

Chapter 10 links

Second Life is an online virtual world developed by Linden Labs. Second Life users, called residents, can interact with each other through avatars. Residents can explore the world, meet other residents, socialise, participate in individual and group activities and create and trade virtual property and services with one another.

<http://secondlife.com>.

Sqwishland is an online virtual world aimed at children. Sqwishland allows children to create an avatar, explore the world, meet other children across the world, take care of their own pet Sqwishlander and engage in quests and games.

www.sqwishland.com.

An extensive listing of other virtual worlds defined as having the following traits: a massively multiplayer online game (MMORPG); renders in 3D; allows for multiple types of activities, primarily non-competitive social ones.

<http://arianeb.com/more3Dworlds.htm>.

Journal links

Journal of Virtual Worlds Research

<http://jvwresearch.org>.

Journal of Gaming and Virtual Worlds

www.intellectbooks.co.uk/journals/view-journal,id=164.

Computer Animation and Virtual Worlds

[http://onlinelibrary.wiley.com/journal/10.1002/\(ISSN\)1546-427X](http://onlinelibrary.wiley.com/journal/10.1002/(ISSN)1546-427X).

Journal of Virtual Worlds and Education

www.jvwe.org.

The Metaverse Journal

www.metaversejournal.com.