

"Rachelville" Evaluation

The most interesting things on the island:

I loved this island. I love the story behind it of how it was created, by a little girl named Rachel who suffered from a life threatening illness. I love the way she created a realistic land combining fun and literature. It is interesting that the library is the first thing that is seen on this island. I love the way visitors can play on the merry go round and swing on the swing set in the gardens. Also, I found it interesting that there was a live story time going on I one of the buildings.

How and/or why did these interesting things capture my attention:

The swing set captured my attention based on its location in the garden. Because the garden is full of chirping birds, it attracts the attention of visitors walking by and entices them to explore the area more thoroughly. The story time was similar, when walking by a building I saw a gathering of people and wanted to investigate what had all these visitors so excited.

Interaction with the world:

As a visitor, I interacted with this world a lot. I explored the library, although I was a little disappointed (I feel as though it may not be complete). I also enjoyed the forest where the birds chirped while playing on the swing with other visitors. My favorite activity, however, was the story time. The story time was a live, interactive activity where everyone was talking about various children's books. Conversations were going a mile a minute!

Psychological impact of the island:

This island as an amazing psychological impact. It makes visitors feel relaxed while helping provide a burst of energy and making people feel youthful and playful. It is nearly impossible not to smile while visiting this island.

URL: <http://maps.secondlife.com/secondlife/ImaginationIsland/117/179/25>

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"Village of the Nyght" Evaluation

The most interesting things on the island:

I loved this island. This island is one of the most interesting sites. One of the most interesting ideas on this island is the whispering ghosts. I love the way the ghosts can come right up to you and speak to you. I also found the zombies interesting, the way visitors can be attacked by zombies or go on zombie hunts. Also, the old time radio talk shows added a lot of interest to the site as they sounded creepy, adding to the unsettling feel of the island. I found it interesting that visitors are unable to fly on this island, although I believe that is because it would make it too easy to escape the zombie attacks.

How and/or why did these interesting things capture my attention:

The zombies captured my attention, as well as the ghosts, because it creates the feeling of a land of fantasy. There are no zombies in the real world so the role play becomes quite intriguing.

Interaction with the world:

I interacted in this world quite a lot. I attained a shield and went on a zombie hunt. I also sat and listened to the old time radio shows in various areas around the island. I like the radio shows more than the music that is played on the island.

What characteristics might be applied to a Toni Morrison space:

I loved the idea of providing quests on the island. I think it would be intriguing to visitors to have an avatar of Toni Morrison scouring the island. If the visitor can locate the moving Toni and catch her, she would provide a quote pertaining to her novels, or inspirations she had during the writing process.

Psychological impact of the island:

This particular island is unsettling. It hold a creepy feeling that makes the visitor uneasy and almost makes the visitor feel vulnerable at times.

URL: <http://maps.secondlife.com/secondlife/Dunwich/49/34/25>

"Macbeth" Evaluation

Most interesting things on the island:

A few of the things I found most interesting were the floating quotes. When I first transported to the island, quotes were floating by and being whispered. Quotes such as "unsex me" I also enjoyed the garden walk when quotations from the play were wrapping around like a long ribbon on the ground. Once inside the building, the talking ghosts were rather interesting.

How and/or why did these things capture my attention:

These items caught my attention because of the audio aspect. Once I heard the quotes, I looked to see where they were coming from, which led me to the walking ghosts in the castle. The quotes have an eerie sound to them, making them difficult to miss.

Interaction with the world:

While there was limited interaction, I wandered around the island and read all the prompts that were provided. I liked the way these prompts would quote a section of the play, then provide questions for visitors to contemplate and discuss.

What characteristics might be applied to a Toni Morrison space:

I would apply the prompts to an island created for Toni Morrison like it was done in this world. Instead of clicking on a book, however, I would set it up so visitors instead had to click on an item related to the novel at hand in order to be supplied with quotations and prompts.

Psychological impact of the island: This island had a gruesome quality to it. This feeling is not felt until the building is entered and the visitor can see a fetus placed in a jar and a hand that has been removed from a body. The ambience of this world leaves the visitor intrigued and suspicious.

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yes!

URL: <http://maps.secondlife.com/secondlife/Macbeth/42/55/55>

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“Sedig” Evaluation

Most interesting things on the island:

This island is extremely eye opening. I found the schizophrenic tour to be highly stimulating and interesting. I love the way the floor changes while walking across it and the way the mirror changes to show how a schizophrenic man sees himself dying everyday. Also, I found the voices captivating.

How and/or why did these things capture my attention:

The floor caught my attention because suddenly I thought I was walking in the sky, until the floor changed again to stone. After that, I kept watching for it to change, knowing it would be different at any point. The voices are spoken with intent, and they get in the mind of the visitor. It is apparent to me now why people who are schizophrenic cannot distinguish between real conversation and these driving voices.

Interaction with the world:

I spent a long time interacting with this world. I went on the tour of the schizophrenic hospital, and saw all the changes. By the end, I was beginning to feel violated by the voices. Therefore, after the tour I transported to a new location to rid the voices.

What characteristics might be applied to a Toni Morrison space:

I liked the idea of changing scenery. Although in this case, the scenery changed because that is how people suffering schizophrenia see the world, the change keeps visitors stimulated and interested in their surroundings. I would like to see a Morrison space where the characters morph from one to another.

Psychological impact of the island:

The psychological impact of this world is strong. Not only that, the disturbing feeling lingers for a moment after leaving this world. The experience is unnerving and prevents the visitor from becoming complacent or at ease in the environment.

URL: <http://maps.secondlife.com/secondlife/Sedig/26/45/22>

"Kingdom of Sand" Evaluation

Most interesting things on the island:

This island was very unique. I love the exotic music and the way the land was full of sand. I found it interesting that you could go on camel rides to the nearby town

How and/or why did these things capture my attention:

I found it interesting that the camels could be ridden, and it captured my attention because I immediately saw someone mounting a camel upon my arrival on the island.

Interaction with the world:

While visiting this island, I engaged in a mock combat with a straw dummy, and rode camels. I also wandered the entire island to see as much as possible.

What characteristics might be applied to a Toni Morrison space:

I like the idea of challenges. It would be interesting to incorporate the idea of a battle, by possibly showing a reenactment of a scene from various novels written by Morrison.

Psychological impact of the island:

I found that this particular space provides a very exotic feeling for visitors. Also, you need a pass to be able to walk around, explore, and engage in the world. Therefore, visitors also get the feeling of being an outsider.

URL:<http://maps.secondlife.com/secondlife/KoS/206/33/21>

“Arctic Wildlife Sanctuary” Evaluation

Most interesting things on the island:

The most interesting thing on this island was also one of the only things there, a “machine” that looks like an old arcade game. However, instead of games, when it is clicked on by visitors, various animal noises can be heard. Also, I found it interesting that this particular building links visitors directly to the Arctic Wildlife Facebook page.

How and/or why did these things capture my attention:

The animal noises captured my attention right away because it is unusual to hear the actual sounds that various creatures make. I saw this feature right away, as it is one of the only items at this site. I found that visitors can be linked directly to the Arctic Wildlife facebook page when I clicked on the panel inside the sanctuary while looking for an interactive activity.

Interaction with the world:

While exploring this area, there was no interaction. I wandered around, observing, but there was surprisingly little to see. I went inside and found a long, ice tunnel to walk through. I expected something to appear, but nothing ever did. This was extremely disappointing, as I feel this place had much potential to engage visitors in the need to sustain the wildlife in the arctic.

What characteristics might be applied to a Toni Morrison space:

I did enjoy having the option to be linked to a website directly related to the topic. I feel it would be beneficial to have a link on a Morrison island that would open Toni Morrison’s website, www.tonimorrisonssociety.org
This would encourage visitor’s to explore more of her writing and deepen their appreciation for her work.

Psychological impact of the island:

This section held little psychological impact, due to the lack of development. However, the potential is great for the site to become inspiring to viewers to get involved in saving the arctic!

URL:<http://secondlife.com/secondlife/Eduisland/61214/183/22>