

Second Life

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Second Life is an online-based virtual world where you are given a character through which you can enjoy a "second life." In this new world, you are free to create whatever your imagination dreams up, become whoever you want to be, and do things that might prove impossible in real life. The game is developed by Linden Lab, a California based company who intends for Second Life to be the next step in the evolution of virtual communities. It just might be with a system that features a boundless universe that constantly changes in the way its inhabitants dictate. The company was founded in 1999 by Philip Rosedale, a veteran of various internet companies with credentials that include being the former CTO of RealNetworks. First opened to the public in 2003, the game has gone on to receive over 7 million registered users. While little is known about Second Life's original development, its future is now entirely in the hands of its fans. In the game's virtual spaces, you can create practically anything with a bit of work - weird sounding musical instruments, super cars bearing your name, towering skyscrapers, and whatever else you fancy. All of your digital creations are yours and you can sell them to other players in the game. The site is now officially open-source, allowing anyone and everyone with a knowledge of C++ to modify the game. Linden Lab encourages developers to play around with the code and even lists companies and individuals who offer software and coding services for use within the virtual estate. They offer comprehensive resources for developers and testers interested in making a contribution. You can freely download source codes, builds, and API interfaces for your own use and experimentation. If you are not a coder but wish to extend the game, you can purchase software tools from other game residents that will allow you to program changes without learning scripts. Second Life is an amazing community with no definite landscape for its future. If you have a vision for the game, then the person to spark that next big change just might be you.