

# Building a Container Terminal and Bottling Plant in Second Life

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Second Life is used by many American universities to improve the (virtual) learning. Besides having virtual counterparts of their campus – being either an exact reproduction or an imaginary design – they use the technology to implement various learning scenarios for the students. As part of an ongoing survey, we noticed that in most cases existing educational methods were just mapped into the virtual world instead of using the potential of Second Life to create advance scenarios and new pedagogical concepts. For example, Second Life is used for atmospheric chats around a camp fire or to show the real life lecture as a video stream. Even though this increases the international cooperation and the motivation of students, it does not go beyond current technology as it is available within the Web 2.0.

The poster visualizes two examples which use the technology of Second Life beyond the current state-of-the-art. On the island “University of Hamburg”, we construct a virtual container terminal as well as a bottling plant. Students can experience the involved tasks to either ship a container from one company in Germany to another one overseas or producing a specified amount of soda drink bottles by having different immersive views of the scenario, i.e., being in a certain role, being part of the process or “sitting” in a product, e.g. the container or bottle. Both scenarios provide interactive components to influence the processes and therefore the outcome after a certain time period. This includes exceptions, accidents, rush-orders, wrong decisions or bad quality.

