

panel(s) – second (virtual/real) life!?

new(s) – how many lives can a person have?

- UT Nieuws – www.utnieuws.utwente.nl/new/?artikel_id=74298
- live – secondlife://enschede/50/112/22/
- see also – www.secondenschede.nl

second life / 12 june

- Zsofia Ruttkay – (moderator) – wwwhome.cs.utwente.nl/~zsofi
- Piet Hut – (science) – www.ids.ias.edu/~piet
- Johnny Soraker – (creativity) – www.utwente.nl/ceptes/research_staff/Soraker
- Viola van Alphen – (identity) – www.picnicnetwork.org/person/16640 / www.ccaa.nl/person/2439 / twitter.com/Sandwoman
- Marc Otte (*) – (kunstenaar) – www.marcotte.nl
- Edwin Dertien (*) – (artist/engineer) – edwindertien.nl
- Sander Veenhof (*) – (art/development) – sndrv.nl/physicalvirtuality
- Anton Eliëns – (...) – create.eliens.net

(*) demo(s)

theme(s) – second (virtual/real) life!? The panel will address the relation between real life and virtual environments, such as second life. With demonstrations and discussions, the panel will investigate to what extent and how second life contributes to or provides:

experiment(s) / dream(s)

- (y)our notion(s) of identity
- space(s) for (collaborative) co-creativity
- experimental platform(s) for (constructive) communication(s)
- contribution(s) to (media) literacy

question(s) – second life in (y)our experience (economy)

– .. / human(s) / relationship(s) / experience economy / – / .
twinkle(s) / difference(s)

- to what extent is second life *fake-real* or *real-fake*?
- what is the *secret* of second life?
- what role(s) do *virtual environments* play in our (human) life?

panel(s) / experience economy / opinion(s) / sphere(s) / sleep
/ play / tribe(s) / network(s) / identity / flow(s) / chart(s) / cycle(s)

topic(s) – second (virtual/real) life!?

- **infosphere(s) & inforg(s)** – future(s) / gateway(s) / aesthetic(s)
- **second life** – confession(s) / human(s) / machinima(s) / tv
- **real world(s)** – health / money / travel(s)
- **let's not be** – philosophic / sarcastic
- **topic(s) & theme(s)** – art / science / life
- **design(s)** – change(s) / attitude(s) / interaction(s)
- **developer(s)/artist(s)** – de(v/s)elop(s) / relation(s) / world(s)

disclaimer(s): some of the material may seem distasteful or even shocking, and as such do not represent the panel(s) opinion. Æ