Workshop One: Getting a (Second) Life
This is the first of two workshops intended to guide you through the process of familiarising yourself with Second Life™ and developing the skills you will need to complete assignments for this Unit. The workshops are designed to be used in conjunction with the Quick Start Guide on the Second Life website at: http://secondlife.com/support/quickstart/basic/Quick_Start_Guide

Please work through the workshops online: with both the Quick Start Guide open and logged into Second Life™ so you can toggle between the two. Notice that the green circled numbers are “inspectors”. In other words, you can roll your cursor over them for information. This will be useful as you work through the workshops.

There may seem a fair amount to work through but you can return to the workshops in your own time to practice the skills as much as you need to and keep them handy as a reference as you work in Second Life throughout the Semester. If you have any questions please do not hesitate to ask your tutor for help.

Workshop One is mainly about Second Life™ and your avatar: how to move around, the Second Life™ interface and Inventory. In Workshop Two, you will learn how to interact with other avatars and with objects as well as to edit your own avatar’s appearance and acquire and wear clothes appropriate to the period you are studying. Together, they will help you develop the basic skills you need in Second Life™.

Before you begin Workshop One ensure that you have created your avatar and used the World Map to teleport to The Strand.

A) Moving

1. Step One:
   Second Life (SL). You have already found your way to The Strand and should have found yourself in a small room. There is a footman in front of you who offers you a note card. Click on the note on his tray and he will give you a folder which goes straight into your Inventory (more about the Inventory later). The folder contains A) a note card which welcomes you and relates the rules of The Strand, B) a Land Mark and C) a handy map of The Strand to help you find your way around. While you are here, let’s make a practice land mark (LM) so you know how to do it. Find the “World” menu in the top left corner of your screen. Click it and from the drop down list choose “Land Mark this place”. This opens your Inventory and shows you the LM. Close your Inventory again by clicking the top tab on the right side of the inventory. We will return to the LM later.
2. **Step Two:**
   Quick Start Guide (QSG). Find the green menu on the right hand side of the web page. We will be using some of these pages in the workshops. Open the fourth page “Moving”.
   SL: Find the Move button, as pictured on the web page, at the bottom of your SL screen. Use the walk mode and your arrow keys to walk towards the black door in front of you. As you approach the door, click it to open it. When it opens, walk forwards and through the door. Don’t worry if it takes a while to get used to moving around, it takes a little practice. Practice moving around in the gravelled area. Walk forwards and backwards. Now click on the gates where the dogs are to open them. Walk through them. Keep moving and walk along a street and turn a corner. It doesn’t matter where you go or if you bump into walls to begin with!

3. **Step Three:**
   QSG: When you feel comfortable walking, try flying. Follow the instructions in the QSG to start flying. Control the movement in the same way you did walking.
   SL: Practice flying forward, backward and up and down for a few minutes. When you feel ready, find a clear spot in which to land. Follow the instruction in the QST to stop flying and land.

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**B) Interface and Inventory**

Now that you know how to get around, let’s stop and take a look at two important things: the Second Life™ interface itself and your Inventory. These can be found along the top, bottom and right hand side of your screen.

1. **Step One: The Interface**
   QSG: open the first page of the QSG, the “Interface Overview”. The interface tells you a lot about where you are, where you've been and what is going on around you. It helps you to orient yourself within Second Life™ and navigate around it. In workshop two we will learn how it helps you to make friends and communicate with other people too.

2. **Step Two: The Bottom Bar**
   You’ve already accessed the bottom bar as you learned to walk and fly so let’s see what else if there. It is where, as you already know for example, where you can find the movement controls. Click on the “Move” button to bring up the walking & flying controls.
You can drag ("tear off") this box and keep it open in a convenient spot on your screen, if you like. This is handy, rather than having to click it every time you want to fly.

The camera controls are here too, under the “View” button which can also be dragged around the screen. Experiment with the controls. The left gauge pans the camera up, down and around. The right gauge moves it up, down and sideways in a straight line. You will use these controls a lot so it is a good idea to have it open all the time in the top or lower centre of the screen or, if you prefer, the top or lower left corner.

3. **Step Three: The Top Bar**
   Compare the top bar as shown in the QSG with the one on your own screen. It shows you where you are, gives you information about that location, gives you an easy way to create an LM etc. Note that it also displays an amount in L$ (Linden Dollars). Second Life™ actually has an internal currency system, tied to the US dollar. Your current balance will be L$0. You may need funds later to purchase clothing or other items but your tutor will provide you with them if and as you need them. Do not purchase L$ with your own money! You can search Second Life™ for people, places, groups and classifieds for items for sale.

   One item the QSG does not explain is the clock. In the QSG you will notice “1:22 PM PST”. Second Life™ is owned by Linden Labs, a company in San Francisco and this is a reference to the local time i.e. 1:22 in the afternoon, Pacific Standard Time (US). You don’t need to worry about this but you might like to know that day time in Second Life™ lasts two hours and night time lasts one hour. If it gets so dark to work, you can change the sun setting to “Midday” in the "World" menu at the top of your screen.

4. **Step Four: The Side Bar**
   The series of tabs pictured here is repeated in the Second Life™ interface, down the right hand side of the screen.

   SL: Click on each of the tabs to open it and see what it does. You will find the LM you made in the Places tab, some things in your inventory and take a look at your own avatar’s profile. Write some information about your avatar if you like. You may like to add to your profile through the semester.

   The Inventory tab is very important – it will hold anything you acquire and note cards you write for your assignments. You can create a note card by opening the Inventory tab and clicking the little + sign in the bottom left corner.
Conclusion

Now that you have completed workshop one, you know quite a bit: how to walk, fly, work the camera, create a LM and a note card as well as familiarising yourself with the Second Life™ interface. Having achieved all this you can now feel quite confident about settling into the environment and moving around in it and you will get lots of practice through the semester. You can refer to both this workshop and to the Quick Start Guide as often as you like. In the next workshop, you will learn how to interact with other avatars and with objects.