

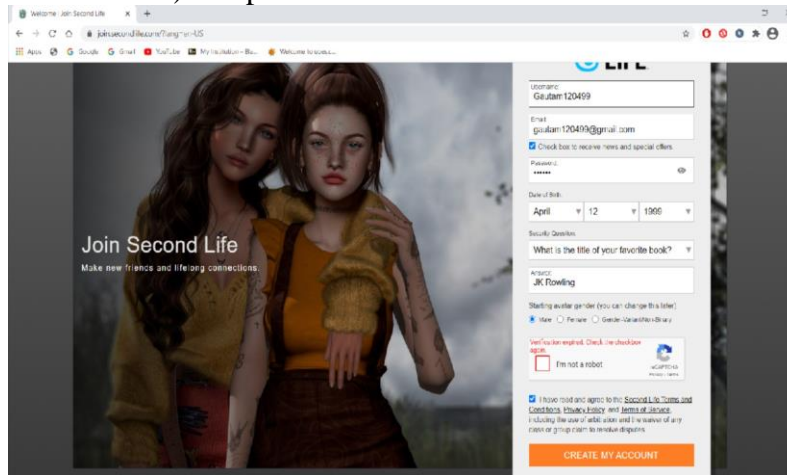
Assignment 1

Social Analytics

Geeting started with SECONDLIFE

GAUTAM SACHDEVA

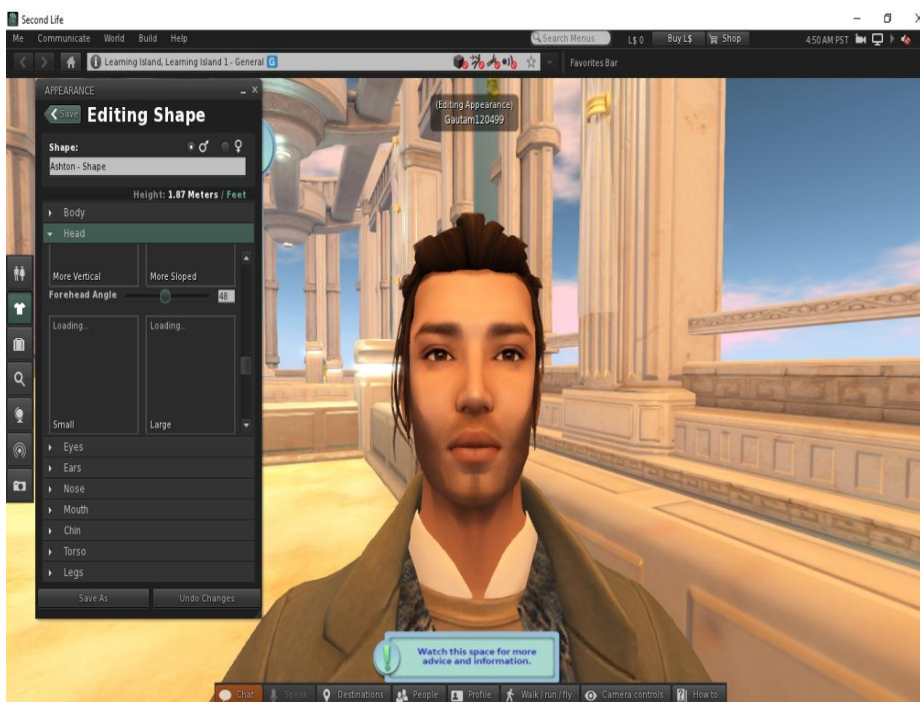
1. To begin with first I went to the “secondlife.com” and created a free account there with a unique username (Gautam120499) and password.



2. Next I downloaded the product and installed it accepting all the terms and conditions.
3. Entering the game, first screen which appeared was an introductory screen (more as of a learning platform, to get familiar with the surroundings).
4. I also was able to define my avatar according to me, with the help of editing menus provided on the left side of window pane.



5. I selected the base character and edited the specifications of face including the eyes, head, ears, and other particulars.



6. After getting done with this, I witnessed a number of tasks which taught me new skills.

TASK 1:-

This task was specified to train the character to move around using AWSD or the keyboard arrow keys.



TASK 2:-

This task teaches how to jump. When I pressed “PAGE-UP” key or “E” the character jumped from one platform to another. I was made to jump on the gaps in path and was asked to repeat the task in case of any casualty.

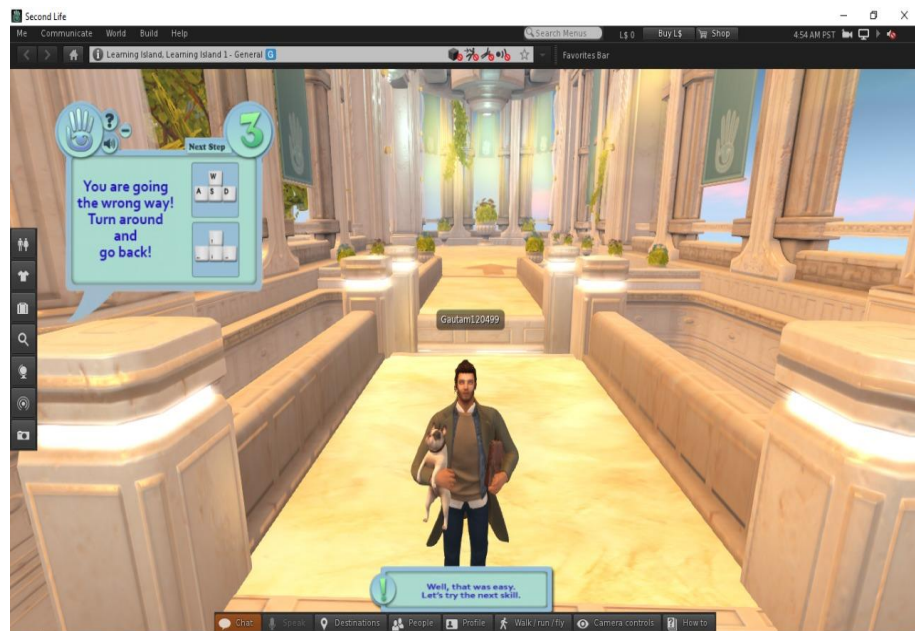




TASK 3:-

After jumping, it was time to take the character in air. It was time to fly. Where in jump the keys were just to be pressed, here the same keys are to be held for long. Longer the hold, longer will be the character's fly time.





TASK 4:-

Now I was made familiar with the mouse controles. Mouse was moved in order to change the viewing angle and the camera position.
 ALT + Cntrl + Left Mouse Key (and simultaneously moving the mouse in any direction) => tumble the view (up, down, left and right)
 ESC helped to come back to normal view.



TASK 5:-

Here COURTYARD was introduced. Here we can chat with the other animated character through a chatbox. And when we wish to exit we can just walk through the portal towards the Exit sign.

