Second Life (SL): Basic Instructions for Getting Started
Courtesy of S663: Leveraging Organizational, Community and Political Systems
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How to join for free:
1. go to http://www.secondlife.com **(do not download software until you have joined).**
2. Click **JOIN NOW** on top right corner
3. Register:
   a. Pick name for your avatar. Last names have already been identified by SL so scroll down and pick one of these and then make up your own first name. *Pick an androgenous name!* For examples go to: http://www.yeahbaby.com/article.php?page=79
   b. Obtain password
   c. Compete the demographic section and include your email.
   d. Once completed you will receive email from SL.
   e. Go to your email and activate your account.
4. Now you will be instructed to download and run the SL interface software. This is available at: http://secondlife.com/community/downloads.php
5. The SL icon (a hand) is now on your desktop. Click it in the future to enter SL.
6. From the SL connection page, enter your SL name and password. Click Connect.

How to become a fresh SL user or newbie:
1. At some point in the registration process you were given a choice of several avatars to select for entering SL. Pick any one because their appearance can be changed and you can get new avatars once in SL.
2. You should now be on **Orientation Island** when you connect for the 1st time.
3. Your avatar has landed at the center of Orientation Island.
4. To better understand what you will do now, imagine a wheel with four spokes. The wheel is Orientation Island and each spoke will lead you to a skill set you must learn.
5. You cannot leave Orientation Island until you have mastered the four skill sets. On the upper left hand screen you will see a diagram with the 4 skill sets. The diagram icon for each skill set will darken after you have completed it.
6. The four skill sets are: **Moving, Appearance, Searching and Communicating**.
   a. **Moving**: When you enter the area for Moving you must find the **flight school**. There you will learn to fly, a very helpful maneuver for exploring the numerous simulations in SL. Complete flight school training and go to the next skill set.
   b. **Appearance:** There are plenty of instructions but be sure to copy (you'll learn how) one male and one female avatar body to your **Inventory** (you'll learn about your inventory, it's like a wallet and it will contain important items you use inside SL).
   c. **Communicating:** Here you learn how to use the chat box for typing what you want to speak and what you hear others say. Later you can get a translator to store in your inventory to speak to avatars that speak in different languages (you can also use a microphone for audio communication if you have one plus speakers on your computer. We generally will not be using this feature in our class.)

d. **Searching:** A lot of this section seems devoted to information for finding land to buy, so it may not be of much importance right now. But recognize the **search** tool at the bottom of your screen. It will allow you to find people, events and places. It will be of major importance to you for exploring SL.

7. When you have completed all four skill sets you will receive a key to SL. You can then leave by clicking on the key and exiting to **Help Island**.

8. The exit to Help Island is at the center of our imaginary wheel.

   a. **Recognize:** Besides walking (which can be modified with animations that you can get for free at different SL sims) and flying, you will exit using the 3rd mode of travel which is teleporting.

9. **Important:** Once you leave Orientation Island you cannot return, **UNLESS you pick up an Explorer's Guide, which is located on Help Island. Once you save it in your inventory it is located under a directory called note cards. It contains a URL for returning**.

10. **Now you should be at Help Island:** There are several things you will want to do before leaving. (Also, you will be alerted that you can not return here, but this is not true, if you picked up a file for your note cards directory that is called **Pathfinders Picks**. **)**

    a. Pick up note cards on gestures.
    b. Get an Explorer's Guidebook.
    c. Try to find the Pathfinder's guide. (It may be in the freebie store).
    d. Visit the freebie store and get some free goods you may place in your inventory for later use.
    e. Go to Demo area and look around.
    f. There are a lot of tutorials for building (using prims) and scripting. You can ignore these for now as you will not use them in this class.

11. You should now be ready to leave Help Island. Go to the teleport screen inside Help Island. You will end up at a new sim (island) (where you may not really want to be). Open your inventory, go to note cards and find your explorer guidebook. Pick a place to teleport to from your guidebook and start exploring.

Note: This is a basic instructional guide. Lots more information for fully using SL and enjoying the experience can be found at the SL support portal.