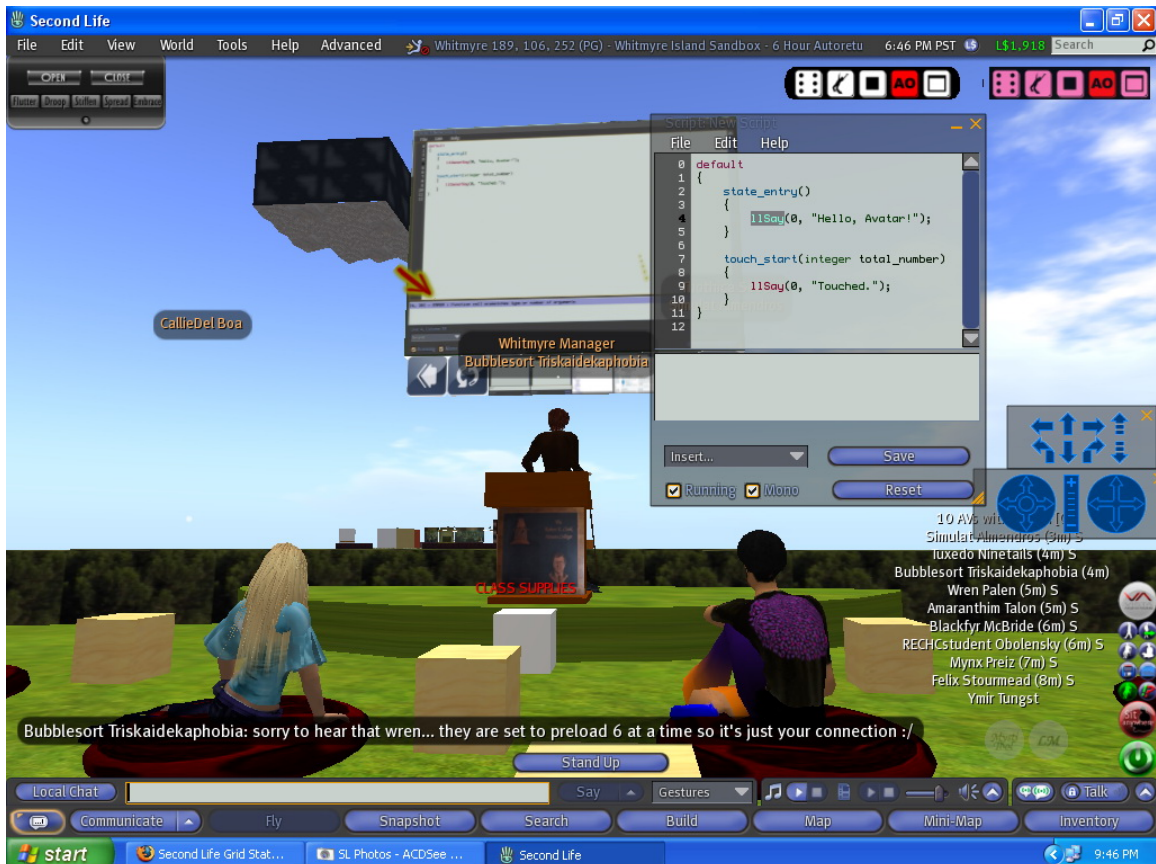


I opened with the website <http://virtualworldsreview.com> to show precisely how many Virtual Worlds are out there. At this site one can read about the worlds and what each one has to offer. As well as which ones are free, which ones one must hold an account for as well as review each world as people are all different and may not select Second Life as their world of choice.

I chose Second Life, developed by Linden Labs, as I am most familiar with that world and felt I could effectively speak about how Non-Profit Organizations such as The American Cancer Society's Relay For Life in Second Life was able to contribute 200,000.00 USD last year alone. World Wide people donated work they had done or builds to earn \$L, Linden Labs form of currency, or real currency to obtain that goal.



I first took my avatar into Second Life at Vassar Campus and chose to ride the scripted, automated tour so I could speak about how the very buildings people saw were replicated from the physical life buildings on the physical campus. While speaking I was able to point out as my avatar road the tour that classes and discussions are held at Vassar and many other campuses in-world now. The beauty of VR Worlds and Education is I can take a course, do my class work and hand it to another person represented by their avatar real time, rather then send homework in email form and wait for a response, in VR Worlds if your professor or teacher is there you can pass along your assignment and get feedback on your work in real time, no waiting for email results.



I then went to a place called Virtual Ability, their website is <http://virtualability.org> and they help thousands of people with various disabilities ranging from the physical to mental learn how to use Second Life in a region or sim called Virtual Ability where I also Mentor such New Residents. For many of these people are able to experience things like

walking, dancing and socializing that they would not be able to do as a result of their challenge. Many of these people who have accepted their challenge do use "props" or objects such as seeing eye dogs, canes with the red tip or wheelchairs because they have come to accept that is a part of them and people in Virtual Worlds admire them for their ability to do so.

As I was running out of time I did quickly jump to my Flickr photo stream to show images of various fun things people could also participate in, given the economy, such as live concerts, live voice comedy, (a field I have recently broken into myself), live voice theatre, (one of my original reasons for joining Second Life is my mother, a playwright asked to join her theatre company), with sets that would not be possible in physical life. Dancing, parties and even weddings where some have met in Second Life have actually made the leap of faith and met each other in physical life and are now married in both worlds. I mentioned that almost everyone in my family has an avatar in Second Life because we are scattered about the USA and how last year when we could not share Thanksgiving in physical life we were able to have a Virtual Thanksgiving in Second Life. Because of live voice we could speak to each other as if we were all in the same room together. I know many people there who also have their family in SL, or Second Life themselves due to physical distance.

My Flickr Stream is <http://www.flickr.com/photos/calliedelbraie>

I was asked by an audience member what type of danger they could be in such a world. I addressed that question with the answer that Linden Labs is already making moves to "Red Flag" mature areas so eventually, I hope, they could combine the Teen Grid which is for people under the age of 18 with the main grid in the future. That age verification is already a requirement of Linden Labs in TOS, however many educators or people like myself would rather not accidentally end up in some region that promotes sex and the various forms it could take in Virtual Worlds.

I was asked how people could sign up for Second Life. That can be done from the main page <http://secondlife.com> and the website will walk each person through the steps to create an account and "rezz" or render their avatar in-world, once there there are many forms of information, either from websites such as <http://wiki.secondlife.com/wiki> and/or speak with SL Mentors, of which I am one to fast-track through the steps that took me several months to learn before the volunteer program was put in place. I did mentor Don this morning and it was a lot of fun to share information, the time flew and before I knew it we had spent 3 hours together. I think he learned in about 3 hours what it took me 3 months to learn fumbling on my own. Rest assured even if people do not wear the SL Mentor tag, they are very often willing to help and the best way to know about what another person is involved with is when in-world one may right mouse click on any avatar and their profile comes up. (I didn't have time to get in-depth with this during the presentation, but after meeting with Don I found it an important tool any New Resident should know when entering SL.

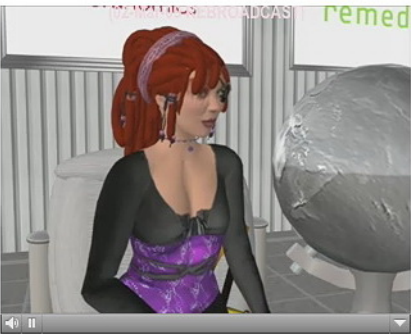
By using the right mouse click, or on a Mac it is Control+click on an avatar one can see the groups the person is involved with and can chose to speak to that person or not. One point I will make about Virtual Worlds and Second Life, just like physical life there will be rude or people there with interests that do not match our own. I wish I could right-click on a person in physical life and see their profile and affiliations, it would have saved me a lot of time with some individuals in my life which with I no longer associate.

A great way to gain insight or an overview of happenings that combine both physical and Second Life is to go to your browser and every Monday at Noon SL Time which is PDT, as Linden Labs is based in California, so that would be 3pm EDT/EST is to watch Metanomics. That website is <http://metanomics.net> and the show is played and archived on the page <http://metanomics.net/watchnow> and produced in-world by SLCN. I'll grab their website for you shortly when I get back in-world.

### Watch Metanomics Live at Noon on Mondays


When a live show is not in progress enjoy these rebroadcasts of the very best Metanomics programs . . . At noon on the day of the event, if you are not seeing live video on the topic advertised [HERE](#) please refresh or reload this window in your IE or Firefox browser.

THANK YOU [SLCN.TV](#) FOR ALL YOUR SUPPORT.



Watch Metanomics Live at No Metaverse

POWERED BY



Who's online  
There are currently **4 users**  
and **16 guests** online.  
Online users

- CallieDelBraie
- Tammy Nowotny
- Bevan
- Dirk Talamasca

Malburns Writer: Greetings all!  
Bevan Whitfield: hi ProDeoPat  
Crap Mariner: Caching the partner sims for quick hops  
Jennette Forager: Welcome ProDeaPat...  
Veeyawn Spoonhammer: I did  
JenzZa Misfit: I dont hear her either  
epredator Potato: feding edge may be my us government incarnation :)  
Belshazaroth Fargis: I think you made that robot.  
Crap Mariner: /me salutes  
Pebbles Hannya: I can hear you can you hear me  
Veeyawn Spoonhammer: :)  
Jade Lily: how is everyone? :)

Say

I also mentioned that a lot of real life companies such as IBM, Cisco, Trend Micro, Nissan and many others which can be found if you follow the links on <http://secondlife.com> use Virtual Worlds to offer cost savings and test marketing.

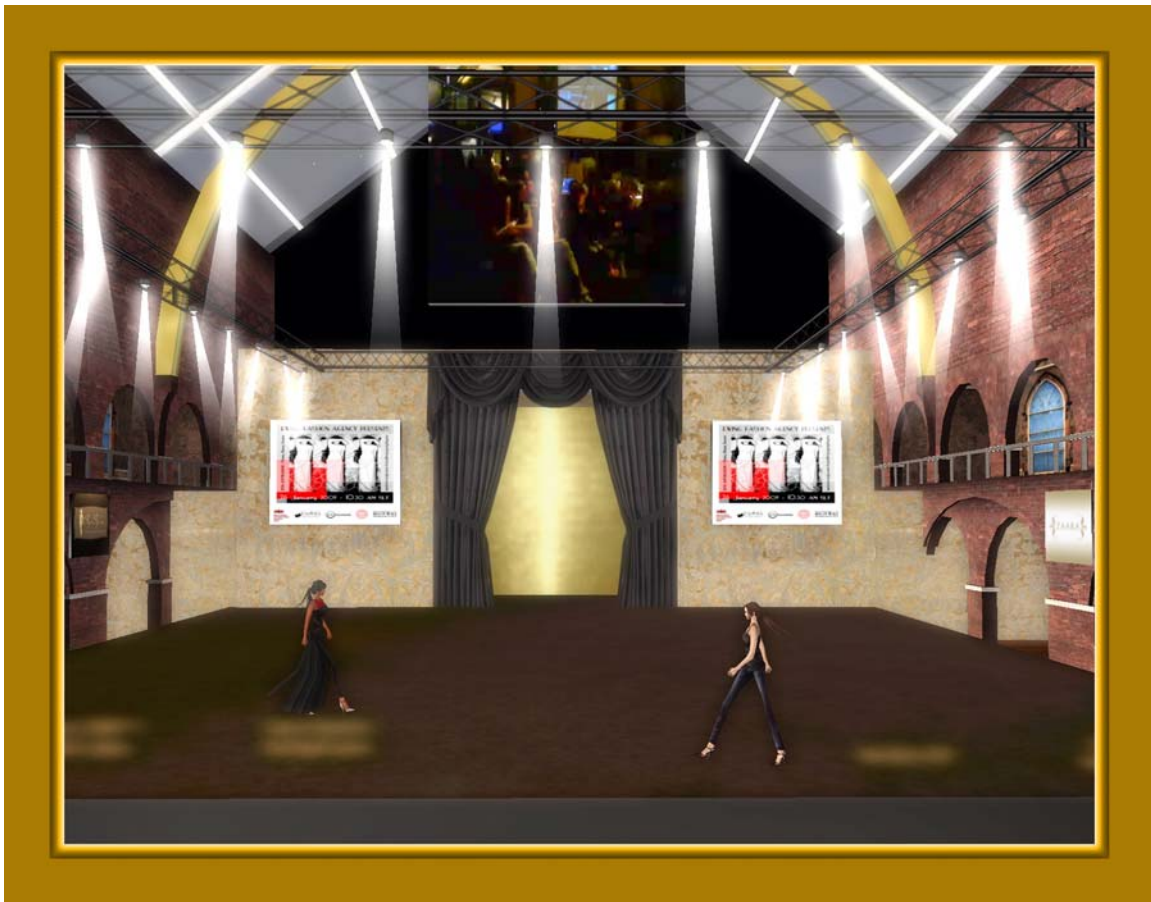


By using such worlds to hold meetings rather than the expense of airfare, hotels and meals are eliminated by allowing the employee to log on to Second Life and meet in avatar form using voice and text to hold meetings.



Companies may place a new car model in virtual form for free and make it modifiable by the end user. These modifications may be the very thing we see on the market when a new line of vehicles are released, of course we can't fly a car in physical life, but for fun some may take the option to fly their car in Second Life. Fashion designers in physical life

may choose to place a virtual outfit for sale in Second life. Based on the numbers you may see that very outfit within a year at your local store. This helps reduce the amount of expenses on material that may otherwise be thrown away further polluting our physical world.



For those who are wary a good book to buy or check out at their local library is Exodus to Virtual Worlds by author Edward Castronova at this link;

<http://search.barnesandnoble.com/Exodus-to-the-Virtual-World/Edward-Castronova/e/9780230607859/?itm=2>

I feel I have outlined my presentation pretty well here and if you need additional links please let me know. Most links regarding Non-Profit, Education and Business are located at the lower right corner of the Second life home page <http://secondlife.com>.

And please when they ask you create your account, tell them CallieDel Boa referred you. I love brownie points. :))



Your Tour Guide: CallieDel Boa