

Advantages of Second Life

- Free
- Highly adaptable, user created, and users retain intellectual property to their creations
- Visualization – 3 D models
- Social Interaction through dialogue and collaboration
- Informal learning opportunities (foreign language)
- Simulation and experiential learning/Role playing – lived experience
- Ability to establish groups to social network – i.e. communities; Connect to wider world of learners/researchers/professionals
- Economy \$1,000 Lindens = \$4.16 US (business/marketing)
- Virtual job pool
- Quests and problem solving ability (i.e. games)
- Green
- Ability to record chat, voice, video and track data for research purposes
- Language translators available
- Supports PowerPoint, video, audio, graphic images, voice over internet protocol, public chat, private chat, text based information, and an interactive whiteboard
- Ability to remain anonymous
- Level playing field for a wide range of individuals including those with disabilities.
- Greater connectivity and engagement in distance education classes

Disadvantages of Second Life

- Learning Curve
- Time
- High speed Internet connection, a quick microprocessor, and a good video/graphics card
- Technical problems can include slow responses, lag in resizing objects
- Need to continuously update software
- Need for headphones
- Barriers and distractions to learning (sexually explicit content, outsider intrusions)
- Managing inventory
- Unless known in the Physical World there is no real way to check the “true” identity of an individual.
- Obsessive behavior concerning the way an Avatar looks
- Role play- if it becomes serious or obsessive can lead to delusional activity
- Confusion between virtual reality and reality