

LACUNY Emerging Technologies Committee presents

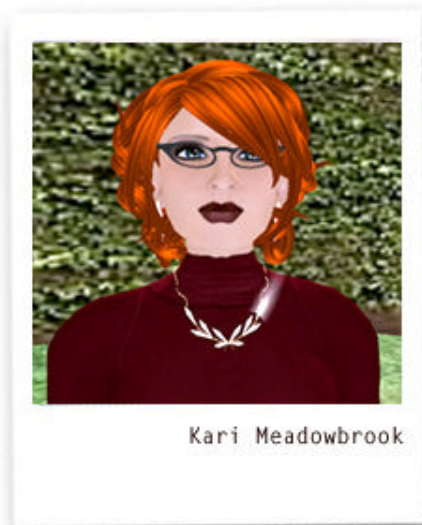
Second Life

An Introduction for CUNY Libraries

Second Life is a 3-dimensional online environment populated by graphical representations (avatars) of over 1 million people.

The virtual environment of Second Life offers the potential for radical changes in the way information and services are provided and also in the way librarians, library users and information interact.

Librarians in Second Life are collaborating with users and sharing resources in new, innovative ways.



Date: Friday, March 2, 2007 2:00-4:00 PM

Location: Graduate Center, Room 6418

Directions: <http://library.gc.cuny.edu/INFO/directions.asp>

Kari Swanson (Kari Meadowbrook in Second Life) will provide an introduction to Second Life, including a demonstration of basic Second Life functionality, and tours of the Second Life Library 2.0 project and the library on the NMC Campus whose design was inspired by the Yale Beinecke Library. See how virtual librarianship is taking on whole new forms.