

Second Life on a Mobile Phone

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Abstract

Second Life™ is a multi-user virtual world which provides a three dimensional space shared by a number of avatars. They interact with their environment and one another through instant messaging as well as voice communications. The Inter-life project is developing a private island on Second Life to provide an educational research space aimed at finding ways to aid young people in developing social skills and navigating difficult transitions in their lives [1]. On this private island, the number of avatars in world at any given time may be small. This could make going in-world uninviting and thus overall interest reduces.

The objective of this project was to change this by allowing a user to see who was in-world using a mobile phone application. This project aimed at developing a mobile phone application which would display a map of the Inter-life Island and indicate the current location of users online. The mobile platform of choice was an HTC 7 Trophy Windows Phone device running a Release Candidate version of Microsoft's Windows Phone 7.5 operating system code named "Mango".

Methodology involved determining the requirements of the application, analysing the components needed, designing the system, implementation of software code and testing the application to eliminate errors.

The most significant achievements in this project included, creating a log-in user interface, the map interface and features for showing the information of avatars online as well as plotting their location on the Inter-life Island map. A basic version of Twitter was also developed (Twittledoo) and incorporated within the main Inter-life application for sending messages.