

**Mayhem Rock Club - Mayhem Rock Club, LONDON Mayfair – Moderate**

- 1.) One thing that really stuck out to me was that inside one of the places that you could go into there was a set up on the wall that showed the profile picture of the last person to attend the site. Also, it had a clock that was running in military style, which up until now was something I hadn't yet seen. It also had a counter that was keeping track of the total number of visitors to the site. Again, that was something I hadn't seen yet in any of the places I had gone. It also had a sign that was telling visitors of where they could catch live bands at as well as future events. Aside from the club there were other places located within the site where you could go and view paintings. Not only that, but you can buy the paintings as well, which was pretty cool. Also, something that was new to me was there was a shop where you could purchase clothes for your avatar. It was a pretty in depth site. *interesting*
- 2.) I wanted to check out a music site in SL because I had not checked one out yet and to be honest it was pretty cool. Kind of made me want to go and find a place where someone was putting on a concert because I know that is a popular thing to do in SL, especially since people want feedback. It looked different than most other music sites too. There were a couple other SL places that sounded cooler, but they were usually on an island and seeing as I already did a review of one of those I wanted to branch out a bit. It was just a little bit different due to the music being from the genre of rock, which is the music I listen to. It was fun because when you went into buildings there was different music playing, basically fitting the theme of the building. I hadn't experienced that yet either, so kudos to the developer for that.
- 3.) I did a little of both. I checked out the stores they had while I wandered around and observed. There wasn't really anyone to talk to at the time, but I was able to learn about new SL things by clicking on certain things within the site. As I said, there were a lot of things about this SL site that I had yet to experience in the one's we looked at during class or when I was just looking about the site on my own. I thought it was pretty cool the way the person(s) had set this place up.
- 4.) I don't know that anything in the site could be transferred into a Morrison site, but the idea that you could play different music in different places was a neat thing that I do feel might be able to be a part of a Morrison SL. If you were to create a town of sorts for any of the novels, different places could play music to signify the moods of characters when they were in these places. If there were troubling times in one place then the music could reflect that. On the other hand you could play a happy song to represent a good memory a character might have a place. It is just an idea that I feel would be very well represented in any SL site dealing with books. *god!*

## SS Galaxy - SS Galaxy - Queen of the Sagittarian Sea, Galaxy AFT – Moderate

- 1.) The fact that the site was on a boat was something I found to be amazing. You started outside of the boat, but most of the things you could view were inside of the boat. That was something I found to be very, very cool. I thought that the last place I was large, but compared to this it was nothing. This site was gigantic and it was very hard to view the whole place and remember what I had seen. One thing inside of the boat that I found to be cool was that there was a fun sized boat inside of it that pointed out fun places to go on the boat. Not only that, but there was a sign telling me what was allowed and not allowed inside of the SL site. That was very cool in my opinion as it basically keeps out the bad and lets in the good. Not that I am judging anyone. *words missing?*
- 2.) I thought that the sign was a nice touch because it tells you what is expected of you within the site. It makes it known right away that it is going to be a place of decency and fun. That was nice because there are SL worlds that allow that and SL worlds that don't. I liked the fact that they had a little boat tell you where things were on the big boat because if you were looking for something specific you could locate it right away and not have to wander around a whole bunch. Again, the size blew me away. It was not something that I was expecting when I first transported there, but it was cool to see a place that was enormous. *good*
- 3.) I interacted with the environment as well as just wandered and observed. Being able to click on the tiny boat to find places was a nice touch so it was best to click and see what my options were. After that I mainly just observed what was going on around me. It was a cool place in my honest opinion. It made me see what kinds of time and effort one must put into really make a place really great. It really gave me the feeling that I was on a boat and preparing to set off on the sea for months. I liked that it didn't stretch too far from the truth in how things are in the real world. That was a nice little touch. *good*
- 4.) I think the fact that the site was so large was something that could really come in handy when creating a SL world for Morrison. Mainly, because it would allow you the room to put in a few places so that instead of just having a site dedicated to one book, you would be allowed to create a world big enough to fit all of her books. Individually, there could be sort of a menu within a site that would allow for you to know exactly where you would like to go. So, if you wandered into a SL site for Morrison, you could look at a menu to find the specific book that you were looking for. Or, if it was a site for one book, you could look at the menu to find a specific passage or quote or whatever is associated with the site itself. I like that and think it would be a wonderful addition to a SL world dedicated to Morrison. *yes*  
*good*

**Cotton Club, Virtual Harlem - Cotton Club, Virtual Harlem – Moderate**

- 1.) I thought the fact that it took me back into time was a pretty cool thing. It wasn't virtual Harlem now, but it took me back to a time that I wasn't around for, but that I know a little about. There were trolley tracks on the screen and that was neat because I hadn't seen anything like that within a SL world yet. I liked the old time feel because it was something that was a tad bit unusual, yet nice due to the fact that it was real place. The overall set up was nice because it looked exactly like pictures I have seen from the past. The detail that the owner of this site put into the SL world is very refreshing. I am glad that they have actually taken the time to make sure things came out just the way they should.
- 2.) As I said before, I found that the fact that the owner of site put forth a huge effort in making the world feel like the real place is amazing. I have never been to Harlem and I am sure that this is the closest I will ever get. I thought that the buildings and streets were amazing and once again, it really brought out the best in the site. Being able to see this place via the internet was pretty fun and it is one of the reasons why I decided to look at SL world that was an actual place in the real world.
- 3.) I didn't really interact with the site, I just did my best to wander and observe this place. I never really had a chance to interact with anything or anyone because there wasn't much to interact with. That was something that was a tad bit different from many of the other sites I looked at within the SL community. This place didn't seem to be as popular as many of other sites I checked out. That is not to say that this place wouldn't be a fun place to go, it just seems that as of right now there is not much there to spark people's interest. I liked it just because it was a tad bit different than the other islands I was on, but that it just me. It may not peak everyone else's interest. *interesting observation*
- 4.) I think that the place I was in was fun because it showed that there was a way to create a real SL world that is just like the real place it is created around. This is nice because most of the time Morrison is creating a place in her books that isn't real, but it is more than likely built around a real city that Morrison has been to. This could be incorporated into a Morrison SL site because you could be able to build the town that she is describing by making it feel as real as possible. You could take a description that Morrison writes about and make it come to life. It wasn't just an island; it was a real place with a real environment. That is something that Morrison is trying to build on in her novels and that is why this place would be a fun place to look at while developing a SL site for one of her books.