

PHL 201 Introduction to Philosophy: Philosophical Problems - Hybrid
 Bill Noonan - for distribution at September 27, 2012 orientation in class

Date	Second Life
By Oct 11	Get a FREE Second Life account http://secondlife.com/ and go through orientation. Set up your avatar. IMPORTANT: Please write down/remember the name of your avatar and your Second Life password. Bring that information to class on October 11.
On Oct 11 Class meets in Room3.103	<ol style="list-style-type: none"> 1) Send a message Ruby Sol for group membership and teleport to the community college island. 2) Add Ruby Sol and your classmates to your contact/friends list 3) Create a landmark on the island so you can get back easily 4) Practice walking/flying and orient yourself to the island 5) Practice communicating via voice, text and IM 6) Look at your inventory. Find out what is in there and how to add it to your avatar 7) Change your hair and appearance as you like 8) Learn to use environmental settings to change daylight levels 9) Get a toga and flight band (for high altitude) for your avatar 10) Learn the location of transport point for Plato's Cave for October 16 11) If you have time: visit other sites in Second Life related to philosophy (use the search function and teleport). Then send Bill Noonan wnoonan@gorge.net a postcard. Here is a link to a tutorial about how to send postcards: http://www.youtube.com/watch?v=iFzbvZc1BX4
Meeting online Oct 16	<p>You can join the class online from any location. Also, you are welcome to use a computer in 3.103 on The Dalles campus. Meet in Second Life at the entrance to Plato's Cave Discussion of the allegory of the cave with instructor Watch video in cave, take exit quiz Exit cave Watch video in amphitheatre about how to work at each station in the garden</p>

Second Life is installed in the library lab (although not every station has a headset with microphone) on The Dalles campus.