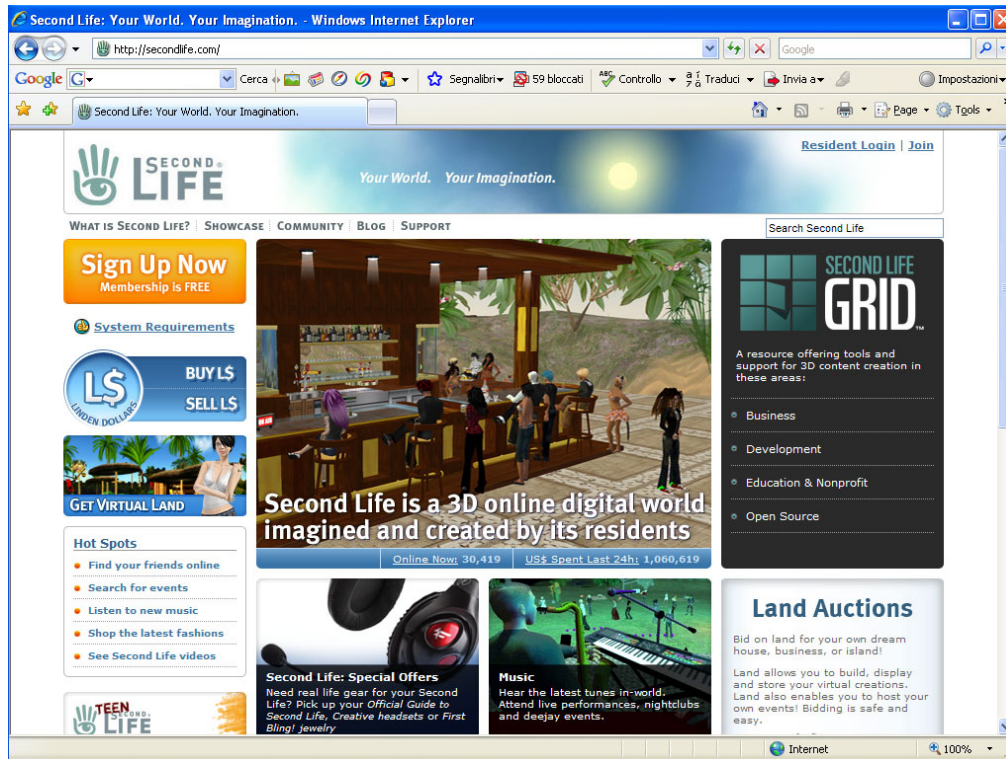# SECOND LIFE:
INSTRUCTIONS TO ACCESS THE ONLINE UNIVERSITY CAMPUS OF THE INTERNATIONAL TELEMATIC UNIVERSITY UNINETTUNO

Step 1. Enter in your browser the website name: www.secondlife.com to get connected to Second Life website.
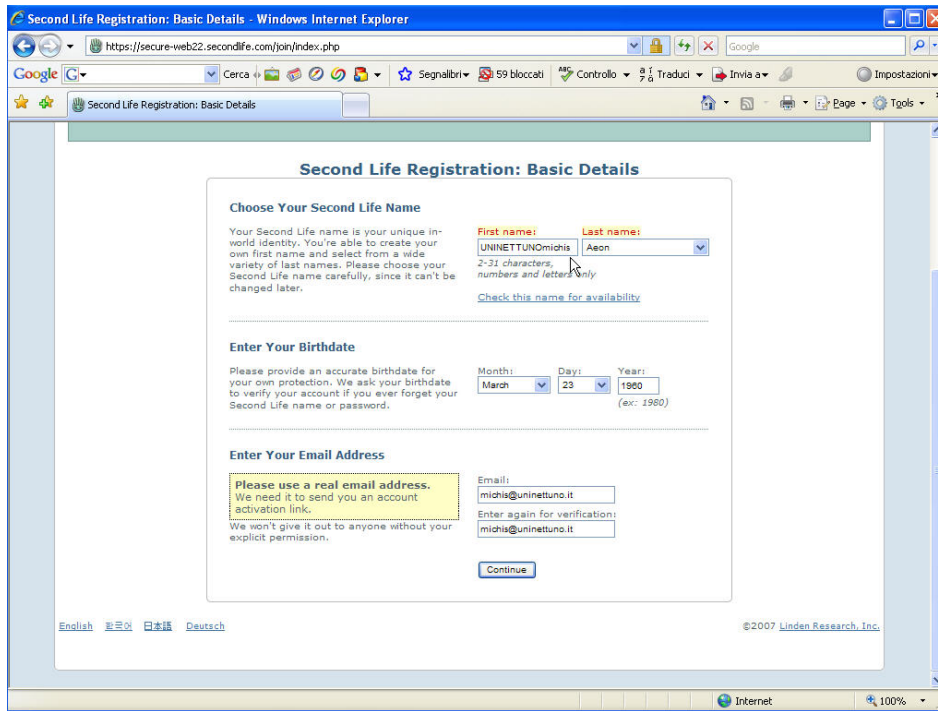

Screen n° 1

Step 2. Click on "**SignUp Now**" to join SL and create your avatar. Enter the word UNINETTUNO before your name (see screen n° 2) into the "**First Name**" box; for example: "**UNINETTUNOname**". So doing you will get recognized as UNINETTUNO student.
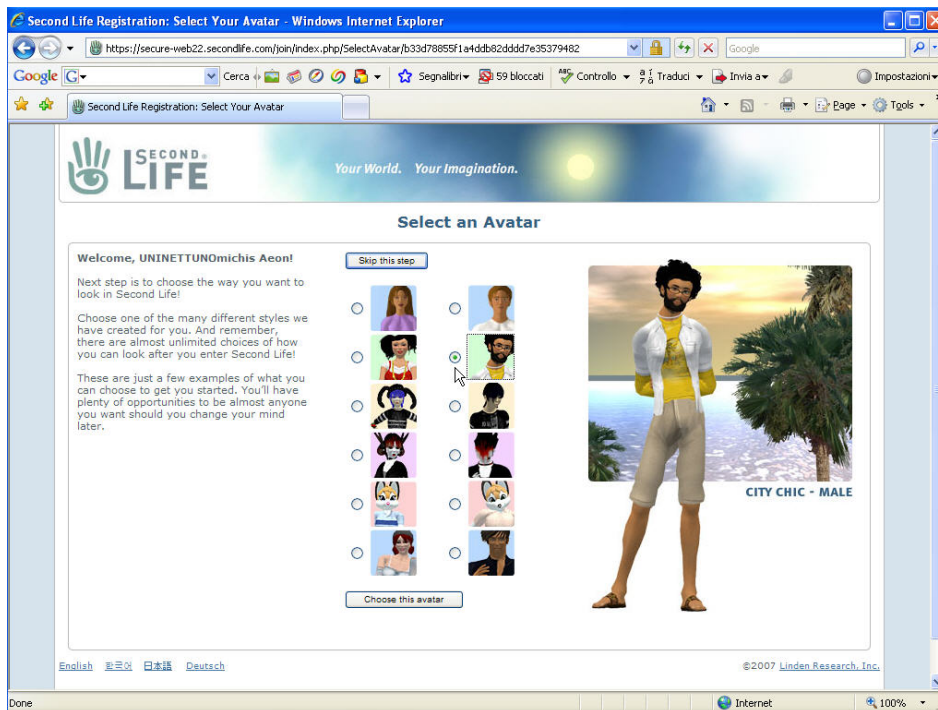In the "**Surname**" box you can choose anyone of the proposed names.

Notice: remember to enter your real e-mail since at the end of the registration procedure a request of confirmation will be sent to your e-mail account.
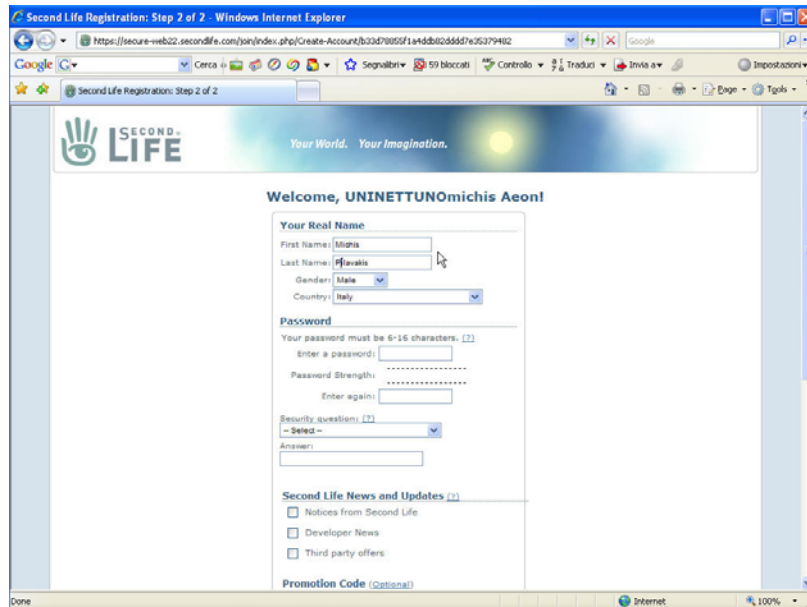
Screen n° 2

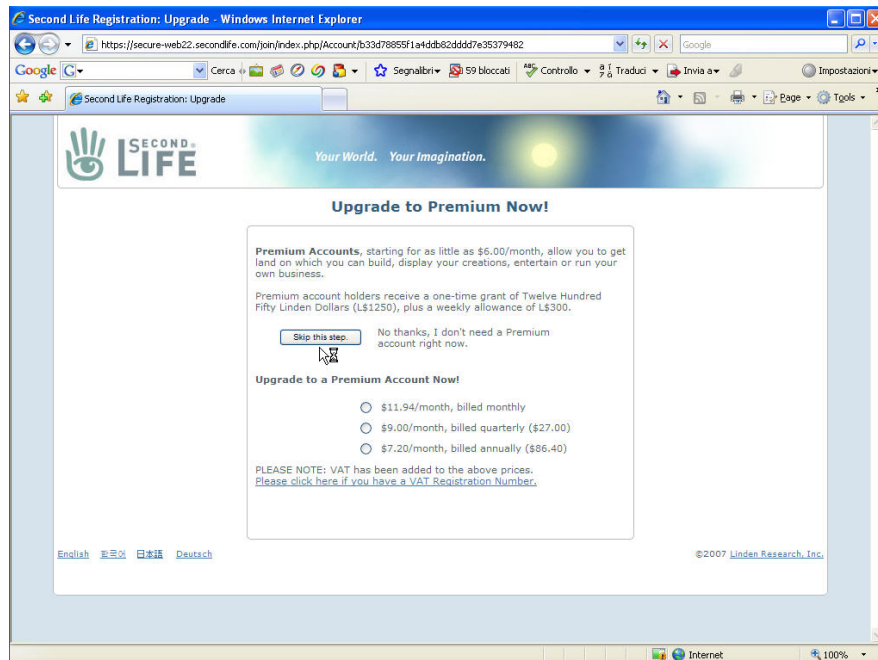**Step 3.** Choose your avatar (see screen n° 3)

Screen n° 3

Step 4. Fill in the form (see screen n°4) carefully, write down and keep the password you have chosen (remember that is important to distinguish between small and capital letters).
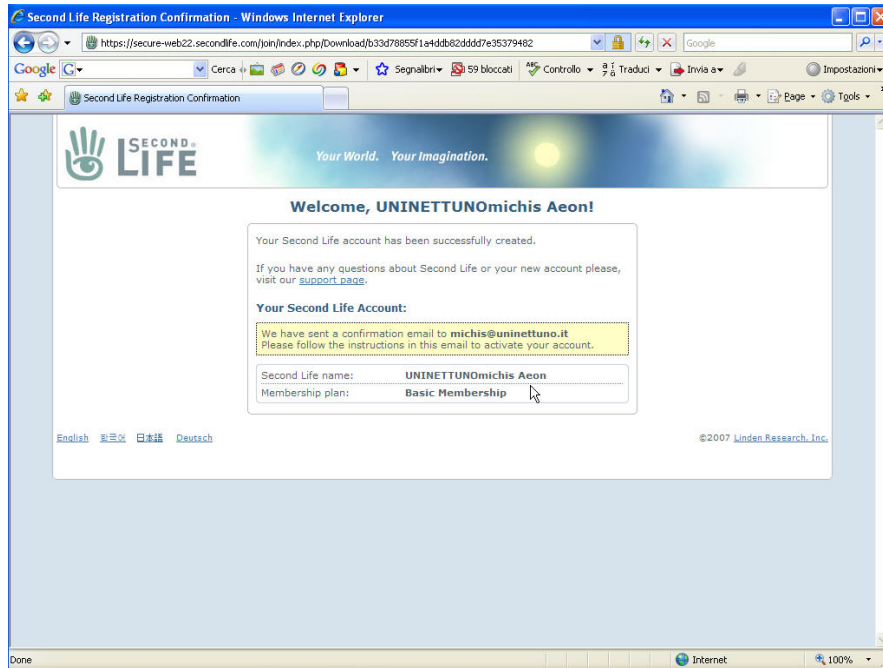

Screen n° 4

Step 5. You will be asked whether you wish to purchase buildings and whether you have money (see screen n° 5). In our case you have to click on "**Skip**" to ignore and continue the registration procedure.
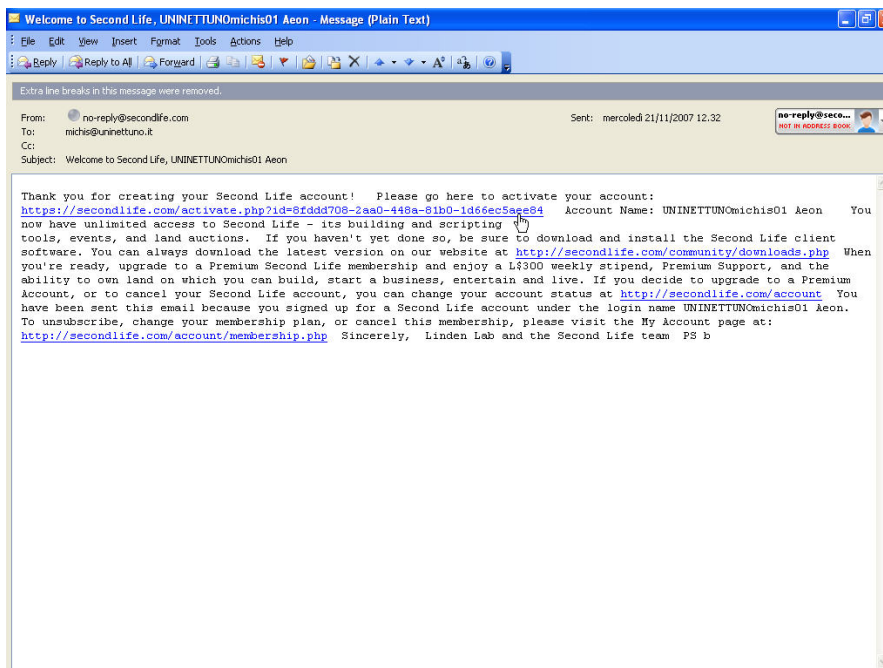

Screen n° 5

Step 6. If the procedure is successful, the welcome screen will be displayed (see screen n° 6) and almost automatically Second Life will send to your e-mail account a confirmation message; open it and click on the first link to activate your account (see screen n° 7).
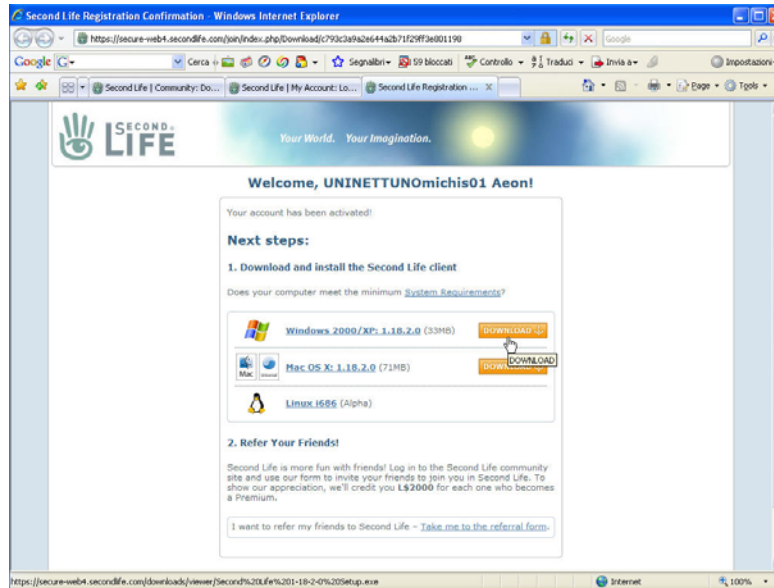

Screen n° 7

Screen n° 8

Step 7. A screen confirming the activation of your account will be displayed and you will be asked to click on the icon to download Second Life software depending on the your operational system. (see screen n° 9)
For example, in my case I click on the "Download" word by Windows 2000/XP.

Screen n° 9

Step 8. When the software download is completed, start up the programme that you will find on your desktop. You will display a screen in which you will be asked to enter your virtual "**Name**", "**Surname**" and "**Password**" to enter into the world of Second Life. (see screen n° 10)
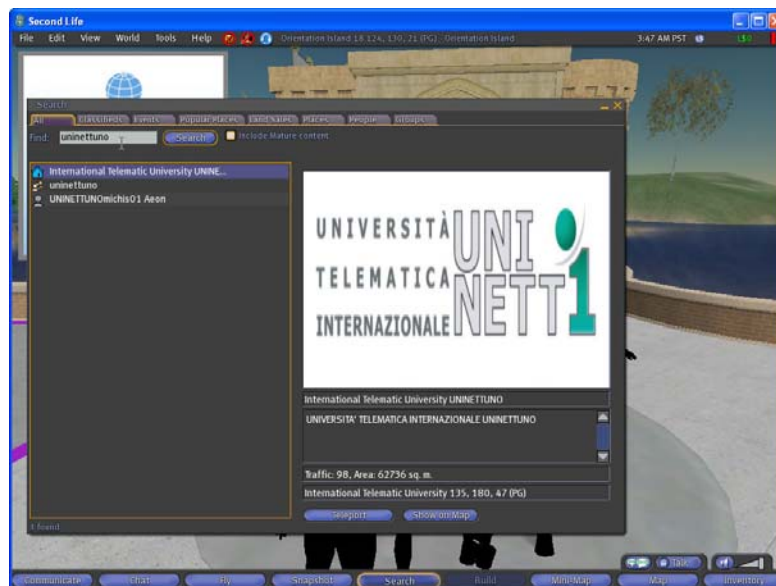

Screen n° 10

Step 9. Once you get into Second Life, the system will help you to make the first steps and interact with the surrounding space. At this point remember not to move using your mouse, but with the "up-down-left-right" arrows.

Screen n° 11

Step 10. Once you have learnt how to move in this virtual world, click on the "**Search**" key below and write: International Telematic University UNINETTUNO. A list of names will be displayed; choose that one with the "home" blue symbol beside. As a confirmation of your choice, the following screen will be displayed (screen n° 12). At this point you will only need to click on "Teleport" to get connected directly to our island.

Screen n° 12

If the procedure is successful you will see the following screen with your avatar and your name on it. (see screen n° 13)

Screen n° 13

Have a good navigation!