

Assignment 05: Second Life® Scavenger Hunt
[10 Points]

*Last Updated 3/9/2009
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Due: Monday, March 23, 2009 @ 2pm

Second Life® (SL) is a user-generated 3-D virtual world. While primitive compared to Pro/Engineer, the solid modeling tools in SL allow users to design and create virtual objects, and the creators retain intellectual property rights and ownership over these objects. Other users can then interact with these virtual objects to determine how well they might function if they were built in the real world. SL may one day become an important engineering prototyping tool through which designers will be able to test concepts before any physical components are built.

For a contemporary view of how SL is currently being used for engineering design, education, and communication, please read the following articles: “Real-Life Business in Second Life” in the October 2008 edition of Mechanical Engineering Magazine and “Second Life – A Virtual Universe for Real Engineering” in the October 27, 2007 edition of Design News Magazine.

In this assignment, students should create a free account and an avatar in SL and complete the in-world tutorial explaining how to navigate. Upon tutorial completion, students will perform the following tasks:

- 1) Find two unique sites within the SL universe that are important engineering locations.
- 2) Take a snapshot of their avatar visiting the locations of interest to be included in the submitted assignment.
- 3) Write two brief essays, not to exceed 100 words per essay, illuminating important features of the spots identified and explaining why these sites are important engineering locations.

The following grading rubric items will be utilized.

- A. Snapshots of the avatar visiting locations of interest: 2 points per location, 2 locations total
- B. Author illuminates important engineering features of the spots identified in both essays: 0 – 2 points
- C. Author explains why identified sites are important engineering locations in both essays: 0 – 2 points
- D. Author uses college-level English with proper grammar, spelling, and style: 0 – 2 points

Numerical grading of A, B, C, and D will be assessed based on how well items map to the following scale.

2 – Exceptional, 1 – Adequate, 0 – Inadequate

Essays that exceed 100 words or are less than 75 words will not be graded. The narrative must be double-spaced and printed in 12-point Times New Roman font. Please include the word count in the title portion of your essays. For example:

Second Life® is Better than Any Warcraft Series Game

Word Count: 14

In Second Life® virtual objects can be built as a basis for engineering design.

Notes:

1. You **may not** collaborate with anyone else in finding your locations or developing your essays. Please work independently. Copying, plagiarism, and other forms of academic dishonesty will result in academic sanctions.
2. SL is **not** a highly regulated environment, which brings both benefits and dangers. There are many unsavory places in SL. During your exploration please exercise the same caution and common sense you would use while surfing the Internet or traveling through an unsafe part of town.
3. The ETECH laboratory computers (and, in fact most UNT computers) do not have SL installed on them due to the misconception that SL is a game. To help students complete this assignment, 10 computers in the MEE Undergraduate Teaching Laboratory, UNTDP Room F102A, have SL installed and are available for MEEN 2250 students to use on this assignment.