Chat Room

The Preferred Library Future:

PolyU Library in Second Life

3 August 2009

THE HONG KONG
POLYTECHNIC UNIVERSITY
香港理工大學

Steve O'Connor   (University Librarian)
Mei Li   (Collection Development /Liaison)

包玉剛圖書館
Pao Yue-Kong Library

Powered by SECOND LIFE
Library

Preferred Library Scenario
Wide Consultation in Oct-Dec 2007

Learning Hub – 9 Key Elements

Integral Contribution to University Future

Research Involvement

Print Value

Sustainable Carbon-neutral Library

Social Spaces

Digital Lives

Every-where

Outreach

Avatar Librarians

Virtual Reality

- A multi-user virtual environment (MUVE)
  - -- "MUVE applications incorporate computer graphics, sound simulation, and networks to simulate the experience of real-time interaction between multiple users in a shared three-dimensional virtual world"

    ~ Professor Thomas Funkhouser

- Users as "avatars" (a person in virtual world)
  - -- Each user is represented as an avatar in the shared virtual environment; and
  - -- Multi-user interaction is supported by matching avatar actions to those of the users.

What is *Second Life (SL)?*

- Launched in 2003;
- An online 3D virtual world created by Linden Research Labs;
- Provides an immersive environment for users to play and interact;
- Approximately 15 million accounts as of September 2008 ;
- Every avatar has a name, selected at registration;
- Registration is free for aged 18 above, but need Linden dollars if they want to own land, buy furniture, clothes, etc.

Communication within SL

- Chatting – real time, instant chatting with any one online;
- IM (Instant Messaging) – private conversations between avatars, among members of a group, or even between objects and avatars;
- Voice chatting – among avatars; and
- Non-verbal communication – visual appearance, gestures and animations.

Avatars - Moving Around

- Walking;
- Flying;
- Teleporting – avatars can teleport directly to a specific location;
- Longer distances via 'landmarks' – like 'bookmarks' for websites; and
- Locations identified in the web as SLURLs.

Technical Issues

- Broadband and computer with right graphic card;
- System instability (sever in USA);
- Download of SL software required;
- Beginner's learning curve; and
- SL runs on US West Coast Time (GMT-8)

Educational Use of SL (1)

- Formal teaching

  -- through lectures, tutorials, training, presentations, demonstrations, various class projects;

- Informal education offers more exploration and creativity

  -- student exhibitions, role play, games and virtual quests;

- Research activities, conferences and meetings.

Educational Use of SL (2)

- It is more personal than traditional distance learning methods;

- At least 300 universities around the world teach courses or conduct research in SL;

- Teaching and research in a number of academic disciplines, such as design, computer science, sociology, psychology and education;

- *Info Islands* uses library programming sponsored by the Illinois' Alliance Library System; and

- HK PolyU is the first university in Hong Kong/China to create a virtual campus in SL.

HK PolyU *Second Life* Campus

- Four departments/schools and the Library have a jointly project fund by University

-- School of Hotel and Tourism Management

-- School of Design

-- Applied Social Science

-- Computing

-- Pao Yue-kong Library;

- The project targets a number of programmes and modules which are directly related to over 1000 students;

- To provide a 3D virtual environment to support student learning activities with four functional spaces.

Teaching & Learning

Assessment

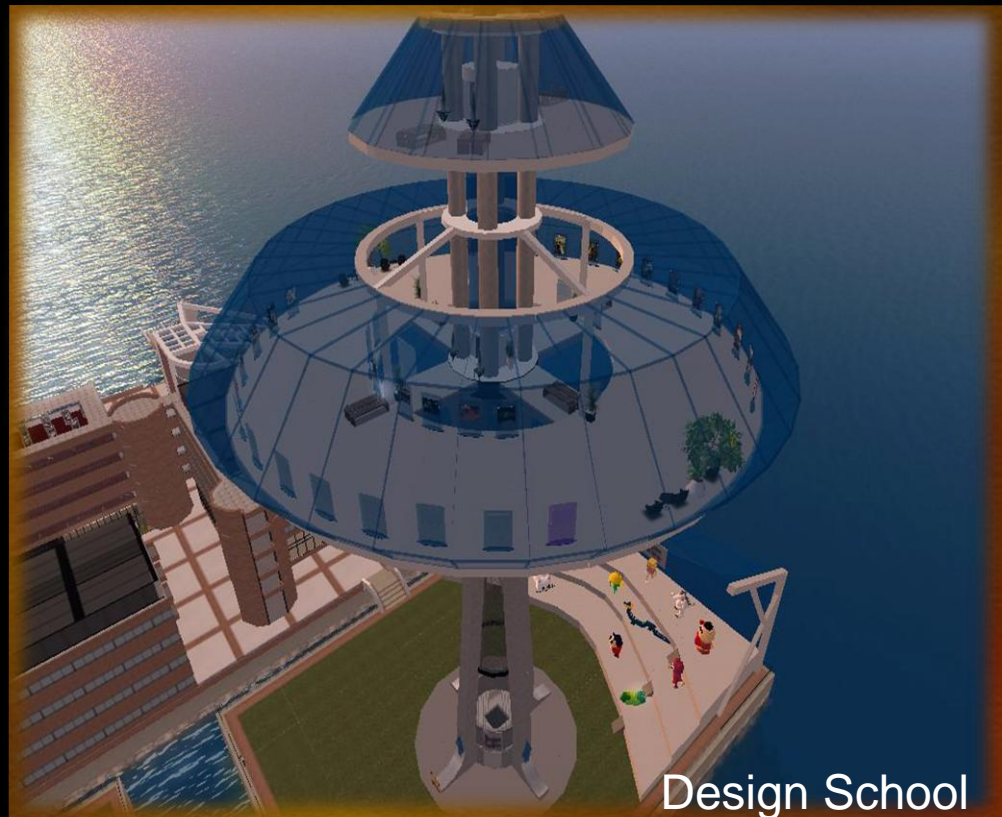Design

Resources

HK PolyU Virtual Campus
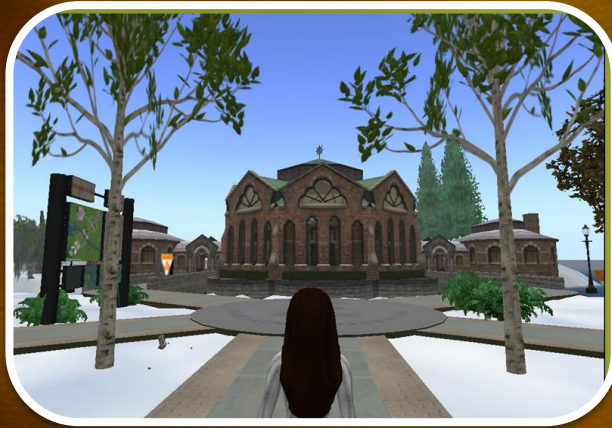

Campus

Hotel

Hotel

Design School

Libraries in SL

- Over 40 islands by November 2007;
- Librarians are active educators in SL;
- *Info Island I and II:* Genealogy Research Centre, Library Gallery, Mystery Manor, Performance Centre, and Science Centre;
- *Cybrary City I and II*; libraries and library schools
- *Infolit iSchool:* offers information literacy programmes;
- *Health Info Island(s);* and
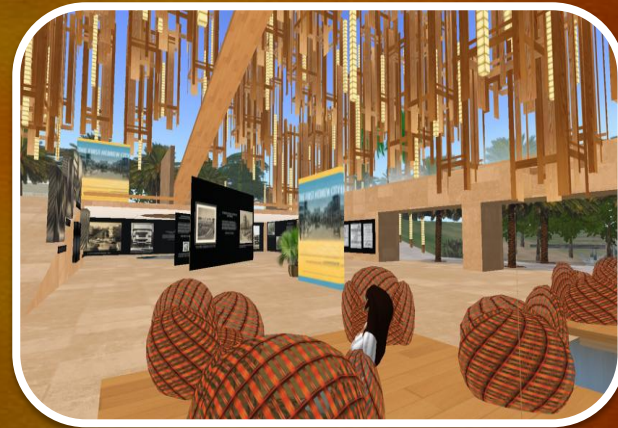- *Eye4You Alliance* (Teen Second Life)

Princeton University Virtual Campus

Chancellor Green Library

Stanford University Library

Stanford University Library

Libraries in SL

Cybrary City

Infolit iSchool
 Dept. of Information
Studies, University of
Sheffield

Info Island

What Can Libraries Do in SL?

- Hosting a number of events and exhibitions;
- Providing information services – dealing with user queries;
- Offering Information Literacy and other training programmes;
- Providing links to digital collections and web pages;
- Librarian networking

-- Virtual World Librarianship courses run by Alliance Library System.

PolyU Library @ SL

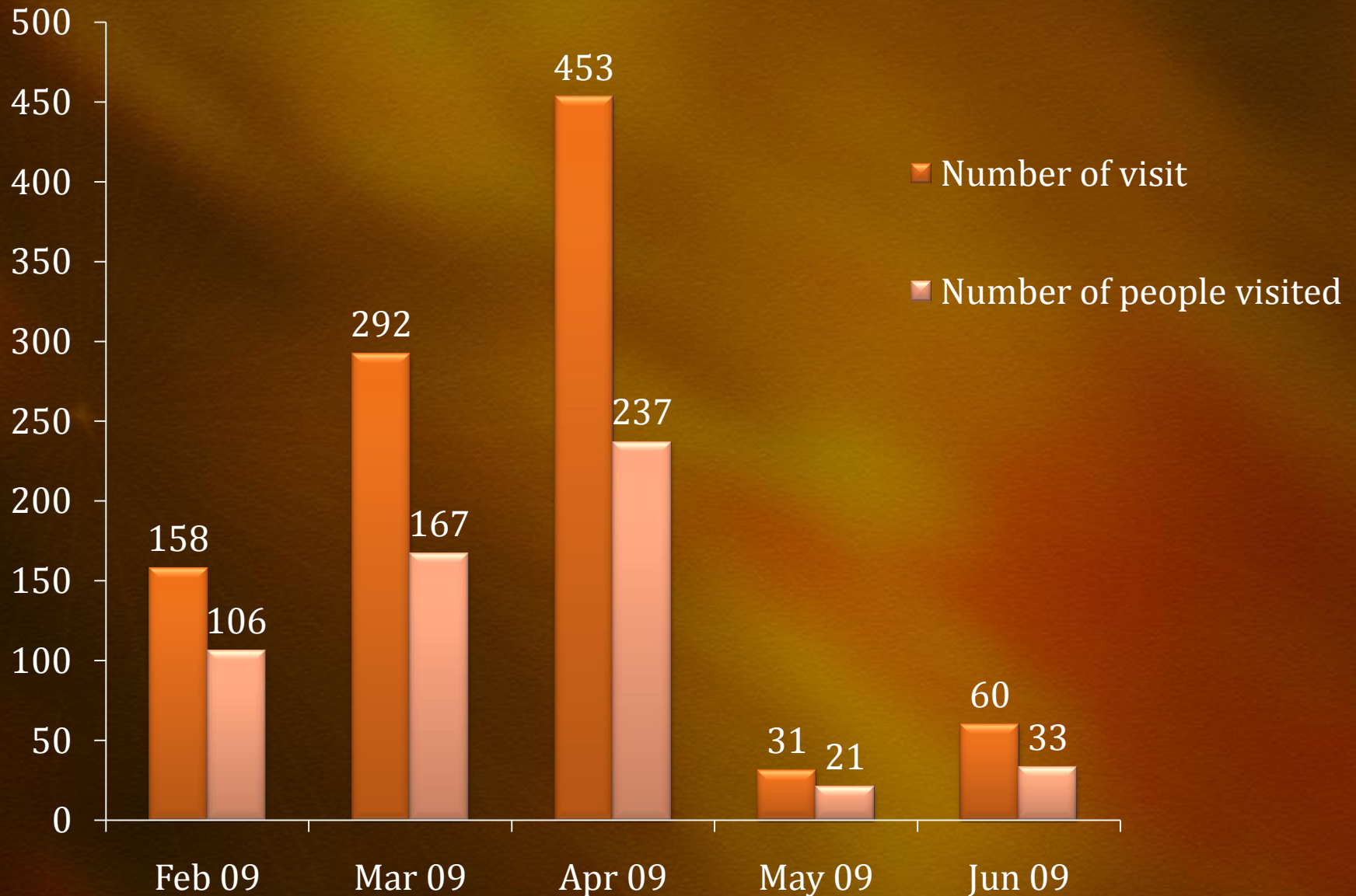Presentation

Access to E-learning Programmes

Exhibition

Reading E-book

PolyU Library @ SL Usage Data

Future Development of PolyU Library in *Second Life*

- Library orientation programmes for new students;
- Students can design their own ideal virtual libraries in SL;
- Reference librarian in SL will provide instant assistance;
- Provide course documents for lecturers who use SL for teaching; and
- Promote library conference, exhibitions and activities

Academic Librarian 2: Singing in the Rain

Conference towards
Future Possibilities

11-12 MARCH 2010 · HONG KONG

- **About the Conference**
- Invitation
- Organizing Committee
- Call for Papers
- Programme
- Keynote & Invited Speakers

ALSR Conference towards Future Possibilities
風 雨 唱 詠   繼 往 開 來
11-12 MARCH 2010 . HONG KONG

About The Conference

Academic Librarians face unprecedented challenges to their role, to how they manage their collections and how they interact professionally with their academic colleagues. They require different professional and personal skills as well as different ways of interacting with their communities, both in the academic, publishing and other vendor communities. In the current context of a global recession, without doubt, it is going to be a future full of challenges and opportunities. What has changed and what needs to change? As suggested by the Conference subtitle "Singing in the Rain", a new generation of academic librarians cannot survive without an optimistic, positive and thoughtful attitude towards the future.

SLACTIONS 2009

RESEARCH CONFERENCE IN THE SECOND LIFE ® WORLD

LIFE, IMAGINATION, AND WORK USING METAVERSE PLATFORMS

Watch Conference V

Local chapters

Belgium – Ghent University

**BELGIUM
GHENT UNIVERSITY**

Hong Kong – Hong Kong Polytechnic University

**HONG KONG
POLYTECHNIC UNIVERSITY**

Israel – HIT/Holon Institute of Technology

**ISRAEL
HIT/HOLON INSTITUTE OF TECHNOLOGY**

The full potential of virtual library needs to be experimented and explored in the coming years...

Please come to visit PolyU Library in *Second Life* @

http://slurl.com/secondlife/HKPolyU%20Campus/77/164/26

Have Fun!

Thank You

[xiè xiè dà jiā]
謝　謝　大　家