

Instructions for Visiting SIETAR Intercultural Learning Center in Second Life

If you already have a **Second Life** account, please go to **STEP 5**. Otherwise follow these steps:

STEP 1

Please go to <https://join.secondlife.com/> and fill in your details in the registration form to obtain a Second Life Account.

Think about a first name for your avatar and choose your second name from the list.

After filling in all your data, you need to activate your account by clicking on the link in the confirmation email you have received.

**Creating and accessing a Second Life account is completely free. You are not obliged to give your credit card information at any time.*

STEP 2

Download the Second Life client and once the download is finished, run the installation.

STEP 3

After successful installation, start the Second Life client and fill in your avatar name, your password and **connect**. Welcome to Second Life!

STEP 4

First you will arrive in the **Second Life Orientation Island**. Here you will find general instructions on how to use Second Life. A *Quickstart* document is also available at http://static-secondlife-com.s3.amazonaws.com/downloads/Second_Life_Quickstart.pdf that you might want to print off and have in front of you as you begin your visit to Second Life.

Once you are ready to go to the **SIETAR Intercultural Learning Space** area continue with step 5.

STEP 5

1. Click on the **Search** button on the bottom part of the Second Life Client.
2. Choose the tab **Places**
3. Type **bluepill** in the empty field.
4. Press the **Search** button.
5. Select **bluepill** from the result.
6. Click on the **Teleport** button.

STEP 6

Once you are on the Bluepill Island, look for the **SIETAR Intercultural Learning Space** next to the main Bluepill Map and click to teleport. Welcome! You are now ready to have a go at the 20 different intercultural games available for you to play.

Read the panels inside the building to complete the exercises. Your score is calculated automatically.