

Inside The Virtual World & Beyond Second Life

Discussion created by **Ethan Mings** on 5/17/2009 7:20 AM

[Ethan Mings](#)

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I'm following up on the recent team experience inside second life with Virtualis (sp).

I hope everyone enjoyed that experience and had an opportunity to experience Second Life (SL). It would if people could share some of their experiences here on the forum.

You can also learn more about the concept of Virtual Space and Virtual Life by visiting <http://www.opensimulator.org>. Here you will find a community that continues to explore how to use virtual space to support a wide variety of activities (e.g., business, education, life and volunteer activities)

Finally, a few answers to some questions.

Question: Is there a ToP Facilitation group or facilitation space in SL?

Answer: No. There are some consulting groups in SL that offer facilitation. However, ToP is open and unused space at this time. (An excellent opportunity)

Question: Can you do a card workshop in SL?

Answer: Maybe. I have not seen it done. However, the technology does allow for it. The good news is that all conversations, note cards are tracked and can be stored on your computer for use. Focused Conversation in SL is very simple to operate and requires no additional programming. Workshop method requires a portal screen that is real time to secondary application to take the incoming cards and then portray them in front of the group. Action Planning can be done using the same considerations as Workshop. (FYI, the key is use IM software that allows back room chat, and records script from the "in focus" conversation in real time. You then run any grouping software while gather input from virtual participants)

Question: how secure is Second Life?

Answer: It really depends on how the participant protects their identity. Personally, I have built a "firewall" between my personal and SL identity. I keep the two very far

apart to ensure I don't get a knock on the front door of my house (My most recent client gave up her city location and piece of work information, someone arrived at her door five months later!) I know that Linden is working on the privacy and security issue. It's still has a way to go. This is the one area of weakness for me that really stands out. I am hopeful the open simulator community will address this issue. In the meantime, the three pieces of identification material I keep of the net include a) voice b) personal pictures c) personal/work e-mail addresses.

I look forward to hearing about your experiences in the Virtual World.

In the meantime, have a wonderful day.

Jerry