

Second Life Class Assignment Ideas
Selected & Adapted from ICT Library Ideas
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1. With a partner, pick a discipline area from the list below, and then pick one of the assignment ideas listed under it.
2. Identify an expected learning outcome for the assignment.
3. Come up with an idea for an IL assignment that would help support this learning outcome.

SOCIAL SCIENCES

- Discuss marriage & relationships in-world, including the so-called "Second Life Wife" and cyber-cheating.
- What are some legal issues in SL? Do avatars have rights? Laws of virtual worlds. Intersection with real-world laws.
- SL and disability support groups. Wilde Cunningham is a group of 9 disabled adults in a group home. Live2Give is a group for people living with Cerebral Palsy. Brigadoon is a group for people living with Asperger's and Autism.

BUSINESS

- Explore the business of gaming.
- Discuss the sweatshop issue - is it real? There has been some controversy for a while over the idea that there are game-playing "sweatshops" in developing nations. In these sweatshops, low-paid workers toil at playing MMO-style games making crafts or building up an avatar's value so that the items built or gathered can be sold on the grey market.

ECONOMICS

- Discuss "sharing economies": Notice the emphasis on crafting, building, and sharing immediately upon entrance to SL. How does this emphasis on sharing compare to other areas of life, such as academia or the business world?

HUMANITIES

- Cyberpunk. How does SL illustrate themes common to cyberpunk literature: body modification, technologically-augmented humans, complete immersion in virtual worlds, individualism vs. control by dominant forces (government, corporations), individualism represented by the "hacker mystique".
- Use of foreign language in SL, internationalization in SL.