



Second Life Enterprise, Now in Beta Secure Collaboration, Virtual 3D Work



One of many work spaces that come standard with the Second Life Enterprise.

Introducing the Second Life Enterprise Solution, Now in Beta

The Second Life Enterprise (SL Enterprise) Beta is the most secure, content-rich, and flexible enterprise-ready virtual workplace solution available today, built on the world's leading 3D virtual world technology platform—Second Life. SL Enterprise enables large organizations to bring distributed colleagues together into a persistent immersive space to collaborate, meet, learn, and prototype new offerings, while cutting travel costs and working greener. The SL Enterprise combines all of the benefits of Second Life—such as enhanced communication and collaboration, advanced prototyping and simulated learning environments—with extra layers of security, privacy and administrative control. Customers including IBM, DefenseWeb Technologies, Northrop Grumman, and the Naval Undersea Warfare Center, are maintaining and growing their presence in Second Life while also working in the SL Enterprise environment for certain uses that require higher levels of security.

**Key Benefits:****A Private and Secure Virtual Environment:**

The SL Enterprise is a standalone solution that runs completely behind your firewall. The corporate administrator is in control of which people have access to the Second Life environment with HTTPS administration and user authentication and access control. So, confidential and proprietary information, prototypes, and training materials can be shared safely within your network.

Full 3D Visual, Spatial Audio, and Text Collaboration:

A complete set of communication tools makes the virtual world easy to work in including spatial audio and text collaboration. Users can upload and share most media files and share computer screens directly in the virtual environment with Rivers Run Red's Immersive Workspace. Also included are easy-to-use tools for creating new content and virtual collaboration to help you take full advantage of the power of 3D space.

Rich Standard Content Makes the SL Enterprise Beta Easy to Use Right Away:

SL Enterprise is a complete business solution and rich experience right out of the box, so you can install the solution and start using it immediately. The solution comes loaded with 7 pre-built regions, including traditional corporate office buildings and meeting spaces, a more whimsical lunar landing collaboration area, and a large amphitheater that can accommodate up to 200+ people in a single meeting. Also, an assortment of multicultural avatars—with both casual and formal business attire—are pre-loaded into the SL Enterprise inventory.

Leveraging Your Existing Second Life Content

Regions and content created in Second Life can be downloaded into the SL Enterprise environment. The customer must have built the content or own the IP rights.

Introducing the Second Life Work Marketplace

Second Life's digital economy is one of the largest in the world, with tens of thousands of business-oriented objects built by over 250 solutions providers and thousands of Second Life residents. We are creating the Second Life Work Marketplace, set to launch in Q1 2010, where SL Enterprise customers can purchase applications, solutions, and content packs with enterprise-wide licenses from Solution Provider and content Second Life creator community. This allows SL Enterprise customers to rapidly deploy solutions to quickly maximize their return on investment.

Easy Advanced Management Tools Put You in Complete Control:

A web-based dashboard of administration tools allow SL Enterprise administrators to manage users, regions, content, systems, and scheduled downtime with ease.



Second Life Enterprise Highlights:

The SL Enterprise is a fully integrated set of two servers: one for Second Life and the other for voice. Once these servers are installed in your data center, they provide a full out-of-the box 3D immersive experience that includes:

- Standard 8-core server hardware
- Powerful inworld 3D building tools and scripting language
- LDAP integration for account creation and authentication
- Web services for external system integration
- Supports 3D spatial voice, peer-to-peer calling, and group voice moderated chat
- Supports direct SLurls
- Second Life Enterprise Viewer client software for both Windows and Mac.

Easily manage systems, users, content, and regions with the web control panel.

The screenshot shows the 'Regions' management page in the Second Life Enterprise web control panel. The page has a navigation bar with 'Home', 'My Account', 'Users', 'Regions', and 'Network'. The 'Regions' section is titled 'Regions' and includes a 'Create new region' link. Below this, there are two tables: 'Enabled regions (3 of 4)' and 'Disabled regions'. Each table has columns for 'Region Name' and 'Location'. The 'Enabled regions' table lists 'All-Hands Auditorium 2' (535, 1150), 'Conference Center 1' (536, 1150), and 'Space Station' (536, 1148). The 'Disabled regions' table lists 'All-Hands Auditorium 1' (534, 1150), 'All-Hands Auditorium 3' (535, 1149), 'All-Hands Auditorium 4' (534, 1149), and 'Central Sandbox 1' (535, 1155). A 'Stop' button is visible below the 'Enabled regions' table.

Setup and Configuration Tools

- Web control panel
- Command line interface administration
- Inworld administrator features
- Backup and recovery solution

Web Administration Tools

- User management
- User registration bulk upload
- Region management

Data Protection

- Full backup & recovery of content
- Rollback of regions to recent versions
- Mirrored hard disks

Pre-Packaged Content

- Virtual meeting spaces
- Virtual conference rooms and an amphitheater
- Blank regions to create your own buildings and spaces
- Standard business avatars and attire
- Avatar inventory of basic building objects and items
- Three 3D collaboration tools for presentations, name tags, and 3D mind mapping.

Documentation and Support

- Data Center Setup Guide
- Admin Guide
- User Guide
- Access to Linden Lab Support



Easily manage systems, users, content, and regions with the web control panel.

Data Center Requirements:

Rack Space

Each server is 1u, thus the installation will require 2us of rack space. The SL Enterprise is rack-mounted, and the shipment includes all mounting hardware.

Power

The following table summarizes the uninterruptible power supply (UPS) requirements of the 8-core SL Enterprise Beta:

Server	Power Supply Required
Second Life	410 W
Voice	410 W

Concurrency

This release of SL Enterprise is on an 8-core cluster server and it supports up to 600 concurrent users (optimal) with a maximum of 800 concurrent users. The best rule of thumb for bandwidth planning is 100 Kb/s per concurrent user.



For More Information

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About Second Life, by Linden Lab

Developed and launched by Linden Lab in 2003, Second Life is the world's leading 3D virtual world environment. It enables its users—known as Residents—to create content, interact with others, launch businesses, collaborate and educate. With a thriving inworld economy that saw over \$360 million USD in user-to-user transactions in 2008, and a broad user base that includes everyone from consumers and educators to medical researchers and large enterprises, Second Life has become one of the largest hubs of user-generated content (UGC) in the world.

Linden Lab, founded in 1999 by current Chairman of the Board Philip Rosedale and headquartered in San Francisco, develops revolutionary, immersive technologies that change the way people communicate, interact, learn and create. Privately held and profitable, Linden Lab is led by CEO Mark Kingdon and has more than 300 employees across the U.S., Europe and Asia.

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