

**CMSI / PSYC 398-01**  
**INTRODUCTION TO VIRTUAL WORLDS**  
Spring 2009

## **Midterm Review Sheet**

The midterm will take place as scheduled, on February 24. It will be open everything: book, notes, hand-outs, and computer. You may use either your own computer or one of the classroom computers. This guide should help you to prepare for the midterm properly.

### **Time and Scope**

The midterm will take up the latter half of the February 24 class session, with the first half devoted to guest speaker Sherry Hall. Her talk will be about business, ownership, and entrepreneurship in Second Life; key ideas in this talk will be fair game for the midterm.

### **Covered Material**

The midterm covers the following areas. Note how, since the exam is written, questions having to do with skills will test not only your knowledge of the skills themselves but your ability to *talk about* these skills, using proper terminology and giving precise instructions:

- History and background of virtual worlds, leading up to Second Life
- Basic avatar skills — appearance (especially customization), movement (including navigation, search, and teleportation), and communication (instant messages, local chat, voice chat)
- Basic building skills — creating primitives, positioning/rotating/scaling, assorted customizations and attributes
- Basic money skills — acquiring and spending L\$, and monitoring L\$ transactions
- Readings — “Where am I?” by Daniel Dennett, and *Ender’s Game* by Orson Scott Card, up to Chapter 13 (“Valentine”)

### **Sample Tasks and Questions**

The following represent the types of questions or tasks that you may be asked to accomplish:

- Provide some facts, information items, or term definitions relating to virtual worlds
- Explain a concept relating to one of the basic avatar skills
- Discuss a concept relating to one of the basic avatar skills across domains, including how that concept is implemented in Second Life, how that concept is implemented in other types of software, and how that concept translates, if applicable, to real life
- Explain how to perform certain basic actions in Second Life
- Explain how a general task, such as “find a particular object” or “ask another user a question,” can be performed in Second Life using specific commands or activities
- Describe how certain types of objects can be built in Second Life (i.e., what primitives are needed, how they must be customized, etc.)
- Critique, discuss, or explain some concept in one of the course readings