



Chapter Council Presents

Sharing Roundtables

MLA Annual Meeting

Chicago IL

Sunday, May 18, 2008

Final Report Form

Table #1A: Second Life and Health Care Information

Participants:

Holly Burt, NN/LM GMR, Facilitator

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Sarmad Nazemi, Memorial Sloan-Kettering Cancer Center, New York, NY

Julia Shaw-Kokot, University of North Carolina, Chapel Hill, NC

In a brief format, please list topics discussed and ideas shared. Use the back of this sheet or an extra sheet if necessary.

Examples of SL use:

UNC Chapel Hill makes heavy use of SL for Academic Affairs. They bought UNC Island and use it for meetings, courses, and space planning. SL users can see how buildings will look and interact with the virtual spaces before those spaces exist in the real world.

Memorial Sloan-Kettering Cancer Center has begun to use SL for patient education. For example, patients about to undergo surgery can use SL to learn what to expect, how their bodies will change after the operation, etc.

The NN/LM GMR sponsored an award for the development of Health Info Island, which is home to a consumer health library and several other medical library outposts. Read more about the project at

<http://healthinfoisland.blogspot.com/>

General discussion about Info Island

<http://infoisland.org/2007/07/14/info-island-this-week-21/>

UK Second Health has an island and some video demos:

<http://secondhealth.wordpress.com/>

Challenges:

We haven't yet crossed the "tipping point" that would drive significant numbers of new users to Second Life. Even the fastest computers at UNC Chapel Hill require an extra video card to work with Second Life. It would be nice if there were an SL Lite version – not so graphics-intensive.

SL has a high learning curve for non-gamers.

60% of SL users are not long-term users. SL search is not really effective. How much time and how many resources should libraries devote to SL?

How do you make a business case for SL? It depends whether your institution's policy/mission/vision is to be "cutting edge." SL represents a progressive way of thinking about information.

Benefits:

Developing a virtual 3-D environment outside of SL would require a LOT of overhead. SL gives you a running start.

SL Reference:

From a patron perspective, using SL to get an answer to a question seems like a lot of unnecessary effort... learn to navigate, find the library, find a librarian, etc.

Point is to be where the users are - and as SL is used more and more in education, librarians should be there, too.

SL in the future:

SL today is where web tutorial software like Director was a few years ago – high end and complicated. Director evolved into products like the much more user-friendly Camtasia. Perhaps SL will evolve as well to become more palatable to the masses.

SL today is used more for education than for social networking. Could it merge with facebook?

Our SL identities:

Holly Burt is Ssstanvish Locatar

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Julia Shaw-Kokot is Julia Oh