

Handouts for:

## MUVE it! Do You Need a Second Life?

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All handouts can be downloaded from <a href="http://www.doug-johnson.com/presentations/">http://www.doug-johnson.com/presentations/</a>	

MUVE it! Do You Need a Second Life? (Description)  
Simulated 3-D environments like Second Life are being called Web 3.0. How do teachers and librarians get started using these new tools, what might they find in these worlds, and what are the learning opportunities such environments might present? Let Blue Skunk be your guide to this new medium of interacting with the Internet.

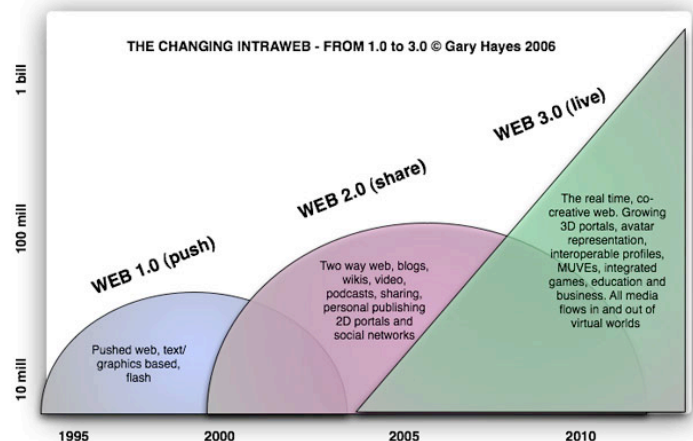


### Resources:

Here are some outstanding resources for Second Life for educators:

- Chicago Public Schools Department of Libraries and Information Services in Second Life <[blog.cuip.net/dlis](http://blog.cuip.net/dlis)>
- ISTE in SecondLife <[www.iste.org/Content/NavigationMenu/Membership/Member\\_Networking/ISTE\\_Second\\_Life.htm](http://www.iste.org/Content/NavigationMenu/Membership/Member_Networking/ISTE_Second_Life.htm)>
- Lighthouse Learning Island <[nausetschools.org/lighthouselearning/index.htm](http://nausetschools.org/lighthouselearning/index.htm)>
- Second Life in Education <[sleducation.wikispaces.com](http://sleducation.wikispaces.com)>
- Sites of interest to educators in Second Life [edumuve.com](http://edumuve.com) <[edumuve.com/tour](http://edumuve.com/tour)>
- SLTutorials.net <[www.sltutorials.net](http://www.sltutorials.net)>
- Top 20 Educational Locations in Second Life <[www.simteach.com/wiki/index.php?title=Top\\_20\\_Educational\\_Locations\\_in\\_Second\\_Life](http://www.simteach.com/wiki/index.php?title=Top_20_Educational_Locations_in_Second_Life)>

From:  
<[www.personalizemedia.com/index.php/2006/08/27/virtual-worlds-web-30-and-portable-profiles](http://www.personalizemedia.com/index.php/2006/08/27/virtual-worlds-web-30-and-portable-profiles)>



Here's my tour plan for if you had but an afternoon - or a few - to spend in Second Life.

1. *NOAA Earth System Research Laboratory* <[slurl.com/secondlife/Meteora/177/161/27/](http://slurl.com/secondlife/Meteora/177/161/27/)> Perhaps the coolest site in all of Second Life. From the NOAA website: "On NOAA's island, one can soar through a hurricane on the wing of a research aircraft, rise gently through the atmosphere atop a weather balloon, or search for a hidden underwater cave on a side trip from a NOAA submarine." And you can!
2. *InfoIsland* <[slurl.com/secondlife/Info%20Island/90/128/34/](http://slurl.com/secondlife/Info%20Island/90/128/34/)> This is an entire collection of libraries on issues as diverse as health and genealogy. My personal favorite is the SF/Fantasy Center. InfoIsland is rapidly developing into an Info Archipelago with the additions of InfoIsland II, EduIsland, Cybrary City, and HealthInfoIsland.
3. *Temple of Isis* <[slurl.com/secondlife/Themiskyra/72/241/35/](http://slurl.com/secondlife/Themiskyra/72/241/35/)> This realistic and colorful ancient Egyptian tomb was created using maps drawn by one of Napoleon's engineers. See if you can find the hidden mummy's tomb. (No curse of which I am aware.) It's just one example of many historical replicas on Second Life. Hmmm, I'm thinking these just might make a nifty History Day projects.
4. *Island of Svarga* <[slurl.com/secondlife/Svarga/7/124/22/](http://slurl.com/secondlife/Svarga/7/124/22/)> Jump in the hovercraft and take the guided tour of this amazing recreation of an entire ecosystem. While on Svarga, play in a band, get your fortune told by an oracle, or simply admire the scenery.
5. *Second Louvre Museum* <[slurl.com/secondlife/Tompson/153/96/100/?title=The%20Second%20Louvre%20Museum](http://slurl.com/secondlife/Tompson/153/96/100/?title=The%20Second%20Louvre%20Museum)> Both inside and out, the SL Louvre has been designed to replicate the original in Paris – without the long admittance lines, of course. You may need to fly toward the ceiling to get a good look at some paintings.
6. *International Spaceflight Museum* <[slurl.com/secondlife/Spaceport%20Alpha/48/83/24/](http://slurl.com/secondlife/Spaceport%20Alpha/48/83/24/)> For those of us who have always wanted to be astronauts, the ISM gives us the chance to take a ride into space and "do" lots of other space-related activities. Stop at the sign a few paces from where you are teleported for a good overview of the area. Spaceport Alpha is just one many "scilands" in the region.
7. *Genome Island* <[slurl.com/secondlife/Genome/137/87/29/](http://slurl.com/secondlife/Genome/137/87/29/)> OK, I must admit this one is *way* over my head. I'm not really sure what a genome is let alone terms like "electrophoresis" or "eukaryotes." But I'll bet we have students here in our district who know this stuff! If nothing else, the greenhouses are fun to wander through. Games, models and more



A map of NOAA's Earth System Research Laboratory from its website at <[www.esrl.noaa.gov/outreach/sl/](http://www.esrl.noaa.gov/outreach/sl/)>