

Lesson

Scripting Interactive Environments within Second Life

Learning Objectives

(Note: Prerequisite student level is comfortable navigating Second Life with at least some building experience and an exposure to scripting).

- 1) Students will be able to create a variety of new objects (called prims) in Second Life.
- 2) Student will be able to save objects to an inventory and place objects within the virtual environment with user permissions.
- 3) Students will be able to add coding scripts to objects in order to give them transcendent qualities.
- 4) Students will define the meaning of a Second Life (Virtual World) “holodeck”, and describe its potential use in education.
- 5) Students will identify examples of holodecks already in existence within Second Life and publish coordinates (SLurl)
- 6) Students will describe exactly what is required to build a holodeck in Second Life, including an estimated timeline for its construction.

Readings

Review Prims at the [Unofficial Fool’s Guide to SecondLife](#) (p. 38-40)

Review SL overview in the [Second Life Starter Guide](#)

[Beginner’s Guide to Scripting with LSL](#) (Keep open in window next to SL & follow instructions.)

[Instructables LSL Scripting](#) (Keep open in window next to SL & follow instructions.)

Resources

[Second Life In Education](#) Wiki with many resource links in various categories.

[SL Knowledge Base](#) categories of descriptions in the left hand menu.

[LSL Tutorials](#) both in-world and online.

[SecondLife Forums](#) for direct help in answering questions (Note: must log in to read).

[SLUniverse forum](#) for direct help in answering questions (Note: must join to post).

The official [Second Life Portal](#) for documenting LSL scripts.

The unofficial [LSL Wiki](#) for documenting LSL scripts

[LSL Script Library](#) has many pre-fabricated scripts for free use.

Many people like [Gwyneth](#) have blogs with really cool scripts. Others may be searched for or followed from the links at [Second Life In Education](#) listed above.

[Open Source Holodeck](#) to get started looking at code and to begin building.

[Insidethisworld](#) who may be contacted regarding information about time and cost to hire holodeck builders.

Multimedia

2 Building review tutorials (warning: foul language):

http://www.youtube.com/watch?v=mVSzh_QTE00

<http://www.youtube.com/watch?v=jCACZtFCuw&feature=related>

Brief inspiring video of how cool a holodeck can be:

<http://www.youtube.com/watch?v=naSDKY5Frps&feature=related>

Building in a holodeck (Note: NOT “building a holodeck”):

<http://www.youtube.com/watch?v=J5Sg0215Vds>

Activities

1. [Objectives #1-3]:

(a) Student will select a tutorial and build two medium-difficulty objects of his choice which requires the student to put together at least 6 different pieces and three different textures.

(b) Student will select and set the permissions for the object.

(c) Student will select a different script to apply to each object.

(d) Student will email the slurl location of the objects to the instructor for review.

2. [Objective #4]:

(a) Student will use the provided resources to research the function(s) of a “holodeck” and its potential use in virtual education.

(b) Student will Blog his findings with citation of sources used, and provide 3 additional sources found outside those provided.

3. [Objective #5]:

(a) Student will select the review topic areas and submit them for approval before commencing.

(b) Student will locate, visit, and review 3 holodecks already functioning in SL.

(c) Student will post master table in Blog post or Wiki Page.

4. [Objective #6 **Choice A**]:

(a) Student will use the provided resources to research the steps necessary to create a simple holodeck with 3 scenes.

(b) Student will blog his findings with citation of sources used, and provide 3 additional sources found outside those provided.

5. [Objective #6 **Choice B**]:

(a) Student will use the [open source holodeck](#) script to begin building a functioning holodeck.

(b) Student will use his personal experience to log the steps necessary to create a holodeck, and estimate the amount of time necessary to complete a holodeck with 3 scenes.

Assessment

1. [Objective #1-#3]: Completion-Based Rubric

2. [Objective #4]: Completion-Based Rubric

3. [Objective #5]: Completion-Based Rubric

4. [Objective #6]: Completion-Based Rubric