**Pontificia Universidad Javeriana**

**Licenciatura en Lenguas Modernas**

**Pedagogía y Didáctica 1**

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**BITACORA #2**

Second life experience

I considered myself as a gamer, so I must say that I am familiar with the second life experience. However, the second life experience that we have in classes was different because it was not aimed to gaming but to educate and get involved in a world that is quite different from video games. As it was more academic I saw it as a chance to learn and, actually, as an opportunity to explore new perspective of second life activities. Nevertheless, I faced different challenges when dealing with second life software.

In one hand, I had some obstacles when using SL in the beginning. First of all, it was a new world for me in the sense that I didn’t know second life software. The first challenge: chose your avatar. This can be sally for some people, but I tried to chose something that was kind of a reflection of either what I am or what I like; hence, I changed my avatar like three times. Second, selecting the cloths. It was funny to see that you actually try really hard to make your avatar looks good and, again, to reflect a part of you. This part was a little bit confusing because, in order to change your avatar’s cloths, you need check the tutorial about changing your avatar cloth that the teacher gave us. In this part I expend like 30 minutes because there is too many cloth you can chose from; so, the more you look for cloths, the more time you spend deciding what to put on my avatar. Finally, even if it I a little bit difficult to believe, I had troubles with the movement mechanics; they were different from the “games” I use to play; hence, I spent like 10 minutes getting used to the new way of moving my avatar. ☹

On the other hand, I really found second life really interesting. It was a new way of travelling using the internet. It is not like surfing in the website, it more dynamic and didactic. You interact with other people in the process. Also, the idea of chatting, asking for help or directions, even insulting, if you want, is different from web surfing.

Besides, the idea of actually going to a place that exists in real life was kind of new for me. There were not mystical places or places that you can only imagine in video games, but places where if you something there it can be reflected in the real world, like asking for a phone number or even asking for courses, in the case of “SENA Virtual”. To see how people use SL to make people try their products before releasing them in the real world was fascinating. There are so many different ways to use SL

José,

I find a number of interesting ideas here, hope you can be in the whole activity next time, we will work on this again.

4.0/5.0

Harold