

Purpose

This document is to guide people, who have created an avatar in Second Life, to a richer experience. It assumes that you have created an avatar and have entered Second Life.

Second Life in Education

<http://secondlife.com/showcase/education/>

Becoming Second Life resident

Moving your camera



You are able to change your view independent of where your avatar is. There are several ways to do this.

There is a “Camera Controls” selection in the “View” menu. This will place a HUD (i.e., another window) in your SL interface. Play with it to learn how to adjust your view.

You can use your mouse to move your camera. On a PC, put the cursor on a location or avatar, hold the **“alt” key down** (cursor will change) and left mouse button down, and then move your mouse. Your view will change.

Hit the **“Esc” key twice** to return to your normal view.

Movement control



You are able to move your avatar with a “Movement Controls.”

You can show it by clicking the “Movement Controls” in the “View” menu.

Right Click menu

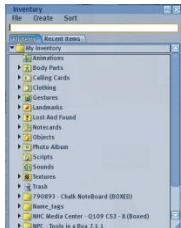


You can use the right mouse button to bring up a hidden menu which looks like a wheel. The options change whether you are pointing to an avatar, an object, or the land.

Profiling is a good thing. When you see an avatar, put your cursor on the avatar and click with the right mouse button. Select “Profile” and read the 2nd Life and 1st Life tabs. This may provide some information about the other avatar.

- Friends...
- Groups... Join Texas Tech group
- Profile...
- Gesture... : shortcut keys
- Appearance...

Inventory



Your inventory is a series of folders containing objects you carry with you in SL. Create new folders to keep your inventory organized.

Click on the “Inventory” button in the lower right.

Landmarks = Places to visit

Clothing = What you are wearing (Search for free clothes at the **freebie places**. If you type “worn” in the search box at the top of the inventory window, you’ll see what you are wearing.)

Notecards = Text files you and others create.

Objects = Things you build, buy, or take.

Photo Album = Snapshots taken inworld

Maps



There are two maps. The Mini-Map is of your local island. It’s useful to see where you are. The “Map” shows a larger region. You can use it to teleport to a new location Note the search tool.

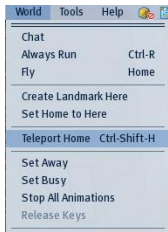
Click on “Mini-Map” button to show mini-map in upper right hand corner.

Click on “Map” to see its functions. Close it when done.

Using SLurl - SLurl provides direct teleport links to locations in Second Life. If you have Second Life installed, clicking on the map link will automatically teleport you to that location in-world.

Landmarks

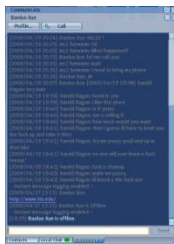
From World menu, choose Create Landmark Here.



To remember a location, you can click on “Create Landmark Here” option. This will place a landmark in your inventory. This is analogous to a bookmark in Web browsers.

Text Chat

IM(individual and group), Local chat (Say, Shout and whisper options)



within around 60 feet

Press Enter to Say, Ctrl + Enter to shout.

Talking (Voice Chat)



You can chat in SL using voice. You need to have an internal or external microphone and speakers.

To enable Voice Chat, click on the “Preferences” option of the “Edit” menu.

Select “Voice Chat” tab.

Select on “Hear voice from camera position.”

Check “Use Push-to-talk...”

Test Device Setting.

Click OK.

You may reopen SL program.

On the lower right hand button click on the “Talk” button. You should be able to hear others talking if in the area.

World Menu

The “World” menu affects things in Second Life.

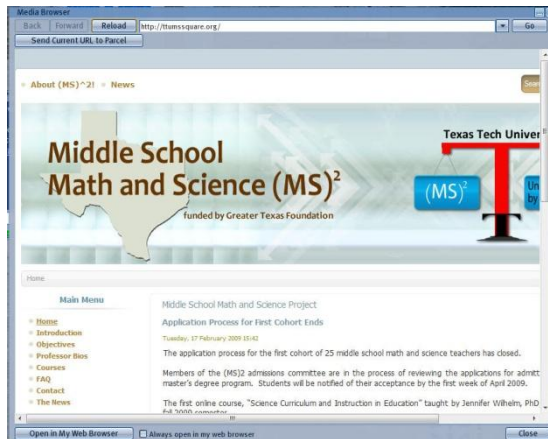
“Stop All Animations” is sometimes needed if you get stuck in a position or action.

“Environmental Settings” allows you to change the lighting in SL. This only affects how you see the island.

Media
browser

Media browser shows a Webpage inworld.

http://www.youtube.com/watch?v=fCUz65j6IYA&feature=player_embedded



SL Keyboard
shortcut keys

Ctrl+F	Search
Ctrl+G	Gestures
Ctrl+H	Chat History
Ctrl+I	Inventory
Ctrl+M	World Map
Ctrl+P	Preferences
Ctrl+Q	Quit the Second Life viewer
Ctrl+R	Run Mode (toggle switch)
Ctrl+T	Instant Message open/close
Ctrl+W	close current Window (or IM tab page)
Ctrl+U	Upload Image
Ctrl+Z	Undo (once while in edit - chat window off)
Ctrl + Shift + S	Snapshots
Ctrl+8	Zoom out
Ctrl+9	Reset zoom
Ctrl+0	Zoom in

Your class in MS2 island.

Four buildings

Each building: Lounge, Offices, Classrooms, Conference rooms.

Teleport to other floors in the buildings

Message board

Powerpoint presenter

Video player – Media room in Student Union

Places to visit

ISTE : <http://slurl.com/secondlife/ISTE%20Island/91/83/30>

ASTD: <http://slurl.com/secondlife/ASTD%20Island/114/85/23>

NOAA (Find the weather map in the hangar and tsunami demonstration on the other part of the island.) : <http://slurl.com/secondlife/Meteora/177/161/27>

Weather Channel: <http://slurl.com/secondlife/Weather/114/10/26>

NASA: <http://slurl.com/secondlife/NASA%20eEducation/128/128/28>

Second Life tutorials

<http://secondlife.com/showcase/tutorials/>

http://wiki.secondlife.com/wiki/Video_Tutorials

http://ttumssquare.org/index.php?option=com_weblinks&view=categories&Itemid=56

Virtual World Terms

Virtual Worlds/Environments	A computer-based simulation of a three dimensional space.
In-world	Being logged into a virtual world.
IM	Instant message
Platform	Refers to the software which creates the virtual world. Examples include Second Life, OLIVE, Wonderland, Whyville
Assets	The objects within a world. These include buildings, furniture, clothing, landscapes.
Avatars	The representation of the person. Does NOT have to look like a human, though.
Alts	An alternative avatar. Many people have more than one avatar to use in a VW.
Puppeteer	The person controlling or “driving” an avatar.
Machinima	Movies/videos created in-world.
HUD	Heads up display: Device worn on the avatar to help do things inworld.
Web 1.0	The World Wide Web (WWW) which is primarily two dimensional web pages.
Web 2.0	Refers to the newer social collaboration tools and websites. Typically is a 2D space.
Teleport or TP	A means of traveling (:jumping”) from place to place.
Back channel	Using a different form of communication to talk with others attending presentation or with the presenter. Example: A presentation speaker is using voice, but the audience uses text chat to converse during the presentation.