Virtual Worlds & Health Environments in Second Life®

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Created and released by Linden Lab in 2003, Second Life® has become a well-known 3-D real-time virtual environment and social network that has over a million residents and is rapidly increasing in popularity as a teaching and collaborative research tool. Universities are now offering courses (and entire post-graduate degree programs) exclusively within the Second Life® environment. Researchers are finding this environment, without the constraints of the physical world, to enhance collaboration and speed discovery. This multi-media talk will include speakers presenting from the classroom as well as from within the Second Life® environment. Speakers will show a variety of successful programs to include teaching, research collaboration, retail and public education environments.

Virtual Palomar West: Hospital of the Future (2011)
- Visitor wearing RFID bracelet, taking tour of the facility.
- http://www.virtualpalomarwest.org
- SLURL: http://slurl.com/secondlife/PalomarWest%20Hospital/33/127/34/
  or tiny URL: http://tinyurl.com/ahu8mb

Second Health London, Imperial College /NPL
- http://secondhealth.wordpress.com

IBM Research: The Rhodospin Membrane Protein
- Protein motion simulated on the Blue Gene supercomputer at IBM's T. J. Watson Research Center. Read more:
  - http://tinyurl.com/crcr6o

Virtual Hallucinations & Mass Prophylaxis Clinic Training
- Davis Island & Prophylaxis Island (Private)

Machinima Institute Island
SLURL: http://slurl.com/secondlife/Machinima%20Institute/218/114/23

Alliance Library System: reference area
Free Account with Second Life: http://www.secondlife.com