YALSA Board of Directors Meeting
ALA Annual Conference, Anaheim
June 26 – July 2, 2008

Topic: **Second Life Taskforce Recommendations**

Background: **At the 2007 Annual meeting the Board voted to establish a taskforce
                    to "explore the possibility of a YALSA presence in Second Life and
                    report back to the YALSA Board of Directors at Midwinter 2008.
                    Issues to explore include: cost, member interest in and use of Second
                    Life, other ALA Division's (or similar organizations) use of Second
                    Life, possible content and types of participation and relevance to the
                    YALSA mission." Their final report is provided below.**

Action Required: **Discussion**

How the Task Force operated to complete the charge:

Since the Task Force was not fully formed until November 2007, and the results from the
member survey were completed just prior to Midwinter, we were given an extension on the due
date of this report.
Task Force members met in Second Life and exchanged emails to discuss the work of the group.
Then members divided up the responsibilities as outlined in the charge of the Task Force, and
agreed to report findings to the group via email or a shared Google Document until the YALSA
wiki (http://wikis.ala.org/yalsagroups/index.php/Second_Life) was set up.

Results from the findings:

eto r

The American Library Association currently owns an island in Second Life. Task Force members talked with Donovan Vicha, ALA staff member responsible for managing the association's island. He is currently receiving assistance from the staff at San Jose State University (SJSU) Library and Information Science Program to develop content on the island. During the first year of this project, until January 2009, ALA is allowing individual divisions to use a section of the island at no cost. After January 2009, if ALA decides to charge the divisions for use of the land, the division fee would be a percentage of the total $150 monthly fee charged by Linden Lab, the creators of Second Life. The fee covers costs of server maintenance (each island=1 server), upkeep, and storage.

If YALSA chooses to purchase teaching tools, such as a whiteboard, it would cost approximately 150L. This type of item could be placed in a meeting room that is available to all divisions on ALA's island and the cost could also be shared. YALSA members participating in SL would need clothes for their avatar, and one outfit (in addition to the default) would suffice unless they want more. Clothes for avatars can be picked up by individuals as freebies, or made by using free open source programs such as gimp (www.gimp.org). They can also be purchased online (www.onrez.com) for a few US dollars. Additional avatars can be purchased or made as well (for example, a dragon or a bear).

If YALSA opts to purchase their own island, the fee would be roughly $837.50 after the educators' discount. This fee is a one time payment required to 'purchase' the land. The monthly maintenance fees would be $150. It is worthwhile to note that educators are able to purchase land in SL at half price, and the $150 fee represents half of the $300 fee that commercial, or for-profit ventures would be charged.

educal, f

World of Warcraft: 5.3%
None: 55.3%
Other: Runescape
                                      City of Heroes

2. If you are in a virtual world, how have you been involved? Check all that apply:
17 answered. 26 skipped.

Attended a class: 23.5%
Attended a meeting or event: 41.2%
Created an avatar: 76.5%
Led a class, event, or meeting: 17.6%

A meeting with other colleagues: 50%
None: 39.5%

Other: 1) Virtual conference on issues related to teens. 2) only if required. :) 3) bandwidth is hard to come by to log on on a consistent basis! 4) It's not Mac-friendly.

6. What virtual world, if any, would you most recommend YALSA have a presence in?
38 answered. 5 skipped.

Entropia:	0
Gaia Online:	5.3%
Habbo Hotel:	0
Second Life:	26.3%
Teen Second Life:	23.7%
There:	0
Whyville:	0
World of Warcraft:	2.6%
none:	32.4%

Other: 1) ???. 2) Whichever is more important to teens at the time. 3) I have no idea, sorry.

7. Would you like to learn more about virtual worlds so that you might incorporate them into your library programming and services?
38 answered. 5 skipped

Yes:	52.6%
No:	34.2%
N/A:	13.2%

8. If you have any additional comments about YALSA and virtual worlds, please provide them here:

If you create a YALSA Teen Second Life Island then you are serving teens. If you create a Second Life island you are serving librarians. I think it would be cool for YALSA to do both, but having a teen island without an adult island doesn't make the most sense.

I think that virtual worlds are there to get us "out" of real world concerns, and the more the real world intrudes, the less it becomes excitingly virtual.

I think YALSA should focus on the real world first and get the nuts and bolts fixed, such as making sure that the website is updated regularly.

I've worked with LOTS and LOTS of teens these past 7 years, and I have yet to meet more than one who has ever participated in a virtual world on a regular basis. Now, if we're talking "young adults" as in college students and/or twenty-somethings, then yeah, they're in

think it'd be a waste of time for me, as a teen librarian, to put any effort into reaching teens in the virtual realm (as described in this survey).

I really don't get these, and I currently only hear librarians talking about them. My teens don't ask

resources such as inworld calendars or web sites and RSS feeds related to 'real life' programs. ALA has been working with SJSU School of Library and Information Science department to construct a presence within SL and is interested in other divisions sharing the space for meetings, conferences, and more.

ALA would like to provide training for those interested in becoming involved. Donavan was formally with the Reference and User Services Association (RUSA) and the Association of Specialized and Cooperative Library Agencies (ASCLA) and began his involvement with SL during his tenure with those organizations. His current plans for developing ALA's space include adding informational kiosks for RUSA AND ASCLA. wiki: http://tinyurl.com/37fhwy. (Donavan's PPT presentation can be found toward the bottom of the wiki).

American Association of School Librarians (AASL).

ELVEN assists preK-12 educators and librarians to envision, construct, and use engaging virtual learning environments. They frequently hold professional development workshops within Second Life.
http://elveninstitute.org/

Global Kids (GK). Contact: Barry Joseph. SL: Globalkids Bixby

Second Life and mostly Teen Second Life is part of their online leadership program used to promote global awareness and youth civic engagement. Their 'office space' in Second Life is used to show what they do in Teen Second Life such as having comic books they have produced from their programs. They have held job fairs and given presentations from their office space as well.
www.holymeatballs.org

International Society for Technology in Education (ISTE). Contact: Jennifer Ragan-Fore. SL: Kittygloom Cassady

ISTE rented land in 2006 to test drive SL without making a major commitment. By 2008, about 75% of participants in ISTE's SL activities are also ISTE members and 10% of all members are involved in SL. Commitment to weekly events and virtual office hours staffed consistently to help those new to the environment are two factors which they attribute to their success in SL. 'Open socials' used for career networking have been a draw to the island. The interaction with the membership also provides ISTE staff with 'mini focus groups' and a level of communication not possible at their annual conferences. Ms. Ragan-Fore feels the quality of social interaction is better than a chat room or listserv. Synchronous communication and use of avatars deepens the interaction as well. Ms. Ragan-Fore pointed out the overlap in membership with YALSA and the possibilities of working together on projects in SL.
www.iste.org/secondlife

Lighthouse Learning. Contact: Kathy Schrock. SL: Kathy Dryburgh

Ms. Schrock's project provides continuing education for teachers in SL. She does not feel there is a steep learning curve with SL if one takes time to go through the full range of lessons on Orientation Island, which is the point of entry for SL newcomers. She also feels the online 'knowledge base' has sufficient step by step instructions to guide users. Ms. Schrock feels that SL is one of no-cost options for synchronous communications. There are four school districts involved in the Lighthouse Learning project which offer professional development sessions for all SL residents, thus collaborating with educators around the world.
http://nausetschools.org/lighthouselearning/

Recommendations for YALSA's Presence in Second Life:

Given the five following tenets:

1) YALSA membership did not respond in large numbers to the online survey, and those who