Libraries in Facebook and Second Life

Demos and Discussion

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What it is
  – Browser-based “social utility” using real identities; easy to use
  – Ad-based business model
  – Originally relationships between “friends”, identified by university affiliation, but now anyone can join & organizations can have pages; can form affinity groups, post photos, write on a “wall” or send a private message, update status
  – Automatically publishes “feeds” of your activities—has created privacy issues regularly because it tends to be an opt-out model

What’s big: gossip, chit-chat, social coordination, fun toys

Library usage
  – Personal library – e.g., booktracker app
  – Ask a librarian – e.g., fblibrarian app
  – Library page – e.g., http://indiana.facebook.com/profile.php?id=6041853741
  – Library search – e.g., http://apps.facebook.com/psulibrary
a library masquerading as a person
a library page
Facebook Key Questions

- how do people clump their life activities? [activity as unit of analysis]
- what library-relevant activity is or will go on there?
- will Facebook become people’s home page or portal?
What it is

– 3D virtual world - using virtual identities (avatars) communicating largely via text or audio chat; can walk, fly, teleport, dance, build, dress, etc.– but there’s a steep learning curve

– Requires 3D Second Life Viewer application installation

– Free to join; pay for land, classifieds, land use fee & currency (Linden dollars) but can sell to other residents and earn money – virtu-real economy

– Stats: http://secondlife.com/whatis/economy_stats.php - most students are NOT there

What’s big: clothes, looks, stores, building things, chit-chat, having sex; other: RL classes, conferences, concerts

Library usage

• Info Island – various libraries -
http://slurl.com/secondlife/Info%20Island/89/122/33

• Whitehorn Library – 19th c. library -
http://slurl.com/secondlife/Caledon%20VictoriaCity/47/201/25
More than 150 colleges in the United States and 13 other countries have a presence in Second Life. … Often it's just one person at a college — a faculty member, librarian, or technology guru — who prods officials to consider Second Life's educational possibilities and inspires others on campus to enter the virtual world.

– Chronicle of Higher Education, 21 September 2007
Second Life Key Questions

- if most students (and faculty) aren’t there, what’s the point?
- will SL ever replace things like Oncourse or Breeze for distance or blended learning?
- will SL-like interfaces ever replace the desktop metaphor or the web browser?

All I want for Christmas is some Linden Dollars…
Links and Resources for Second Life

- Download the Second Life software from here:  http://secondlife.com/
- Listserv for educators in Second Life -  https://lists.secondlife.com/cgi-bin/mailman/listinfo/educators
- SL Library 2.0 blog -  http://infoisland.org/
- SL “in world” events calendar -  http://secondlife.com/events/

Libraryish places to go in Second Life (have to be running SL to use):