

**CMSI / PSYC 398-01**  
**INTRODUCTION TO VIRTUAL WORLDS**  
Fall 2010

## Midterm Review Sheet

The midterm will take place as re-scheduled, on October 14. It will be open everything: book, notes, hand-outs, and computer. You may use either your own computer or one of the classroom computers. This guide should help you to prepare for the midterm properly.

### Time and Scope

The midterm will take up the first half of the October 14 class session, with the second half devoted to a “launch briefing” on psychologically-beneficial virtual world applications.

### Covered Material

The midterm covers the following areas. Note how, since the exam is written, questions having to do with skills will test not only your knowledge of the skills themselves but your ability to *talk about* these skills, using proper terminology and giving precise instructions:

- History and background of virtual worlds, leading up to Second Life
- Basic avatar skills — appearance (especially customization), movement (including navigation, search, and teleportation), and communication (instant messages, local chat, voice chat)
- Basic building skills — creating primitives, positioning/rotating/scaling, assorted customizations and attributes
- Basic money skills — acquiring and spending L\$, and monitoring L\$ transactions
- Sculpted prim skills — what a sculpted prim is, the process involved both inside and outside Second Life
- Basic scripting skills — creating a script, states and state changes, data types, basic event handling and responses
- Readings — “Where am I?” by Daniel Dennett, and *Snow Crash* by Neal Stephenson, up to Chapter 24

### Sample Tasks and Questions

The following represent the types of questions or tasks that you may be asked to accomplish:

- Provide some facts, information items, or term definitions relating to virtual worlds
- Explain a concept relating to one of the basic avatar skills
- Discuss a concept relating to one of the basic avatar skills across domains, including how that concept is implemented in Second Life, how that concept is implemented in other types of software, and how that concept translates, if applicable, to real life
- Explain how to perform certain basic actions in Second Life
- Explain how a general task, such as “find a particular object” or “ask another user a question,” can be performed in Second Life using specific commands or activities
- Describe how certain types of objects can be built in Second Life (i.e., what primitives are needed, how they must be customized, etc.)
- Write a [*really short*] script to get an object to do something [*really simple*]
- Improve or fix a [*really simple*] script
- Critique, discuss, or explain some concept in one of the course readings