Conducting empirical studies within Second Life

Conference or Workshop Item

How to cite:

For guidance on citations see FAQs.

© [not recorded]

Version: Version of Record

Link(s) to article on publisher's website:

Copyright and Moral Rights for the articles on this site are retained by the individual authors and/or other copyright owners. For more information on Open Research Online's data policy on reuse of materials please consult the policies page.
Conducting empirical studies within Second Life

**Presenters:** Shailey Minocha (RL); Shailey Garfield (SL) and Minh Tran (RL); Minh Twine (SL)

At the Open University in the UK, we are currently involved in two research projects related to 3D virtual worlds. These projects involve interviewing educators, designers and students in Second Life. Our empirical investigations involve interviews and conducting focus groups. In this presentation, we will share our experiences of conducting research in-world: for example, developing research materials to address the possible concerns of the Ethics Committee who may not be familiar with the avatar-based interactions in 3D virtual worlds; in-world recruitment of participants; interviewing techniques in Second Life; running focus groups in Second Life; and logistics of conducting empirical research in Second Life. We hope that the presentation will trigger discussions and sharing of ideas about ethical considerations, data protection issues, and identity rights of the avatar and how they are same different from the identity rights of the person behind the avatar?, and so on.