

# The Manual: Second Life edition

1. Fill in your profile.
2. Sit on the ground in a circle and play word association with some friends. (e.g. Say a word in response to the word just spoken by the avatar on your right.) When you get bored, look back through the chat window and copy your favourite two words. Build a chair or chairs based on these words. Use for meetings.
3. Go on an outing. Hit the mainland with friends and pretend to be tourists. Find a beach and relax. Buy some souvenirs, take some snapshots and put them on your mantle-piece. If you haven't got a mantle-piece, build one. And a fire place.
4. Gather at 8pm this Thursday night. Dress up in suitable attire. Share any drunk animations that you have in your inventory. Search for a disco event and hit the town.
5. Find some gesture animations and practice using them somewhere on your own. Work out a physical comedy routine and perform it to your friends.

6. Find a freebie stall on the mainland. Grab 12 small objects that have something in common. Arrange all of your objects into a sequence.
7. Build one or more of the following:  
The beginning of the world  
The end of the world  
A self-portrait that includes your full body  
Something that happened at breakfast  
An image from a recent dream  
Something that has yet to happen to you
8. Start a cult. Establish rituals. Create a meeting place. Meet.
9. Take 10 close up 'crops' of your friends and make into a mini-exhibition.
10. Keep a journal of your dreams. Recreate your favourite ones.
11. Bake a virtual cake. Have a tea party.
12. Ask ten questions of everyone you meet.
13. Make an optical illusion.

**The Manual** is a collection of micro-projects created by lecturers from the School of Contemporary Art & Graphic Design at Leeds Metropolitan University. This version was adapted for Second Life by Ian Truelove as part of the JISC funded Open Habitat project, and includes contributions from:

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This edition released February 2009. Download the latest edition and get folding instructions from [cubistscarborough.com/themanual](http://cubistscarborough.com/themanual)

Use the Twitter tag **#manual** to share any outcomes from these micro-projects.

80. 24hr scavenger hunt. Find as many of the following items as you can: a fish, a beachball, a megaphone, a shiny bubble, a shark, an EU flag, a rocking chair, a violin, a pyramid, a human brain, a book, a chess set, you can play identical twins, a cup of tea, a map of Swansea, George W. Bush, 17th century wig, a Pina Colada, a folding chair, an interactive whiteboard, a girl called Linden, Second Life bookshelves, a key, Batman, a die, an apple, a small working clock, a shop mannequin, a dog, abacus, an escalator, a cloud, headphones. If you can't find them, build them.

81. Subvert your profile.

14. Design a hat for the 21st Century. Design one for the 1st Century. Have a hat party.
15. Invent the Second Life equivalent of Mornington Crescent.
16. Build one or more of the following types of tree:  
realistic tree  
surrealistic tree  
typographic tree  
tree of life  
family tree  
naughty tree  
musical tree  
people tree  
tree for sale  
fruit of knowledge tree  
tree into the won't go  
tree of oblivion  
tree from hell  
symbol tree  
science fiction tree  
love tree  
snakes and ladders tree  
monkey puzzle tree  
idol tree

63. Why doesn't it rain?
64. Make a typeface using as few primes as possible. Typeset the first line from a novel with it.
65. Recreate an Escher print.
66. Get your photo taken with 100 other residents.
67. Convince someone else to sign up to Second Life.
68. Make a poster advertising an event.
69. Make as accurate as copy of your bedroom as you can. Spend all day in it.
70. Build and set off a domino run. Film it in progress.
71. Make a digital clock (that works).
72. Take a building and make an accurate copy. Demolish it.
73. Create 4 cube prims and use them to illustrate the following words: order | playful | tension | congested | increase | bold. Take a snapshot of each configuration.

74. Play primitionary.
75. Make a newspaper about what you do in a week. Make it as good as you can.
76. Change your skin, change your gender, change your species. Buy a shape of the opposite gender or a try something more left-field - a furry, a cartoon character? Dress yourself well. Pick five words to describe how it feels.
77. Buy a pose - something you would not normally adopt in RL. Now out and drop into conversation with another avatar. Adopt the pose. Did you get a reaction?
78. Take a snapshot of you and your friends using 5 modes of transport in Second Life.
79. Find or create a series of poses for the following words: grovel | fight | caress | migrate | hallelujah. Go out and start a conversation. Drop each word subtly into the chat and use the poses.

