



Becoming an Awesome Avatar

Healthcare Faculty Exercises to Access, Navigate, and Communicate in a 3D Multi-User Virtual Environment

LSU Health New Orleans
School of Nursing

Second Life New User Start-Up Guide

Second Life (www.secondlife.com) is an online interactive three dimensional (3D) virtual world developed by Linden Labs that was launched 2003. It allows for the simultaneous interaction of users via digital avatars in shared environments which promote socialization, communication, collaboration, creativity, and education within a global community. To access Second Life, you need a high-speed Internet connection, a computer that meets or exceeds requirements, a Second Life account (avatar), and a current installed Second Life viewer.

Completing the following steps will assure you get the most out of your SL experience, and your classes or events.

1. What is Second Life
2. System Requirements
3. Personal Requirements & Safety
4. Account (Avatar) Creation & Viewer Software Installation
5. The Second Life Quick Start Guide
6. Using a SLURL

1. What is Second Life?

Exercise 1

To gain a better understanding of what Second Life is, visit <http://secondlife.com/whatis/>. At this webpage you can view videos for the following topics:

- Introduction
- Welcome Message
- Start Exploring
- Meeting People
- Going Shopping
- Setting Settled
- Being Creative
- Making Money
- Education and Enterprise
- Also go to the Destination Guide which will give you a preview of you will be able to see and do in Second Life: <http://secondlife.com/destinations/>

2. System Requirements

Meeting or exceeding the recommended requirements should provide at least an adequate experience on most computers. Actual performance will be dependent on what other programs

you have installed or may be running simultaneously with Second Life. The current system requirements can be found at <http://secondlife.com/support/system-requirements/>.

Exercise 2

Verify that your computer meets or exceeds the recommended requirements.

3. Personal Requirements & Safety

Exercise 3

Review the:

- Terms of Service – <http://secondlife.com/corporate/tos.php>
- Privacy Policy - <http://secondlife.com/corporate/privacy.php>
- Community Standards - <http://secondlife.com/corporate/cs.php>
- Online Safety Guidelines - http://wiki.secondlife.com/wiki/Linden_Lab_Official:Online_Safety_Guidelines

4. Account (Avatar) Creation & Viewer Software Installation

Exercise 4 - Getting a Free Account:

1. Go to <http://secondlife.com/>
2. Click the orange **Join Now** button.

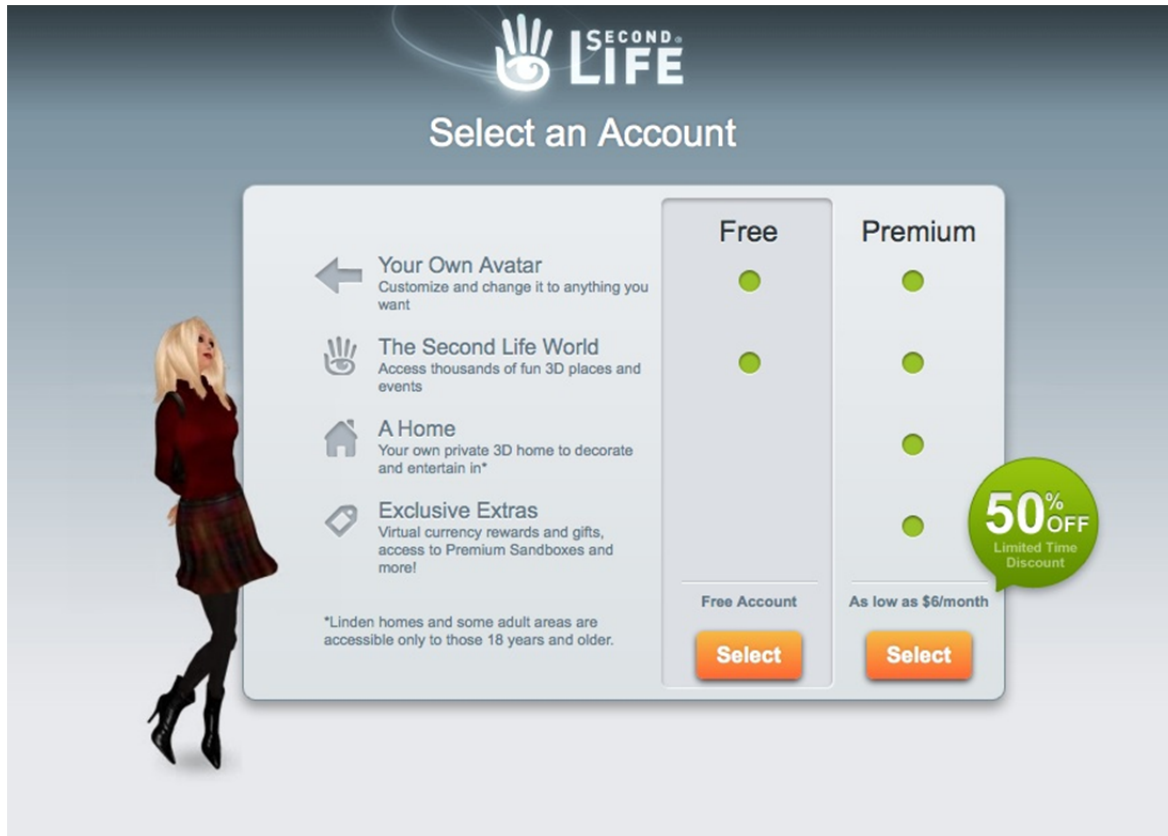


3. Choose your starting avatar by choosing an avatar and clicking on it. You will be able to customize the avatar later. Note that at the top you can choose **Random**, **People**, **Vampires**, **Animals**, **Robots** or **Vehicles**. For our projects we will use **People**.



4. Choose a name for your avatar.
 - a. It cannot be a name that is already taken, so try to come up with something unique.
 - b. You change your avatar and “Display Name” for further customization.
5. On the next screen put the rest of your information (real email, birthday and security question) accurately. You need to use a real email in case you need to recover your account information. Click **Create Account**.

6. There will be a pause while your avatar is being created, then another screen will appear entitled **Select an Account**. On that screen, click the **Select** button under the **Free** column to create your free account.



7. After another pause, a **Welcome to Second Life** screen will appear telling you your account is activated.
8. If you are using your home computer, you will need to download Second Life. If so, click **Download and Install Second Life** and save and run the setup file per the installation program's instructions. It is a safe file which has no viruses. After installation you will be presented with the Login screen.
9. Remember that SL may not run on every computer so please refer to the [System Requirements](#) to be sure it will run on your system.

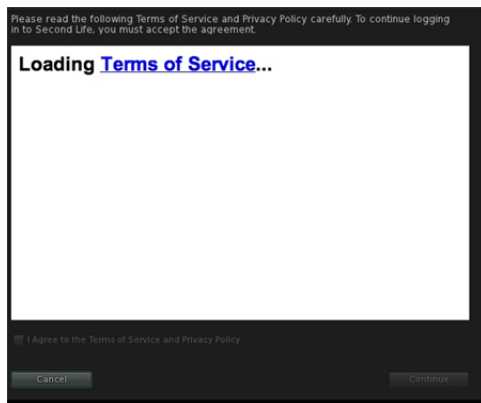
5. Logging in and Getting Started

Exercise 5

1. If it is not already open, open the **Second Life** program (*not* the website) from the little green hand icon on your desktop (the SL logo). The login screen looks *similar* to the image below, but *may* have a different opening picture. The program must be installed on your computer for you to be able to run it



2. Do not click any “**What’s Hot**” or “**Destination**” links on the login page just yet.
3. Sign in. Place the Second Life username you created in the **Username** field, and your password in the **Password** field. If you have children in your home or are on a public computer, uncheck the “Remember my password” option so others cannot get into your account
4. Check that you agree to the **Terms of Service** and click **Continue**.

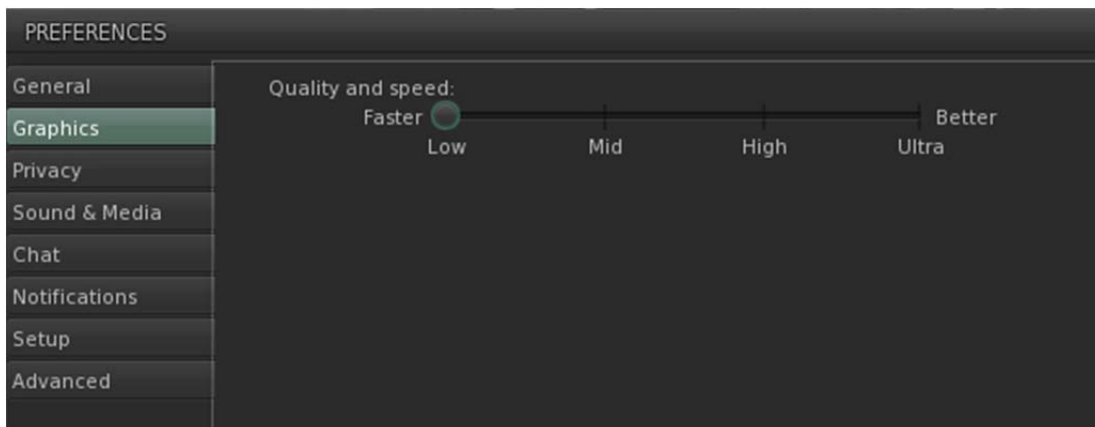


5. You will enter one of the starting areas that look like the picture below. Your avatar may take a few moments to load and may look like a cloud initially before it loads fully. Slower computers will have slower loading time. You do NOT need to keep the “DESTINATIONS” bar and may close it with the X. You can always bring it up later by clicking the Destinations button. Use the arrow keys to walk around.



NOTE: If things are very slow try lowering your graphics settings (in the upper left corner under **Me – Preferences – Graphics** tab)

Graphics settings:



6. Second Life Quick Start Guide Preview

Exercise 6

Use the Second Life Quick Start Guide for an interactive tour of some of the most common tasks you will perform: http://secondlife.com/support/quickstart/basic/Quick_Start_Guide.

Topics you should review here before entering Second Life are (please use this as a checklist):

- Interface overview
- Contextual menus
- Inspectors
- Moving
- Seeing
- Appearance
- Local chat and voice
- IMs and voice calls
- Set up for voice chat
- Make friends
- Location
- Help
- What next?
- Keyboard Shortcuts

7. Using a SLURL

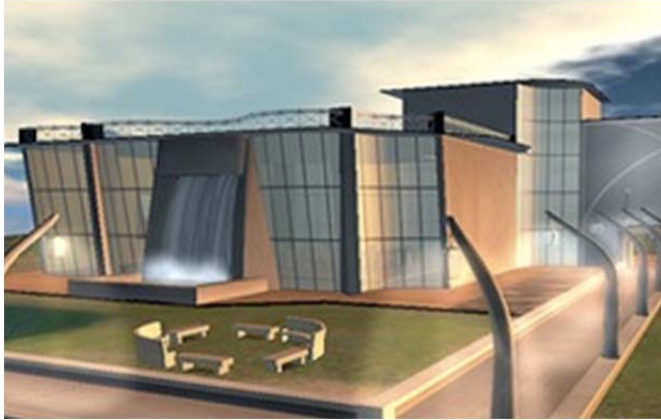
At times you will be given a link outside of Second Life to get to locations within Second Life.

These links, similar to web links (URLs), are called SLURLs (Second Life URLs). To use a SLURL:

- Click on the SLURL
- Your web browser will open and show you a map
- Click on “Teleport Now”
- If you are not logged in to Second Life:
 - Your Second Life viewer will open
 - Login with your avatar name and password
 - You will be transported to the SLURL location
- If you are already logged in to Second Life:
 - A Landmark window will open
 - Click on the teleport button in that window

- You will be transported to the SLURL location

8. Orient to the LSUHealthNO MUVE Island, a link will be provided when completed.



LSU Health New Orleans Virtual Learning Center



Meet Nola Gravier, LSUHealthNO MUVE Island Administrative Avatar