Purdue Libraries in Second Life

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Over the past year, the team of George Bergstrom, Victoria Thomas, Pam DeBonte, Monica Kirkwood, and Hal Kirkwood spear-headed the Libraries activities in Second Life.

With input from the team, Victoria Thomas built a virtual building for the Libraries. The goal was to provide space for interaction and for virtual collection opportunities.

Approximately 15-20 images are streamed into the Libraries' building. This has been a successful proof of concept for presenting special collections in a virtual environment.

After some consultation with the Envisioning Center we were able to implement a streaming slideshow of images from the Amelia Earhart Collection.

The Libraries Second Life team was approached by a graduate student and professor from the Hospitality & Tourism Department to assist in a unique research project. The project was to simulate the experience of delayed service in a restaurant setting to gather emotional feedback during the dining experience.

Victoria built, with input from the researcher Seontaik Kim and the Libraries' team, a restaurant on the Purdue Island. A substantial amount of work went into the design and creation of the restaurant. We then assisted in acquiring people to participate in the different conditions.

Practice sessions were held to develop and test the scripts and surveys for each condition. Laura Alsop, Julie Hillgrove, Becky Hunt, Laurie Sadler, and Pat Walkup all assisted in the practice sessions.

The simulations were conducted with the Libraries' SL Team assisting as hostess and servers. 90 participants went through 1 of the 3 conditions providing a wealth of survey and transcript data. The researcher and advising professor were extremely satisfied with the results.

Building on the work we have accomplished thus far, we intend to grow the in-world collection of Amelia Earhart images.

Additional projects will be identified as we continue to explore and possibly collaborate with the other Purdue groups involved in Second Life, particularly the Organizational Leadership & Supervision Dept.

Building on the HTM research project, we plan to facilitate additional simulations within the HTM Dept. Also, we are trying to identify information literacy opportunities within Second Life. Recent discussions with Sheila Webber at the University of Sheffield have opened up the possibility of modeling the ACRL Information Literacy Standards in a 3-D format.