



# Second Life Basics

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Introduction Class



# Welcome to Second Life!

- Getting Help
- “Slang” and acronyms
- Abiding by the Terms of Service
- Money
- Land
- Inventory and what you can buy
- Events and what to do
- Skills and jobs
- The Forums
- Moderation vs. Addiction



# Getting Help

- The “Linden” surname designates Linden Lab employees (they’ll often be Liaisons)
- “Mentors” are volunteer helpers
- You can always ask for help from a volunteer from the “Live Help” menu
- When chatting, call people by their names
- Use IM for dialogues with other residents when you don’t wish anybody to overhear



# A bit of SL “slang”

- LL stands for Linden Lab; their employees are called “The Lindens”
- SL stands for Second Life, RL for “real life”
- The computers running the virtual world are called **sims** (simulators) and handle a region 256 x 256 metres in size
- One sim can handle 15.000 **prims** (for *primitives* - parts of objects)
- Lag is usually related to how “busy” a sim is - many avatars, many prims, many textures, also network problems
- You’ll move great distances by teleporting between **telehubs** or asking people “for a tp” (teleport)



# Abiding by the Terms of Service

- You can do pretty much what you want in SL, but...
  - “Freedom of expression” does not mean you are entitled to offend/insult others!
- Be aware of the differences between “Mature” zones and PG (*parental guidance*) ones. PG means no nudity, no offensive words, no sexually explicit invitations/conversations



# Money

- Things *have* value in SL - “land” is 3D Content Hosting and is expensive; manufactured items take a lot of time to do
- The weekly stipend: L\$ 50 for Basic, L\$ 500 for Premium (paid Tuesdays)
- Depending on the amount of ratings you had, you can double that amount
- You can get money in events, and by owning land which is visited by your friends
- You can exchange US\$ for L\$ (and vice-versa) at things like <http://www.gamingopenmarket.com/>
- Besides that - you need a job or to become a freelancer! (that’s for another class)



# Land

- New Premium Accounts are able to buy land *once* for as cheap as L\$ 512 for 512 m2
- Land usually costs *much* more - so beware of scams and visit the Land Auctions to have an idea of real land costs!
- Land represents the amount of “CPU power”, “disk space”, and “bandwidth” that you’re allowed to “use”. 512 m2 = 117 prims
- Beyond 512 m2, you have to pay “land usage fees” - we say you have to *increase your tier*



# Inventory and what to buy

- All items (“content”) is provided by residents - some is free, most are paid
- People usually rent shops or stalls in malls and bazaars
- You can look for items on Find | Places
- New items sometimes are announced at the forums; some are available at events
- Also, there is off-line shopping



# Events

- They're the “social life” of SL
- You have discussions, classes, even all sorts of parties - but also contests/ games where you can earn money!
- Attending events is a great way to meet new people, show your skills, get rated



# Skills and Jobs

- You use your own RL skills to create your own jobs! (or convince someone to hire you)
- Building, scripting (programming), clothes designing, texturing, animating - all are RL skills that some do better than others; practice makes perfection; good marketing strategies are also important
- Other skills are not tied so much to RL skills - like real estate agents (“land barons”) or event hosters



# The Forums

- <http://forums.secondlife.com>
- Only remember that perhaps 5% of the population ever reads them!



# Moderation vs. Addiction

- You want to have **fun!** So set your own limits to the amount of time you're willing to spend on SL
- SL *is* addictive for several reasons  
- you have been warned!
- Respect the other's "addiction" as well. SL *is different* for each one!



Thanks for your time :-)

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