what I do
- a sandbox for trying out new ideas
- a cheap way to attend great conferences
(held partially or completely in Second Life).
- collaborate with colleagues / meetings
- document what libraries are doing in SL (movies)

emerging technology

2007

virtual worlds
identified as an
emerging technology
adoption period of 2-3 years
into mainstream for
educational purposes.





By 2011

80% of us will be using virtual worlds



Raskino, Mark, et.al. The IT Revolution Needs You: The Gartner Symposium
Emerging Trends Keynote.

Gartner Research Group: Barcelona. 2007.



Immersive Learning

Hands-on Science Programs with NASA



Is this your Library?



To See What Might Work :
HealthInfo Island - US \$35,000. (most recent grant)
consumer health information to people with disabilities &
chronic illness

Interact with the Web from Second Life and vice versa

The collage illustrates the following components:

- blogHUD:** A web-based blogging system for Second Life residents, featuring a map of the virtual world and a list of blog entries.
- Facebook Profile:** A screenshot of a Facebook profile for 'Second Life Link', showing a list of friends and a 'Second Life Link' application.
- Twitter Home:** A screenshot of a Twitter home page showing tweets from users like 'hvx Silverstar'.
- Second Friends Application:** A screenshot of a Facebook application page for 'Second Friends', which is a social networking application for Second Life residents.
- The SLtweets HUD:** A diagram of a Second Life HUD (Heads-Up Display) for Twitter. It includes a 'Menu and Help' button, a 'Status Indicator', a 'Tweet Navigation' button, and a 'Tweet Display' area. The HUD is titled 'The SLtweets HUD' and 'Welcome to SLtweets v0.75'.

Follow a SL URL
From Facebook to SL

Tags: second life, secondlife, twitter, tweets, squawk, HUD

POSTED BY GUS VAN DEN BREKEL AT 11:38

Congressional Hearing...



April 1, 2008, Washington D.C.

First Congressional Hearing on Virtual Worlds for Educational purposes:

Telecommunications & Internet Subcommittee

"Online Virtual Worlds: Applications and Avatars in a User Generated Medium"

http://energycommerce.house.gov/cmte_mtgs/110-ti-hrg.040108.VirtualWorlds.shtml

Issues Raised:

- child protection concerns*
- personal privacy*
- intellectual property protection*
- consumer protection*
- online banking issues*
- online gambling*

One committee member asked about terrorists and money laundering in virtual worlds

Congressman, Edward J. Markey (D-MA)

http://energycommerce.house.gov/cmte_mtgs/110-ti-hrg.040108.VirtualWorlds.shtml

The Promise...

“The emerging landscape of virtual worlds represents as profound an opportunity, as profound a driver of changes in the ways we think, learn, and work, as any technology that has ever preceded it — and more so.”

Dr. Larry Johnson,
Chief Executive Officer, New Media Consortium
*Testimony at United States Congressional Hearing, April
1, 2008.*

http://energycommerce.house.gov/cmte_mtgs/110-ti-hrg.040108.VirtualWorlds.shtml

1

Active Users by Age

1% = 13-17 (teen grid)

24% = 18-24

23% = 35-44

15% = 45+

Countries by % Total User Hours

January 2008

United States - 37.69 %

Germany - 9.93 %

Japan - 7.26 %

United Kingdom - 6.43 %

France - 5.67 %

Netherlands - 4.10 %

Italy - 4.08 %

Canada - 3.53 %

Brazil - 3.28 %

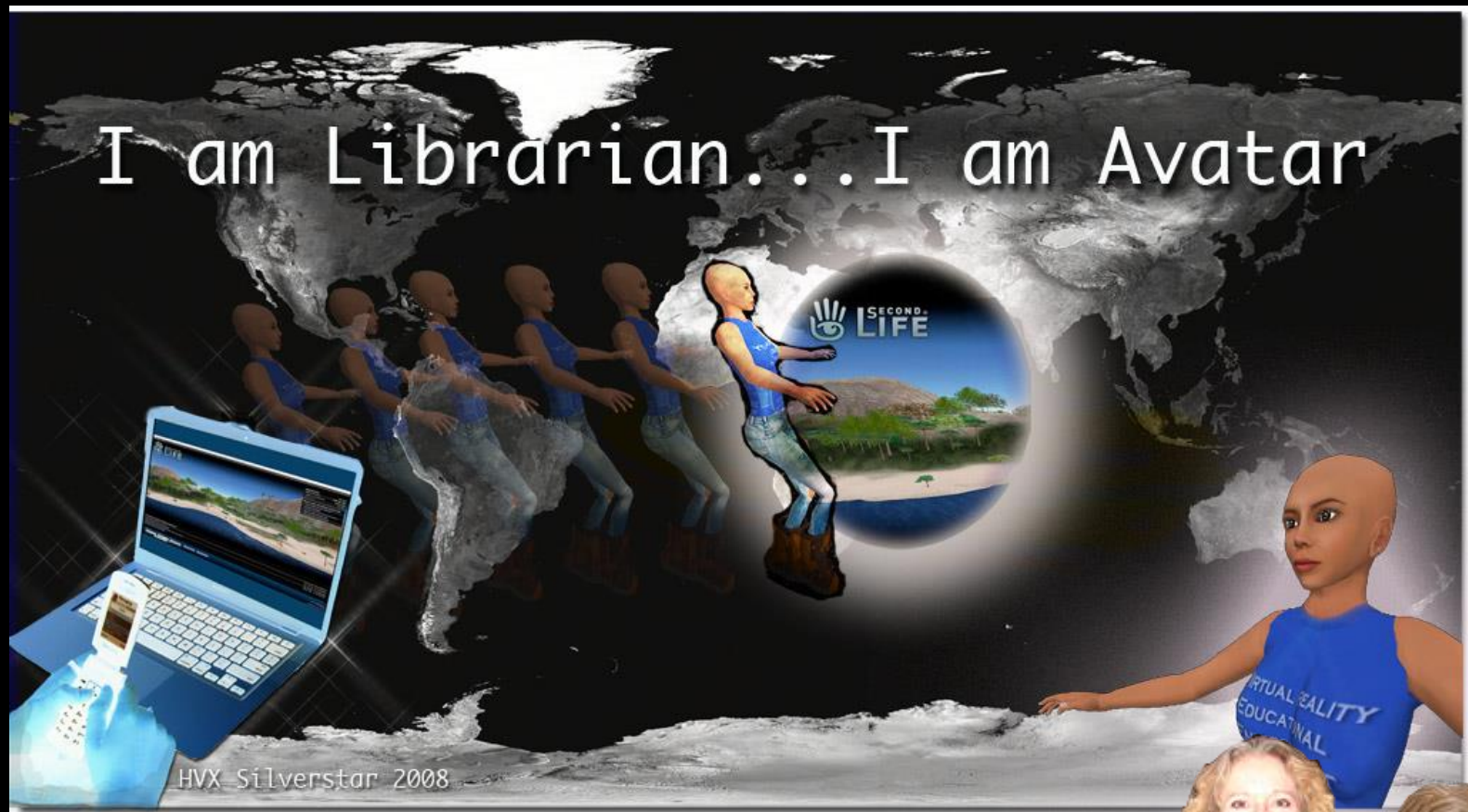
Spain - 3.15 %

Australia - 1.96 %

Belgium - 0.97 %

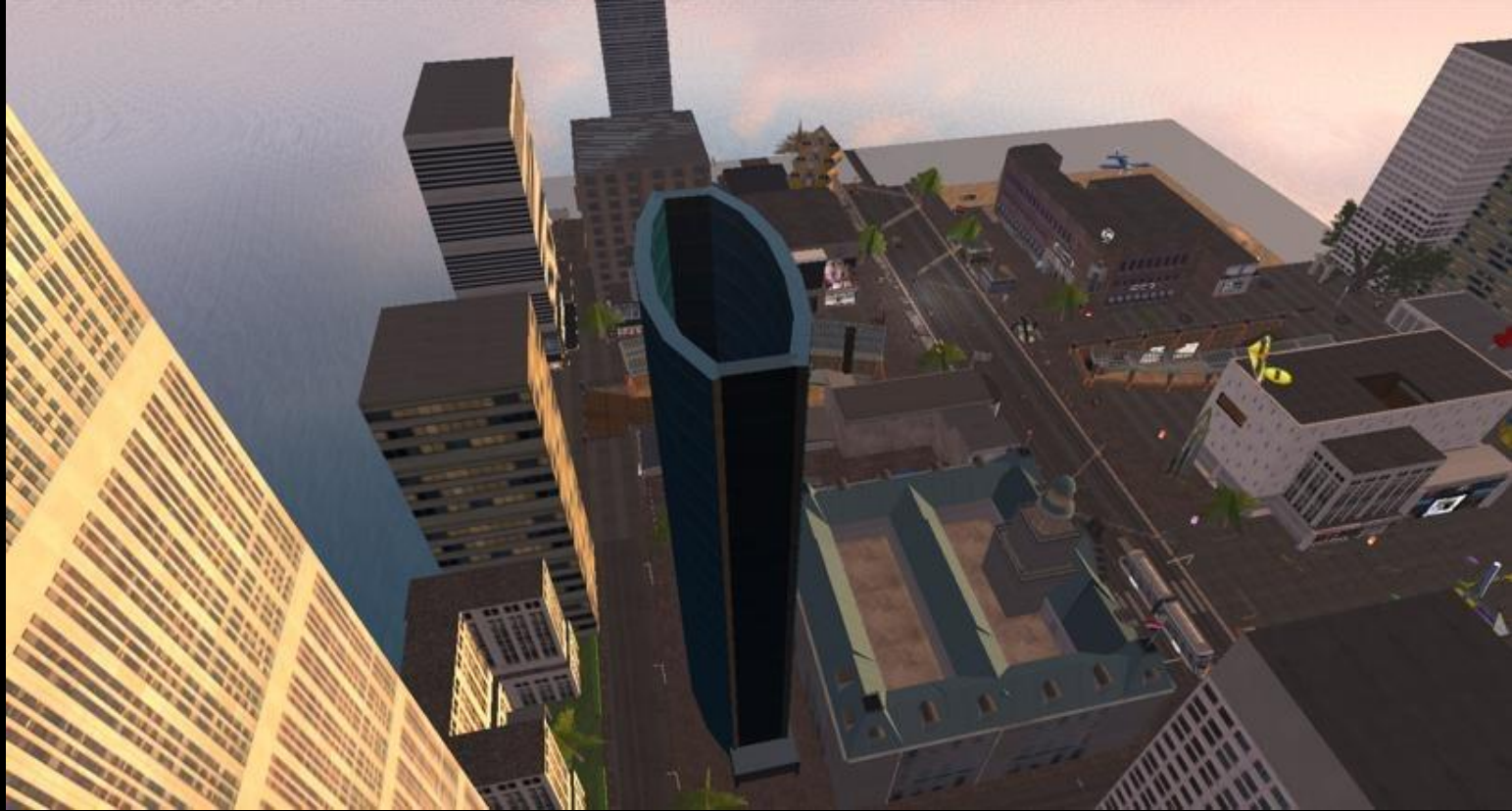
China - 0.90 %

Switzerland - 0.83 %



I am resident in the very
beautiful world of Second Life





Rotterdam, Second Life

a persistent 3D world
covering 390 square miles...
1,010 square kilometers
of the “virtual” equivalent of land

An aerial photograph of Amsterdam at sunset. The sun is low on the horizon, casting a warm orange and yellow glow across the sky and the city's canals. The canals are filled with water, reflecting the light from the sky. The city's buildings and infrastructure are visible in the foreground and middle ground, with the canals winding through them. The overall scene is a beautiful representation of the city's unique landscape.

almost 5 times
the size of Amsterdam

Linden Lab Servers support 390 square miles / 1,010 square kilometers
of the “virtual” equivalent of land

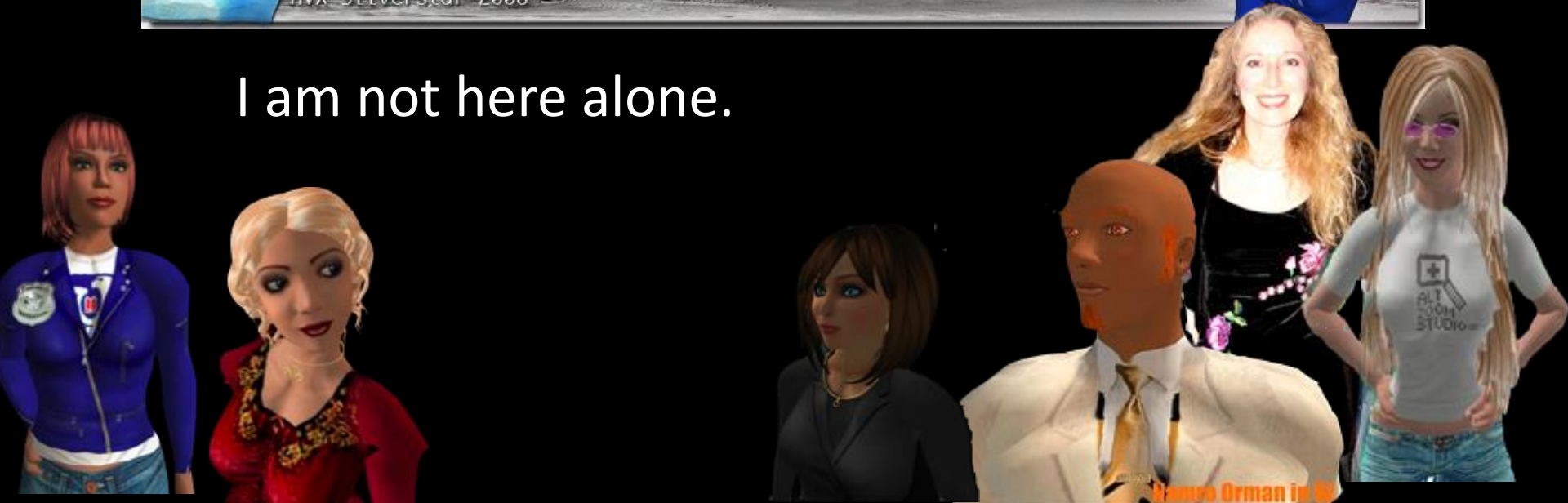


I enter this world through my computer.
The Second Life browser is
my window to the 3D virtual world.

I am Librarian...I am Avatar



I am not here alone.



6,000,000

unique users
have accounts
to enter this world.

70% of users
from outside the USA





with its growing economy
and a traded currency

\$1 = 250 Linden



NASA Education Center, Teen Second Life

I share this world with 50-60,000 people
logged on at any given time.



streaming video into Second Life

I am a volunteer, a teacher,
a learner and a mentor.
I am engaged.

Ramapo Islands, Ramapo School District, New York (800 grade 8-9)



Virtual Worlds: Libraries, Education, Museums 2008 Conference, March 8, 2008

I attend conferences, take & teach classes
and am employed here.



Machinima Institute & Cafe:
Continuing Education: University of Illinois
Graduate School of Library & Information Science.

I have logged over 1800 hours “in world”.
I do not work alone.



I am but one of the 800+ Librarians
in the “in world” groups of Second Life



***Namro Orman / Guus van den Brekel
Coordinator of Electronic Services, Central Medical Library (CBM), Groningen,
Netherlands***

We participate in the greater whole... across borders and time zones; an extension and an enhancement of our professional work in the physical world.



We build new partnerships in the communities of
this virtual world.

Peter Yellowlees MD:
Mass Prophylaxis Clinic Training for bioterrorist attacks



We are inspired and renewed.
We are empowered.
We are librarians. We are avatars.
We are learners.

Eye4YouAlliance Island, Teen Second Life
Public Library of Charlotte Mecklenburg County

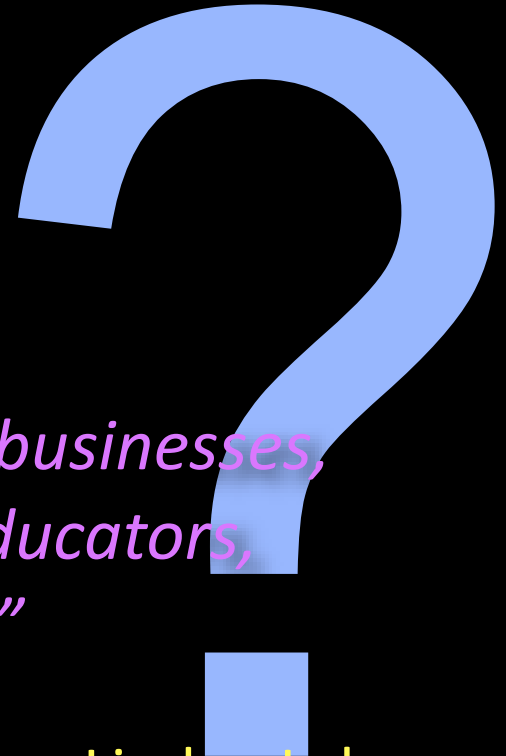
Second Life

A virtual world developed by Linden Lab

- a 3D environment
- user generated content
- began with a game-play element
- *“today is a vibrant mix of “in world” businesses, real world “brick and mortar” brands, educators, scientists, curious & creative individuals.”*

Philip Rosedale, Founder, Linden Lab

*Testimony at United States Congressional
Hearing, April 1, 2008.*



Game?

No... it's a 3D environment...

*“A virtual world like Second Life...
...is NOT a game, serious or otherwise,
and referring to the work done in these
spaces as games LIMITS both the potential for
the technology and the work it is enabling.”*

Dr. Larry Johnson
Chief Executive Officer
New Media Consortium

*Testimony at United States Congressional Hearing,
April 1, 2008.*

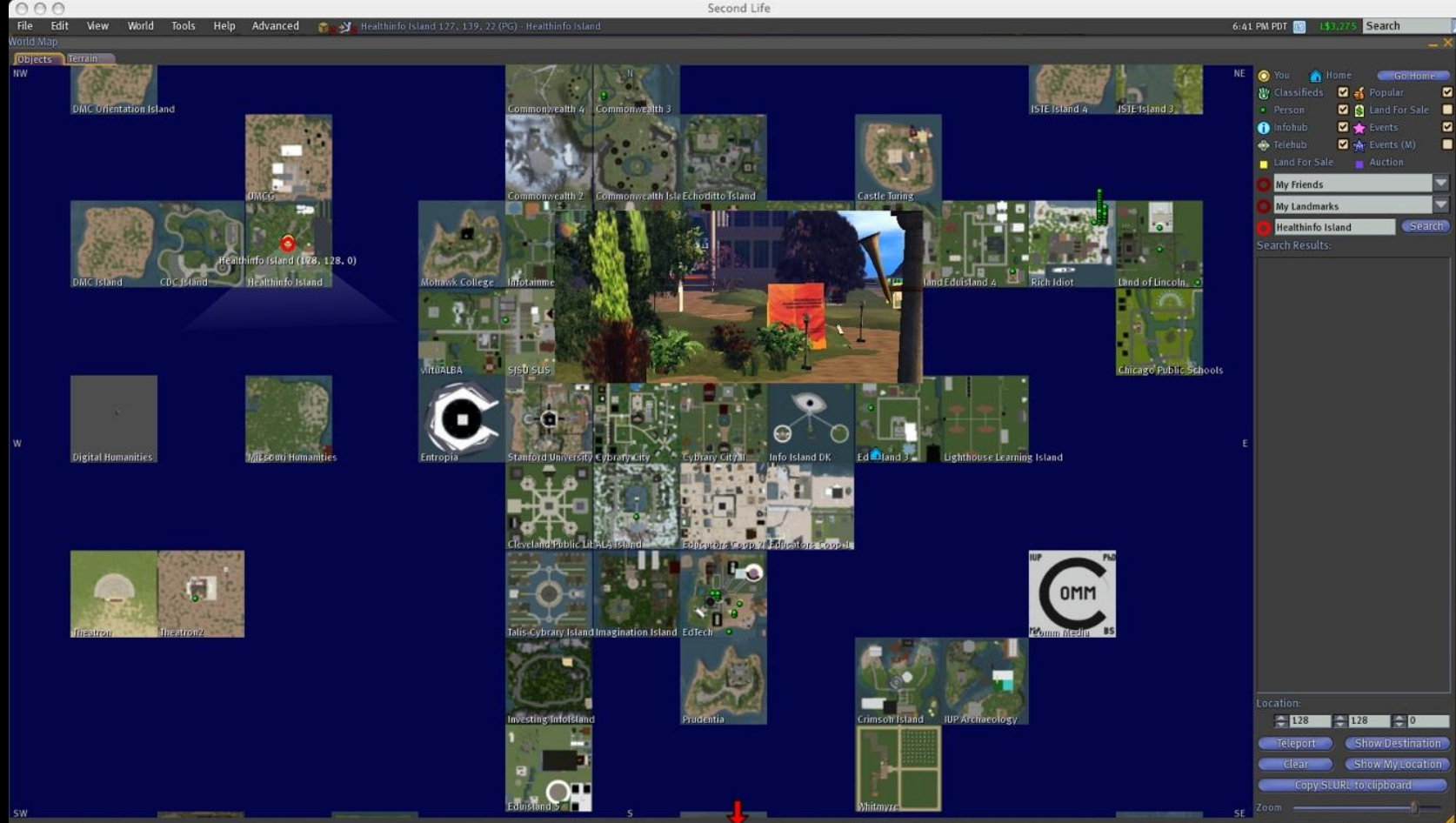
http://energycommerce.house.gov/cmte_mtgs/110-ti-hrg.040108.VirtualWorlds.shtml



Not a Game

“Virtual space extends our notions of the real world just as the web extends out notions of the network.”

Dr. Larry Johnson,
Chief Executive Officer, New Media
Consortium



Second Life Library & Partner Islands

40 islands, 95 library organizations, 20+ partners
5,000+ visits per day

Second Life Library

Bell Library

Reference Patio

InfoInternational Island





Reference Statistics for 2007

6769 patrons

1921 directional questions related to Second Life

2292 reference questions in Second Life

186 directional questions related to the "real world"

287 reference questions related to the "real world"

46 reported voice questions

37 patrons who spoke/typed no English

78 scheduled hours per week

32 librarians working on reference service



Renaissance Island

Land of Lincoln



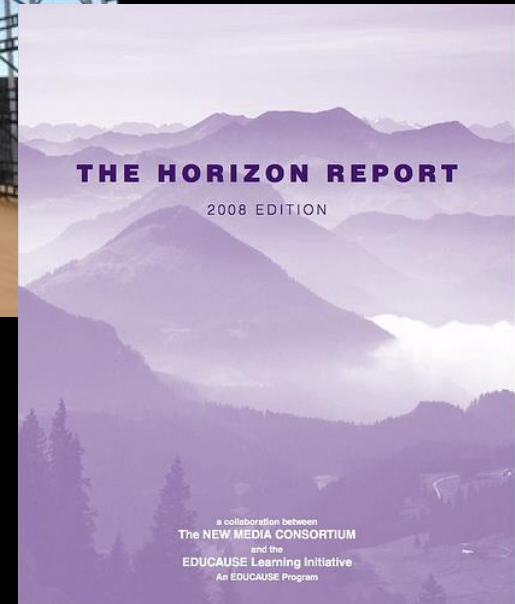
Educational Sims:
Museum of Music,
live performances at
Renaissance Island
Period dress for Land of
Lincoln and Renaissance
Island

Music Museum



Builder: Charlene Trudeau in SL

Renaissance Island Replica of Shakespeare's Globe




2008 Horizon Report

emerging
technology

adoption horizon:
within the next year

Grassroots Video



open source environment

Working Differently Test out ideas

project management

distance work

3D modeling

publishing

collaboration

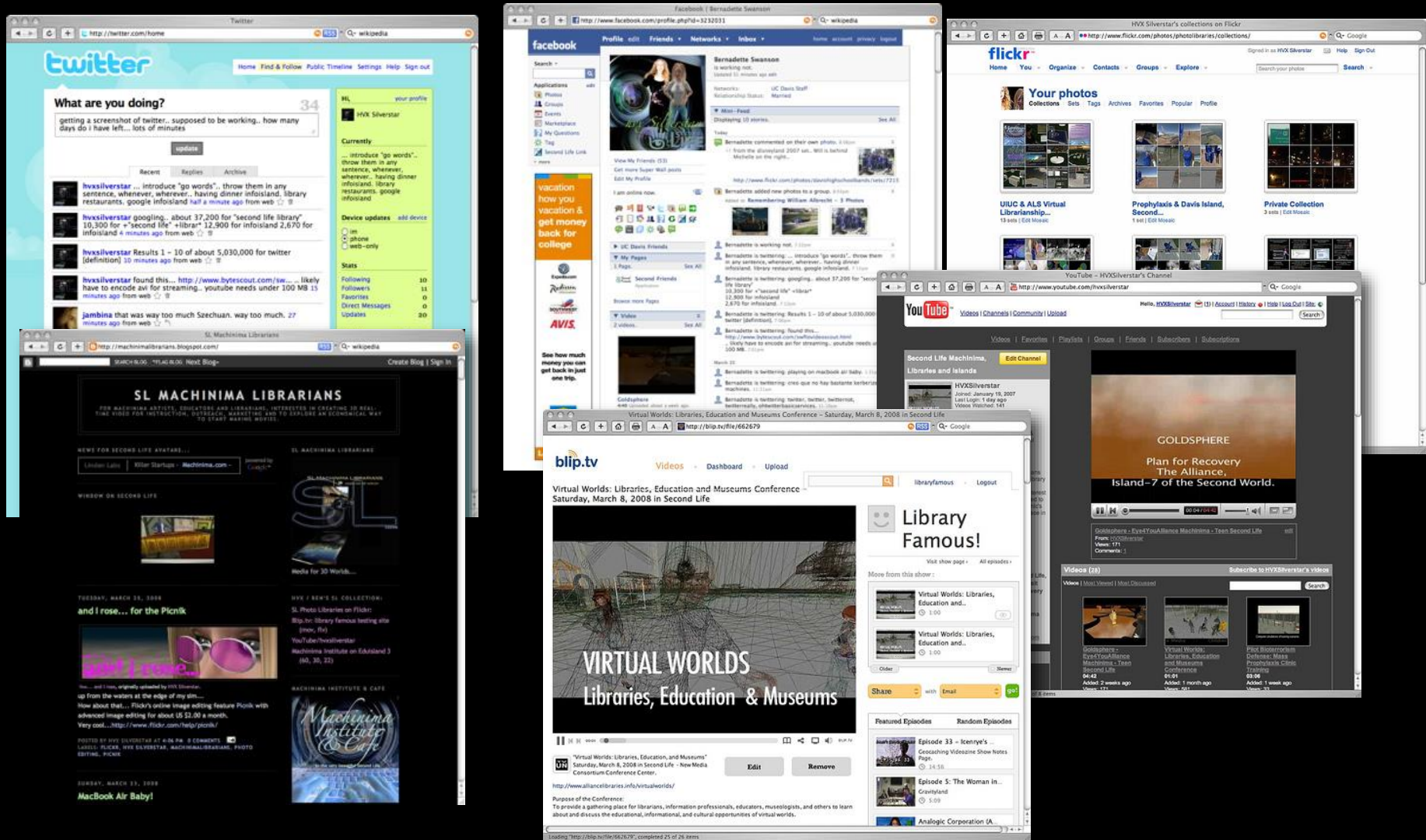
distance education

group management

simulations

new media

real-time video



Second Life-Related Activities on the Web



On location
American Library Association Island
in the very beautiful Second Life

Blog: <http://machinimalibrarians.blogspot.com>

Machinima: <http://www.youtube.com/hvxsilverstar>

Blip.tv: <http://libraryfamous.blip.tv>

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HVX Silverstar: hvxsilverstar@gmail.com