



Comparing Second Life with the Second Life Enterprise Beta

Feature/Functionality	Second Life	SL Enterprise Beta
Communication:		
3D Visual Communication	✓	✓
Text Chat (Group and Private)	✓	✓
3D Spatial Voice	✓	✓
Avaline (Dial-an-Avatar)	✓	X
Security and Privacy:		
Security and Privacy per Region	✓	✓
Security and Privacy per Grid (World)	X	✓
System Performance per Avatar:		
Number of Simultaneous Avatars per Region	60 Optimal, 100 Max	60 Optimal, 100 Max, but with Enhanced Performance
Land:		
16 Private Regions Available with 8 Concurrent	Unlimited Regions Available	✓
Direct SLURL Support	✓	✓
Content:		
Content Creation Tools	✓	✓
Customizable Avatars	✓	✓
Work Avatars	X	10 Standard Multi-Cultural Avatars
Ability to Create Regions	X	✓
Pre-Packaged Regions	X	7 Pre-Packaged Regions
Collaboration Tools	Thousands Available	3 Standard
Media:		
QuickTime Video Streams	✓	✓
Real Time Streaming Protocol	✓	✓
Parcel Media	✓	✓
User and System Administration:		
Access Control of Users/Content in Region/Estate	✓	✓
Access Control of Users/Region in Grid (World)	X	✓
Bulk User Registration and Upload	X	✓
User Names	\$1K for Custom Last Names	Custom or Real Names
LDAP Integration	X	✓



Region Backup and Restore	LL will Restore on Exception, Emergency Basis	√
Region Move	LL will Move Regions for a Fee	√
System Monitoring	X	√
Additional Information:		
Client Software	Second Life Viewer	Second Life Enterprise Viewer
Linden Dollar Economy	Lindex	Customizable Currency
Linden Lab Support	Standard Support Included	Enterprise Level Support Included
Legal Agreement	Terms of Service	License
Pricing:		
Base Price	One Full Region: \$1,000 USD Setup and \$295 USD Monthly	Pricing starts at \$55,000 USD

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 US\$360 million 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 Rose-dale 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.

Linden Lab

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