

ISLAND QUEST

Queen's University Faculty of Education

INTRODUCTION

Welcome to the Faculty of Education's Island in Second Life. Island Quest is a series of tasks designed to acquaint you with our island and familiarize you with the basics of using Second Life and working with an avatar. By navigating through Island Quest, new users will have the opportunity to see what the Faculty of Education Island has to offer. Island Quest is intended for "new" avatars and their owners. Please follow the steps below in your "Quest"; we hope you will have some fun along the way!

You will see an "IQ" post at every stop on your Island Quest; each of them will provide you with information on a notecard specific to the task in that area of the Island, and with a teleport button, that will take you to the next stop on your Quest.

PRE-REQUISITES

- Make sure that you have downloaded the latest version of the Second Life client software.
- You will need your own Avatar for this Quest.
- You will need to be logged in to Second Life.

You may want to download the following PDF files to help you with your Quest. You will find them at:

http://educ.queensu.ca/e-services/it/second_life/start/tutorials/facofed.shtml

- How to Create a Second Life Avatar
- Island Quest Instructions
- Quick Start Guide for Second Life

GLOSSARY

Some commonly used terms in this document are noted below. For further details about using Second Life please refer to the Second Life Quick Start Guide mentioned above.

- Click ... use your left mouse button
- Right-click ... click with the right mouse button (Mac users with a one-button mouse need to press the Control key while clicking)
- Touch ... right-click with your mouse
- Teleport ... click on the "T" icon on the bottom of the "IQ" posts
- Notecard ... see hints in section B and D below.
- Inventory ... see hints in section C below.
- How to "wear the T-Shirt" ... see hints in section F below.

A) GETTING STARTED

Once you have logged in to Second Life, you will need to teleport to the Faculty of Education Island.

Hint: To find the island, click on the Map icon on the bottom of your screen. Look for the empty box beside the *Search* button. Type in *Queens Education Faculty* and click on the “Search” button. The Search Results should show “Queens Education Faculty”; click on it if it isn’t selected. Now you can click on the *Teleport* button to go directly to the island.

Once on the island, you need to find a nearby blue and white *Island Quest* post. It has large letters “IQ” on top. Please walk to the post that has “IQ – A” on it; it is beside the large Directory sign, near the center of the Island. It should be close to where you land when you teleport to the Island. You may need to walk closer to see it well. This post, and others like it on the Island, will be referred to as the “IQ” posts.

You will see an “IQ” post at every stop on your Island Quest; each of them will provide you with information on a notecard and a teleport button specific to the task in that area of the Island.

When you are ready, you can teleport to the Tower for the first part of your Island Quest.

Hint: To teleport, right-click (control + click if using a one-button mouse on a Mac) on the teleport (“T”) icon on the IQ post.

When you get to the Tower, click on the “i” (short for “info”) icon on the middle part of the IQ post to receive a notecard with your first instructions.

Hint: Click on “Keep” to accept the note containing your instructions for this part of the Quest. Read the notes, and when you are done with them click on the “Keep” again to put the instructions in your inventory.

PLEASE NOTE: The remaining information that you need for this Island Quest is included in this document for your convenience, but you will also get these instructions for each part of the Quest when you click on the “i” (info) button at each IQ post along the way.

THE ISLAND QUEST BEGINS

B) TOWER POWER – The Tower

Follow the directions on the notecard for the steps in this part of the Quest.

1. Walk inside the tower.
2. On the ground floor, there is a sign that states, “Whatever you do, please don’t touch the wall.” We dare you to “touch” the wall! Do you feel better?

3. If you are feeling even more adventurous, climb the stairs and view and/or touch the ropes. Oh before we forget, watch out for the trap door on the top floor! Click on it for that "sinking feeling".
4. Walk out of the Tower.
5. Right-click the IQ - B post teleport button to go to the next location for your Quest.
6. When you get to the next part of the Quest, click on the "i" (short for "info") icon on the middle part of the IQ post to receive your next instructions.

C) MULTIMEDIA VIEWING – Akwe:kon Theatre

Follow the directions on the notecard for the steps in this part of the Quest.

1. Walk inside the Akwe:kon room and sit down on one of the seats in front of the screen. (Hint: sit by right-clicking on a seat area and select "Sit here".)
2. Touch the "Play Movie" button on your tool bar. (Look for the sign near the screen to see what the button looks like.) Sit back, relax and enjoy the video!
3. When the video is finished walk outside to the IQ post again.
4. Right-click the IQ - C post teleport button to go to the next location for your Quest. (If you end up still "flying" when you get there, you may need to click on the "Stop Flying" button to land there.)
5. When you get to the next part of the Quest, click on the "i" (short for "info") icon on the middle part of the IQ post to receive your next instructions.

Hint: As you are collecting notes on your Quest they are being archived and saved in your inventory. Click on the *Inventory* button at the bottom of your screen to see that you have all of your notes for easy access, under the *My Inventory* folder in the *Notecards* folder. (Click on the folder to see a list of what is inside it.) You can double-click on a notecard at any time to read its contents.

D) FLYING LESSONS – The Floating Pod

Now you are up on the floating space pod – that's right – a floating space pod. Follow the directions on the notecard for the steps in this part of the Quest.

1. Look in the aquarium and see how many fish you can find. Create a notecard and record on it the number of fish you saw. Put your notecard in the drop box.

Hint: You can easily create a notecard by following these steps:

- a) Right-click on the Notecards folder in your Inventory. Select *New Note*.
- b) You will see a new note in your list, called "New Note" and you should rename it appropriately. (Right-click on the "New Note" and select Rename. Give your note a new name.)
- c) Now you can double-click on the renamed note to edit it. Type in whatever you wish to put in your note, and click on *Save*.

d) To add your note to the drop box, you can just drag it from your inventory list onto the Drop Box. That's all there is to it!

2. After depositing your notecard, right-click on the teleport button on the IQ – D post, or, if you feel like sky diving, you can just walk off the floating pod and you will fall back to the central area of the Island again.

Hint: Falling from great heights will not mean a trip to emergency! If you don't land gracefully, just dust yourself off and start walking again!

3. If you took part in the sky diving, you will land back on the Island; you will then need to walk to the nearest Directory Board; check which direction to walk (or teleport) to get to Duncan McArthur Hall. Walk in that direction and look for the next post, IQ - E. If you choose to teleport, you will go directly to the IQ - E post.
4. When you get the IQ – E post, click on the “i” (short for “info”) icon on the middle part of the IQ post to receive your next instructions.

E) ART TOUR – Duncan McArthur Hall Art Gallery

Now you should be at Duncan McArthur Hall, near the IQ –E post. Follow the directions on the notecard for the steps in this part of the Quest.

1. Locate the art gallery near the IQ – E post; take a walk around; sit on a bench and admire the art work if you like.
2. Create your own notecard where you can comment about what you have seen on the island; drag it into the Drop Box. (See the hint about notecards in your IQ - D notecard, if you need a reminder how to do this.)
3. Right-click on the teleport button on the IQ - E to go to the next location for your Quest.
4. When you get to the next part of the Quest, click on the “i” (short for “info”) icon on the middle part of the IQ post to receive your next instructions.

Hint: Clicking on the Teleport button will take you directly to the Olympic Harbour to find out how to get a free t-shirt!

F) COMMUNICATE WITH US AND BEGIN THE TRANSITION TO REAL LIFE – Olympic Harbour

Now that you are in the Olympic Harbour area, follow the directions on the notecard for the steps in this part of the Quest.

1. So here we are at Olympic Harbour and nearing the end of the *Island Quest*. What are your thoughts thus far? In terms of pedagogy, can you think of any possible classroom extensions using either Second Life or a navigational lesson like *Island*

Quest? Look inside the nearby Village building to find the Comment box. Enjoy the sunlight coming through the windows (unless of course it is evening and the sun has gone down!)

Hint: Click on 'World' in your top toolbar; at the bottom is 'Environment Settings' which allows you to choose time of day.

2. Look for the Drop Box inside the building, and then create a notecard with one way you could incorporate a Second Life component like Island Quest (or maybe something completely different) into your curriculum. Touch the Drop Box inside the building and put your notecard there.

THE END – FINALLY, A FREE QUEEN’S T-SHIRT!!

3. Look around further for the T-Shirt giver near the Drop Box.
4. Click on it to receive your free virtual Queen's T-shirt.

Hint: To wear your new T-shirt, click on your Inventory button and look for My Inventory folder and the Clothing folder. Look for the Queen’s T-shirt; right-click on it and choose *Wear*.

5. You can now go back to the center part of the Island where you started this Quest; right-click on the IQ - F post teleport button. Or, if you are finished with the Island exploration and you wish to leave Second Life, you can go to the FILE menu and choose QUIT.

Thank you for participating in *Island Quest*! FEEL FREE TO VISIT THE ISLAND AGAIN.

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