

Developing a Virtual Community: Co-Creating a 3D Library Learning Commons in *Second Life*

PROJECT GOALS

- Develop and maintain an online library in *Second Life*
- Explore new possibilities for information literacy instruction
- Expose librarians to teaching and learning in a 3D environment

COLLABORATIONS AND SUPPORT

Suzanne Aurilio (SL: Aurili Oh), People, Information and Communication Technologies program

and

Cathy Arreguin (SL: Mari Asturias), SDSU College of Ed, made the project possible through:

- Funding for *Second Life* environment
- Training workshops
- Donated library building
- In-depth mentoring



THE SDSU LIBRARY IN *SECOND LIFE*

- Located on the island of Meadowbrook
- Next door to the SDSU Faculty & Staff Beach Club
- Across the island from the SDSU EDTEC Virtual Campus



INFORMATION LITERACY

- In-world tutorials
- Research Tips Board
- Contact a librarian
- Links to “real-world” library resources



