

Second and First Life

The research about playing in real life and the Second Life with the up coming of an interesting project called **Second Life UNICEF Donation Box**



Play

01.2007, by Rafael Swiniarski

Dipl. Inf. R. Jungkunz
Prof. B. Mager
Prof. P. Heidkamp

Köln International School of Design

Index | Play: Second and First Life

Project target	Page 04
-----------------------	---------

Research

Playing in general	06
Second Life in general	08
Second Life data	11
Second Life vs. playing in First Life	12
Playing and the forgotten children	14

Second Life UNICEF Donation Box | Basic Approach

Reason	17
Target; How to achieve the goal 1/3	18
Target; How to achieve the goal 2/3 REUTERS	21
Target; How to achieve the goal 3/3 Programs	22
- STAND UP	22
- Save Darfur	23
- Help Alzheimer Society	24
- UNICEF Workshop	26
Target Groups Personas	29
User description and their benefits	36

Second Life UNICEF Donation Box | Scenario and prototype

Prototype	38
Features/Functionality	38
Justification for design	38
Scenario	38

Second Life UNICEF Donation Box | Further thoughts

Shortcomings	43
What else will be possible?	43

Reflection	44
Donation	47

Project target | Play: Second and First Life

Based on the game/environment "*Second Life*" the participants had developed enhancements, additions, applications, services or products. Those were developed for *Second Life* itself, for the real world or for references and connections between those worlds.

For a better understanding of the aspects of communities and the Social Web, an elaborated analysis phase took place at the beginning of this project with a closer look on the meaning and importance of playing.





Playing on a Kindergarten

Research | Playing in general

The root of the verb play can be found in the 18th century and means “to move lively”. A short description in our days says, that a “play/game is only to simplify complicated processes and doings”.

This is true, but with a closer look on it, it gets more complex. In our days this word seems to be used for many kinds of playing in several life phases.

To keep it understandable and simple there are three groups you can divide the word “play” into it, and you get a different meaning for each of it.

1. Children

Players at this age want to explore their abilities, they start to understand the surrounding and the social aspects by imitating real life while playing. They learn to communicate, to understand the basic feelings, needs and all their senses.

In this period of life the surrounding and parents are very important because they have the strongest influence on the child.

At best parents and friends give the child the needed security, space, time and helping hand to experience and get an understanding of the environment. That way the child can have it's own trying, experience, knowledge, abilities and can form it's own imagination. So the goal is not that important as the way or strategy the child use to the goal.

Other aspects are friends to learn and understand the social aspects as well as to get some other views or strategies while playing with somebody else at the same age.

Role playing is also important to understand the surrounding, the needs of the person who the child is playing and the society the child lives in. The child can play things he's afraid of or does not really understand.

2. Teenager

Players at this age want to explore their identity and thus mostly play role playing games. This enables the chance to lead alternate parallel lives, comparing and contrasting with themselves by playing out scenarios before having important decisions in life. These are the aspects of real life that can be obtained without risks.

But nevertheless the role playing is different to the child role playing because they wish to be a different person with partly non human abilities or they already know which rang this person has in society e.g. a pilot.

This is also the time where puberty starts and the separation process of the parents begins. The teenagers have more things to care about and they put the first steps in adults life. But in this part they can also revise the things they have played and learned in their childhood, whitout big influence of their parents.

3. Adults

Play games to justify leisure time with self improvement and mental stimulation.

Conclusion

People learn by playing what they are able to do and where their limits are, how to survive in their environments and how to get along in society with it's culture and political system.

The complicated processes are mostly simplified in many games or plays in theatres which gets more and more interesting while growing up.



Discover abilities by playing



Research | Second Life in general

Second Life is a website (secondlife.com) a person can sign in and create its own look as a virtual Avatar.

Whatever he wants to be and if he pays real money for a premium account he can get also his own place on *Second Life* by buying virtual land and build his own house.

Persons from 13 up to 18 years, can enter only the teen grind on *Second Life* and everybody else at the age of 18 or older is only able to enter the main grid. For security reasons there is no connection between the two grids.

But in both areas the basic idea is, that the Avatar is in a 3D-world on *Second Life* in that he has more virtual abilities as a human in real life. So he can fly, run or swim as long as he wants to etc. He can change many things any time and he do not have to care about his body.

Of course the signed person can chat to other Avatars, can dance with them, share things, listen together to the same music, watch TV or shop and do many more exceptional things. There are millions of other Avatars that create the *Second Life*-world and of course there is crime, too. You can mob other Avatars (see *Screenshot 1 | below*) as well as steal or hide things from them.

The things you do on *Second Life* do not have a goal unless you choose it yourself — almost the same as in real life.

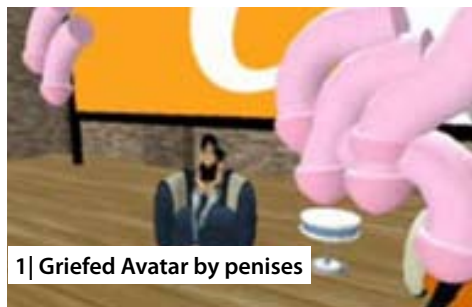
So you can be lazy and just run around as a homeless person or you can take part in big business by selling products, emotions or other virtual stuff.

It is interesting is, that if a person wants to sell or buy things it needs some Linden Dollars (L\$). To get L\$ you need real money.

Of course you get also real money back when you sell L\$ (270L\$ = 1 US\$).

So you can do real business by selling virtual things, emotions or body movements etc. on *Second Life*. (see *Screenshot 2 | below*)

This should do, to have a first impression, later on you receive a deeper understanding of *Second Life* and what else is possible.



1 | Grieved Avatar by penises



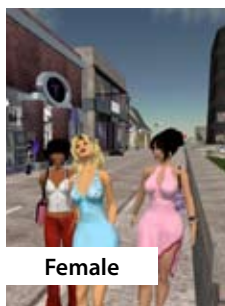
2 | Report



Education on Second Life



Gay



Female



Flying Guy



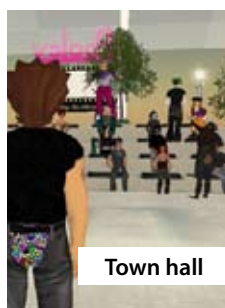
Metaverse Gallery in Second Life



Some more impressions from Second Life



Dancing in a disco



Town hall



Gun store

Research | Second Life Data (March 7th 2006-April 7th 2006)

Virtual space, World

- _ 125 square kilometres

Users

- _ 75% inside the USA; 25% outside the USA
- _ 50% female; 50% male
- _ Median age: 36
- _ 25.000 users logging in daily

Money/Job

- _ \$5 - \$6.5 million USD in transactions/month
- _ 240.000 distinct objects were sold (transactions each average \$1 USD)
- _ 75% of users are buyers, 25% are sellers.
- _ "low hundreds" of members call *SL* their full-time job
- _ \$800.000 USD exchanged using the Linde

Time

- _ 70% of *Second Life's* population create things using 25% of their real time
- _ Users spend a collective 90.000 hours per day

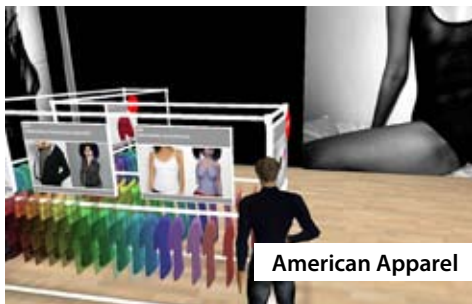
Education

- _ 75 millions instant messages relayed
- _ 17 different universities are teaching in *SL*.

Growing

- _ *SL* is growing at a rate of 15% per month

* Source: http://www.secretlair.com/index.php?/clickable/culture/entry/second_life_stats_expanded_early_2006/



American Apparel



Tree house

Research | Second Life vs. Play in First Life

As written before playing is a very huge and complex thing. By playing you are learning a lot about your life and yourself.

It is hard to have *Second Life* and real life at the beginning on one level to compare both with each other. But there are some connections between *Second Life* and real life. First to mention the Avatars, the real persons behind the computers, which can chat with each other and share knowledge. The other thing is the real money you have to have in real Life as well as on *Second Life* to buy things.

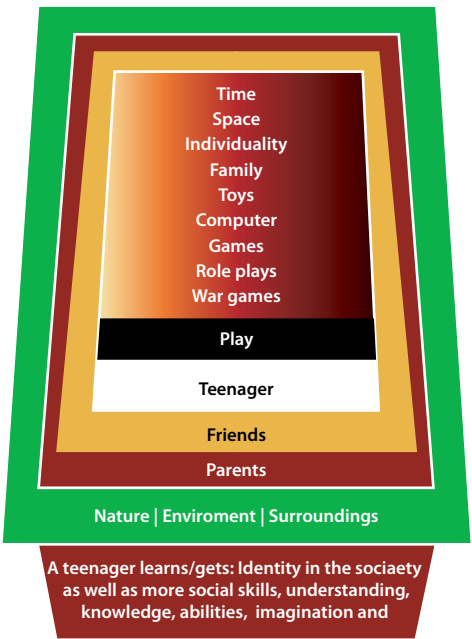
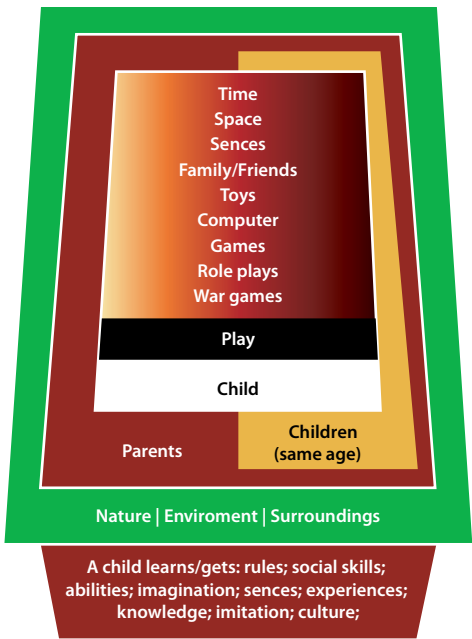
The special way of society on *Second Life* with a special form of chatting, showing some emotions, getting in contact and to think about your personal goal is another aspect which has to be learned in each Life.

But it can not be transport 1:1 from *Second Life* to First Life and the other way round. If you have learned something there - you always have to experience it in each Life.

The biggest gap between *Second Life* and Play is that even *Second Life* tries to evoke or transport some experiences by a dancing, flying or what ever doing Avatar - you are never able to feel and have a real experience as in real life.

You can chat and have some contacts on *Second Life*, almost the same as in other chat rooms on the internet, but in reality you are sitting on a chair and the few real experiences you have are to chat, to program some codes for *Second Life* and in the best you are able to establish a business out of it in real life.

It gets interesting when you use *Second Life* in a group as a research field fore some scenarios, as a marketing platform for your special product but then there is also a stronger connection to



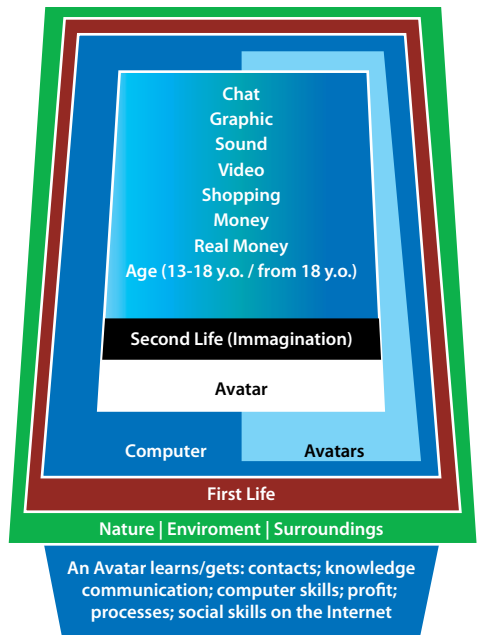
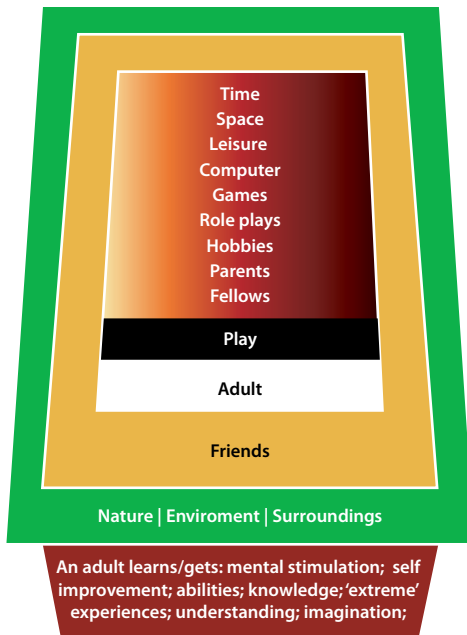
real life which has to be formed at first in the real life. As well as the rules for each participant of a scenario has to be set up in the real life with a real consequence. In this case *Second Life* is not any more *Second Life* but more like a game with a goal to understand some processes in real life.

For many thing you have to have an imagination of things, to have some relations to real life and to understand some things on *Second Life*. Nevertheless it will always be the hardest thing to transport some things the right way to the real life. Already there are different media such as TV or Photographs which suggest great feelings, beautiful places etc., but when you see the place in real or experience these in real you might say something like:

- _ I thought it would be much bigger
- _ It smells different as I thought
- _ The surrounding is much more beautiful

On *Second Life* you forget about many things which are so important while playing: your feelings, senses, abilities, possibilities and results of any decision you have made positive or negative. It forms you as a real person and the person you are. This is the way we are learning the most things. In real life you have to take more risks then on *Second Life* and you do not have obligations you have in real life.

Here are four graphics, that shows the connections between the several parts which are important while playing in the different life phases as well as the things you learn or get. These visualization shows also the big difference between playing and *Second Life*.



Problem | Playing and the forgotten children

In the first chapter "Playing in general" you read about the things we can learn the three phases. The most important thing in each culture all over the world is, that all the more contacts, security, love from the parents a child gets it can learn by playing the most important things about itself, the hopefully peaceful society and the environment.

Unfortunately it gets even in our peaceful society lost. The parents do not have the time to care or teach their children because of their jobs and do not let them play as they should. Many of the parents think also, that the Kindergarten or school has now the task to teach the children social skills, behaviour and much more.

We see the possible results: violence, selfishness, isolation, loneliness, misunderstanding of the society. So that the safest place, Kindergarten and school of our children, beside their home

(as it should be), is not safe and peaceful place anymore to play, to have a space to experience new things and to form his own possible goal for the future.

In some other countries the parents just can not afford the money for the education, and depending on the environment it can also lead to violence by other children because of jealousy.

Organisations like UNICEF do many things to solve these problems, but they need money and help. So this is a reason to support them and start a new project with the working title: **"Second Life UNICEF Donation Box"**



Happy to have the possibility of learning



They see no chance for the future by learning





Playing: Imitating the reality?



The reason in one sentence: ...

Second Life UNICEF Donation Box | Basic Approach

_ Reason

Because of our society and the many sad things that happens to children in our world, many of them can not play as they should. They can not let their childhood be childhood as they do not have the care and support of their parents.

So there should be more help for those children in this bad position, to help them get an education and to grow up peacefully. There are several charities which support this. It is good to join them and find new ways to help and donate money. *Second Life* has the opportunity to do this.



... More smiling and happy children!



Second Life UNICEF Donation Box | Basic Approach

_ Target; How to achieve the goal (1/3)

Some UNICEF ambassadors already created some buildings and a surrounding on *Second Life*. The community organizes workshops, inform other Avatars about their work and the organisation itself. There is also a *Global Kids* institution which cares also about the kids, their needs and they also try to help to get people interested into children problems all over the world — give them another platform to discuss some things and in the best to do also something in real.

Because of the article “Virtual World, Real Money” from BusinessWeek Magazine it gets clear that there is a possibility on *Second Life* to earn money. So the inference is, that it also possible to help children the same as in the real life by donating, selling products for charity projects etc. According to the motto: **Real Money = Real Help for Children!**

So the way would be to create a new service for UNICEF, besides the work of education, information and discuss platforms to get some real money and to make it real to have more help in real life from *Second Life*. One way to use this money could be to develop the service on *Second Life* itself and the other to help children in real life. That should be still the main goal.



UNICEF youth meeting

REUTERS



_ Target; How to achieve the goal (2/3)

To have an impression, that this goal can be reached there are on the next pages some examples that should show, that there are some programs on Second Life running successfully already.

Apart from that, you might get a deeper understanding about the things already possible due to the huge and fast growing *Second Life* community.

REUTERS can be named as an example trying the connection by real photos on *Second Life* and evoke some feelings of the real person behind the Avatar.



REUTERS

_ Target; How to achieve the goal (3/3)

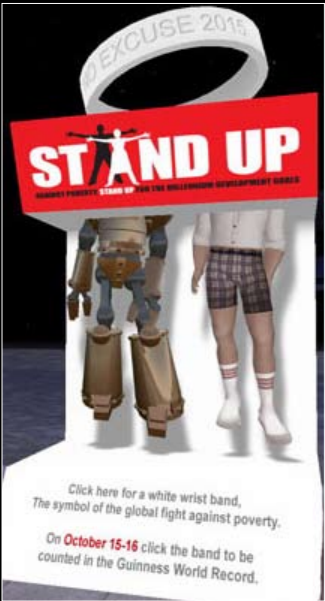
Other organisations, as written before use Second Life to get in contact with other people and to inform them as well as to set up some workshops, competitions etc.

On the next pages is a collection of three organisations which gives you an insight into the possibilities of working with *Second Life*.

STAND UP

STAND UP

Launched by the United Nations Millennium Campaign, STAND UP is an exciting challenge to set an official Guinness World Record for the greatest number of people ever to Stand Up Against Poverty and for the Millennium Development Goals. Residents of Second Life, has joining a STAND UP, a global movement to set an official Guinness World Record on Oct 15-16 2006 for the greatest number of people to Stand Up Against Poverty.





Save Darfur

Save Darfur Coalition utilize media outreach, public education, targeted coalition building and grassroots mobilization to pressure policy makers and other decision-makers in the United States and abroad to help the people of Darfur.



Save Darfur

Help Alzheimer Society

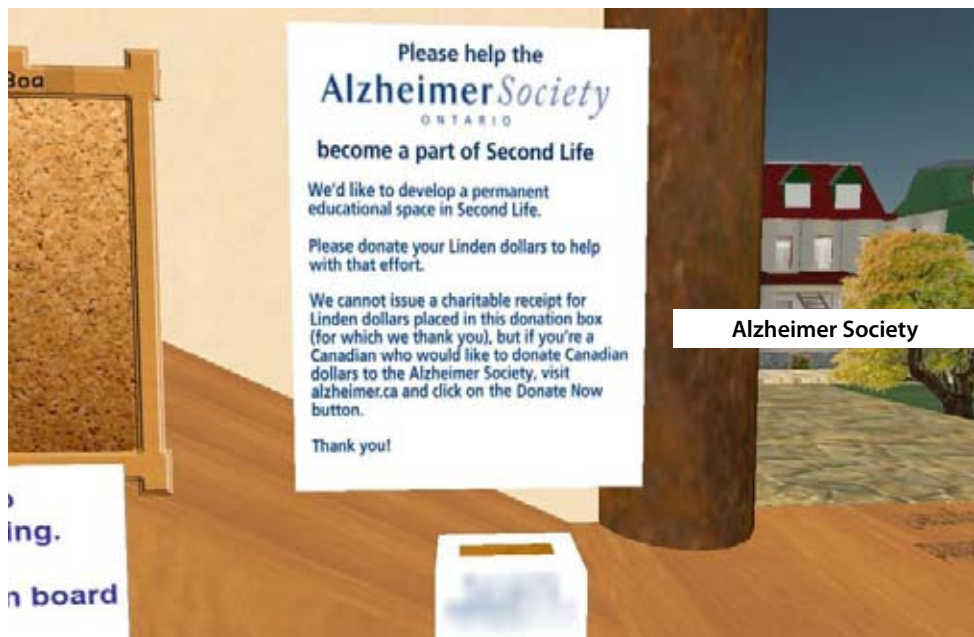
The Alzheimer Society of Ontario, in partnership with the Second Life Library 2.0, is hosting a moving exhibit in Second Life called *Remember Us*. The photo exhibit features eloquent black and white images captured by Canadian photo journalist Cathie Coward.

The *Remember Us* exhibit leads off the Society's 2007 Alzheimer Awareness campaign and is the first of several virtual initiatives it will stage in Second Life.

Remember Us runs from December 14 at 5:00 pm through the end of January. Donations are being accepted in Linden dollars with the proceeds being used to create additional Alzheimer-related educational spaces in Second Life.

Source: http://freshtakes.typepad.com/sl_communicators/public_affairs/index.html





Please help the
Alzheimer Society
ONTARIO

become a part of Second Life

We'd like to develop a permanent educational space in Second Life.

Please donate your Linden dollars to help with that effort.

We cannot issue a charitable receipt for Linden dollars placed in this donation box (for which we thank you), but if you're a Canadian who would like to donate Canadian dollars to the Alzheimer Society, visit alzheimer.ca and click on the Donate Now button.

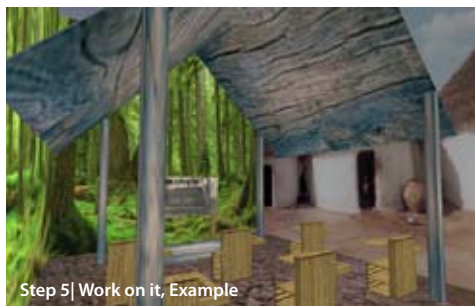
Thank you!

Alzheimer Society

Competition by Global Kids and UNICEF on Second Life

Global Kids and UNICEF teamed up to host the „World Fit for Children“ contest on the island. Groups of teens met up on the online island to attend a workshop covering a diverse array of global issues that UNICEF addresses, such as hunger, education, child sex trafficking, and genocide in Darfur. Then Global Kids teams each built an exhibit in Second Life that addresses one or more of the issues. Entries were judged by a group of teens selected to represent UNICEF.

This contest was just one way that Global Kids is engaging with teens in Second Life, and they are getting rave reviews from the participants. Teens who take part in programs on Global Kids Island are encouraged to blog about their experiences and provide feedback through online surveys. Many participants express real excitement about exploring social issues, a sense of empowerment, and a realization that they can affect social change. One teen wrote, „I am going to make a difference in the world, and I will have all of you to thank for giving me that big push!“



Step 5| Work on it, Example



Step 5| Work on it, Example



While the workshop



Henry Jenkins made his first official appearance in Second Life visiting the Teen version, known as the "Teen Grid," where the Global Kids Island is hosting an event, "A World Fit for Children Festival".



World Fit for Children



Step 7| Celebrating Scavenger Hunt



Step 6| Winners, Ceremony



Step 5| Work on it, Example



Step 5| Work on it, Example



Personas

Second Life UNICEF Donation Box | Basic Approach

_ Target Groups

But before we start to list the benefits it is useful to give you at first a User description by so called *Personas*. It is used to describe a fictional person that would use this service or has a benefit by this service. It gives also a person who is not involved in this project to get a better understanding of the target group by this persona and who might it be.

So here are some faces to who it could be, and to which target group these person belong.



Jaselmer Sparta

Target Group: UNICEF Help

Age 8
Country Sudan
Region Schamal Darfur
Next to City al-Faschir

Background

Parents Died as she was 1 yo in the civil war
Siblings One brother (7) and sister (12)

Home without energy, water or toilet
with open fire and a roof

Food they have their own livestock
next clear water is 2km away

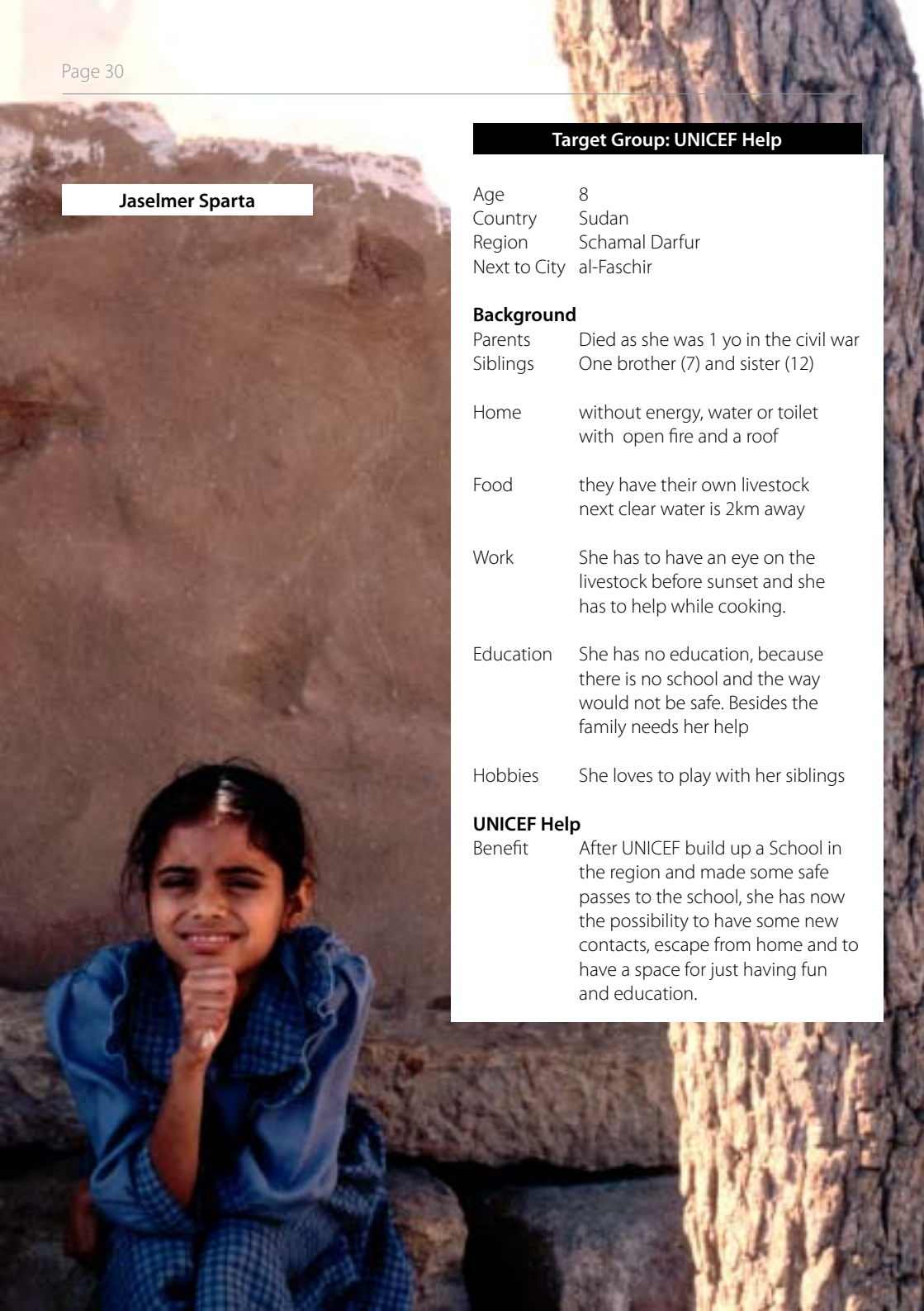
Work She has to have an eye on the
livestock before sunset and she
has to help while cooking.

Education She has no education, because
there is no school and the way
would not be safe. Besides the
family needs her help

Hobbies She loves to play with her siblings

UNICEF Help

Benefit After UNICEF build up a School in
the region and made some safe
passes to the school, she has now
the possibility to have some new
contacts, escape from home and to
have a space for just having fun
and education.



Target Group: UNICEF Help

Age 7
Country Sudan
Region Nahr an-Nil
Next to City al-Damir

Background

Parents Mother (26), Father (28), Refugees
Siblings None

Home Refugees Tent by UNESCO since one year.

Food Every day they get a food ration

Work He has to help by caring water and his sick father

Education Since he was 6 he had no education

Hobbies He plays a lot with other children on the camp and imitates war.

UNICEF Help

Benefit After UNICEF build up a school near the camp and try also to help while building up new homes, teach the refugees what they could do; to have a new beginning he also gets more understanding for that what did happen and starts now to be a child without any weapons.

Eithhed Rawn



Beate Kühn

Target Group: UNICEF Member

Age 20
Country Germany
Region NRW
City Dortmund

Details

Parents father (50), mother (51)
Siblings one brother (15)
Status friend (21)

Home Flat with WLAN access

Education Studies in social sciences
Work Active UNICEF member

Hobbies cooking, travelling, friends, music,
reading, Second Life

Second Life premium member, land, house;
usually 4h/day on Second Life

UNICEF Donation on Second Life

Benefit Since the donation is possible they
get more money which can be
used for some real help or to set up
net workshops on Second Life.

They could enlarge their advertise-
ment on Second Life as well as in
real life and get more feedback and
participants on their workshops.



Target Group: UNICEF Workshop

Age 15
Country United Kingdom
City Brighton

Details

Parents father (40), mother (39)
Siblings none
Status single

Home Lives with his parents;
he has his own room, with WLAN

Education school

Hobbies music, web, Second Life
party, playing guitar

Second Life Standard Member on teen Grid
usually 2h/day on Second Life

UNICEF Donation on Second Life

Benefit He read some articles on Second Life about UNICEF and their projects. He donated 10 EUR to a chosen project. After he did this he got an armlet as a gift for the donation.
Dependant on the high of the donations he gets other colour.
By the way he discovered that there will be a new workshop on Global Kids Island. So he decided to sign into this workshop, being part of it and have an experience.

Peter Hamish



His Avatar

Kazu Miura

Target Group: UNICEF Companies

Age 48
Country Japan
City Tokyo

Details

Status married, wife (48)
Children son (18), daughter (16)

Home house on a middle-class level

Business high quality knives company
Donations 10.000 US\$/year

Hobbies travelling, relaxing, music, golf, restaurants

Second Life premium member, land, company;
usually 0,5h/day on Second Life;
Advice by the marketing dept. and the possibilities on Second Life.

UNICEF Donation on Second Life

Benefit He decided that he wants to donate some money on Second Life for some special programs.

By the donation he gained prestige, a certificate on Second Life for his company that they support UNICEF and an article in the real press.



One of his shiops

Target Group: UNICEF Companies

Age 33
Country United States of America
City New York

Details

Status divorced, husband (35)
Children daughter (5)

Home house on a higher-class level

Business international toy company
Donations 25.000 US\$/year

Hobbies relaxing, playing, music, cinema,
concerts, dinner, adventure travel

Second Life premium member, land, company
and a conference room;
usually 1h/day on Second Life,

UNICEF Donation on Second Life

Benefit She had decided to get in contact
with other teenagers on Second
Life and to do have an eye on the
marketing of it.

Because of her care about children,
she supports UNICEF by donating
on Second Life. By this she shows
a sign to other teenagers to get
informed or to join a workshop on
Second Life.



Conferenceroom on Second Life

Nia Farrahn



Second Life UNICEF Donation Box | Basic Approach

_ User description and their benefits

As you already read at the personas there are several benefits for the different target groups.

The users are selected into three groups: *UNICEF Member*, *UNICEF Workshop* and *UNICEF Companies*. By the personas you can imagine the several users in the different groups. Here you can see the benefits of these groups and of the people who take part in one of these groups:

UNICEF Help (*Children who get help from UNICEF - a benefit for UNICEF*)

By the presence

To have an online community and an other connection to virtual people and children who spend more time with their computers then in real life.

By the workshops

More interested people; connection between several continents on a workshop to encourage children to help other children in real

By the donation system

They get Money to enlarge their activities on Second Life and to do more workshops and of course the primary thing to help children in real for example by establishing schools and keep them safe. They can do some more advertisement in the real world for their work by mentioning the donator on Second Life

UNICEF Member (*People who are an active member on UNICEF on Second Life*)

The active Member on Second Life get encouraged by the donations to be able to fulfil their work and to care more about it as well as to keep it work on Second Life.

As well they have a faster connection to community and to keep the community informed about their projects.

UNICEF Workshop (*Teenager who take part on a UNICEF Workshop on Second Life*)

Children who take part on the Second Life UNICEF Workshop have another possibility to learn something about the problems. They can discuss them and make some proposals.

By these workshops they may see, that even a little help is a very important one and donate some money to UNICEF or get even active UNICEF member.

UNICEF Companies (*Companies which support UNICEF on Second Life*)

Companies and interested people can donate on several UNICEF projects in their region or somewhere else.

All the time they can have an eye on what is happening on this project. As a benefit for the companies it can be that they get a certificate on Second Life for their institutions on Second Life and they get special abilities as a UNICEF donator.

For the real world there will be some reports and ads from UNICEF which will mention the donations on Second Life and mention the companies.

In addition they get also a certificate for the donations and an overview of the project they donated to. That helps other interested people in this company to see that they support some charity programs and what they bring.

Homework:

Read chapters 3 & 6 for Monday

Reading log: 30th of January

UNICEF "thank you" letter for Thursday

*I would like to thank UNICEF
for this wonderful school and
education.*

Benefits

UNICEF Workshop:

AWU's build: A School Fit For
Children - The English Room

In the English room they write
essays to UNICEF thanking
them for helping them to go
to school.

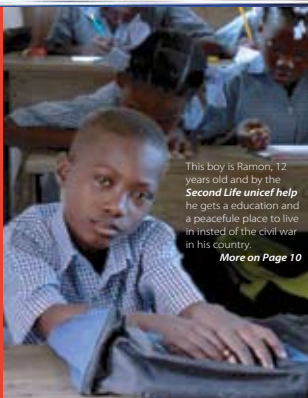
BusinessWeek

OCTOBER 6, 1997

A PUBLICATION OF THE McGRAW-HILL COMPANIES

\$3.98

**Virtual
World:
Real
Money,
Real
Help for
Children**



UNICEF Companies:
Report on BusinessWeek

This is a possible cover of
BusinessWeek with the headline
concerning the work of UNICEF
on Second Life. The title is:
*Virtual World, Real Money, Real
Help for Children!*

Second Life UNICEF Donation Box | Scenario as prototype

This following Scenario shows the sequences of an Avatar who wants to donate to UNICEF on *Second Life*. In this case the Avatar belongs to the target group called UNICEF workshop, as described more detailed before.

_ Prototype

You can have an impression of how the donation box could look like and how it could work.

_ Features/Functionality

If you get along with Second Life and know the basic functions, the features and functionality of the donation box is pretty simple.

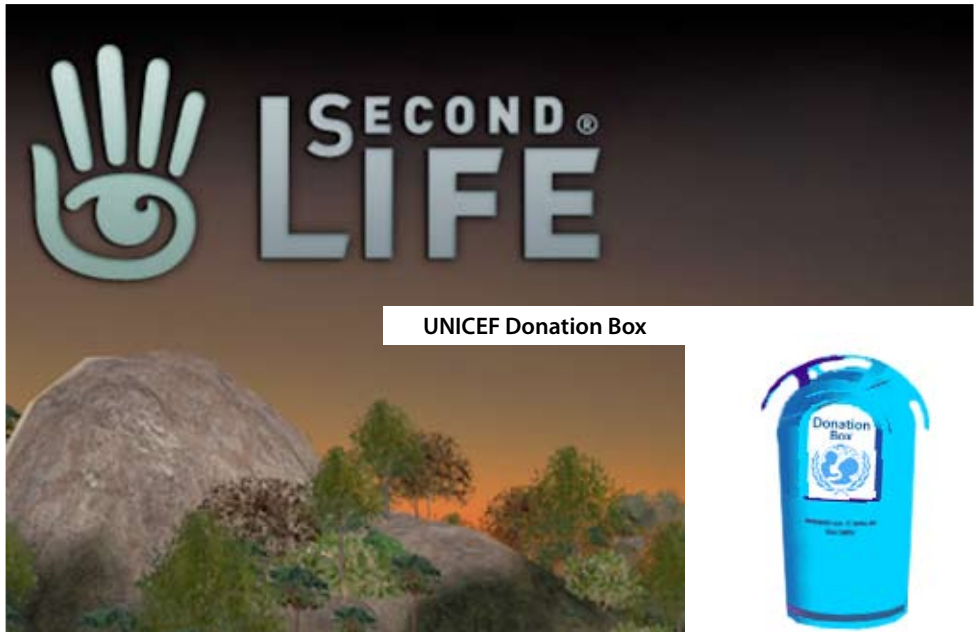
So you can understand them by having a look on the scenario while the interactive windows (*IW*) are open.

_ Justifications for design

Based on different existing buildings, surroundings and a donation system on Second Life, there were only few changes to give you the impression of the *UNICEF Donation Box*.

Very important was the blue UNICEF colour as well as the UNICEF logo to visualize the different views as if they belong together and really exist on *Second Life*.

But please have a look at the scenario by yourself how this *UNICEF Donation Box* could exist.





Teleporting to UNICEF (1/4)

UNICEF Second Life Center





In front of the Donation Box



Using the Donation Box (1/4)



Donating with Linden\$ (1/4)

Armlet as a gift for donating





Avatar with UNICEF armband

Armband in detail



Second Life UNICEF Donation Box | Shortcomings

Because of limited period of time and schedule of the project, there are several things that could not have been done more detailed.

Here are some points to mention:

Quick user testing

To have a feedback of the Second Life users as well as UNICEF members on Second Life and in real.

More scenarios

It would be great to present more scenarios, to show the huge variety of the benefits.

Design

To think more detailed about the design and to develop or create a special environment for UNICEF on UNICEF land, there is a next step.

Second Life technic/programming

The technics and methods of programming are not that fast to learn and you need money to buy land so that you can even start to construct new buildings.

Therefore it would be helpful to get financial support as well as a person who is more involved into Second Life and can program all the needed stuff.

Second Life UNICEF Donation Box | What else will be possible?

As read at the Personas, there are many benefits. It wouldn't be good to make it more complicated. It should be easy to use and the functions understandable, as they are.

One further aspect could be that you can ask UNICEF on Second Life to allow you to use the UNICEF Donation Box on your environment. An example could be, that the owner of the **Adidas** store asks UNICEF to use the UNICEF Donation Box in their shop to support them.

Reflection

This topic is very interesting and surprised me a lot. In the beginning I thought about playing in kindergarten, at school or wherever.

It surprised me, that as I searched for play one the first photos were poor children of the 3rd World. For this reason I got deeper and deeper involved in this topic and tried to find a connection between real life and *Second Life*.

UNICEF gave me a perfect opportunity to do this as well as inventing a new service that is based in a virtual but has an effect on the real world.

Despite of the donation box on Second Life my biggest intension in this documentation is to make you curious and encourage you to think about UNICEF, the work they are doing and of course the children they take care of. This is it all about: children — happy children in real life!

I hope there are some interesting insights for you and say thank you for your attention,

Rafael Swiniarski





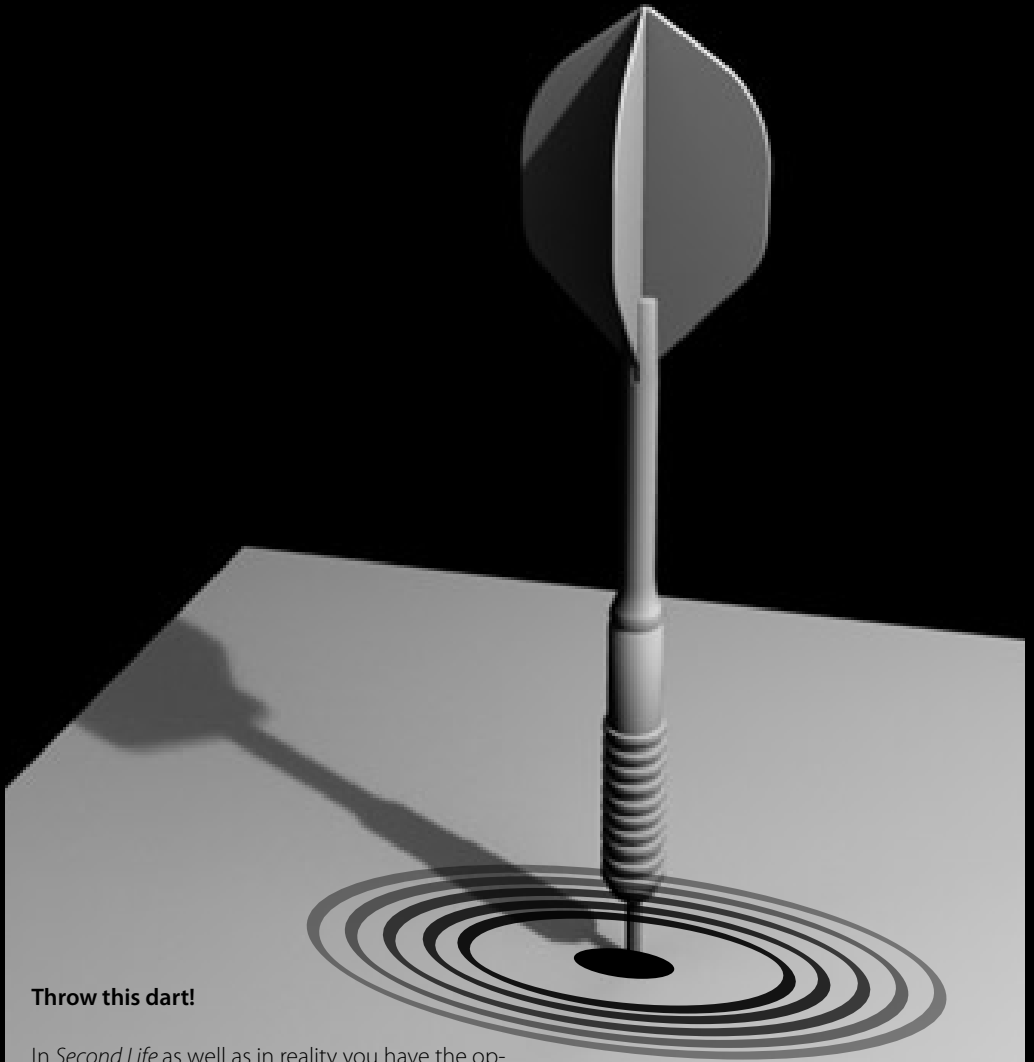


Donation

If you would like to donate to UNICEF please visit
www.supportunicef.org.

There you find donation details for your country as well as further information of UNICEF projects.

In Germany you can use this donations account:
Spendenkonto 300.000
Bank für Sozialwirtschaft Köln
BLZ 370 205 00



Throw this dart!

In *Second Life* as well as in reality you have the opportunity to help.

So where would you throw your dart, if you had to make now a decision to support one of the following examples?



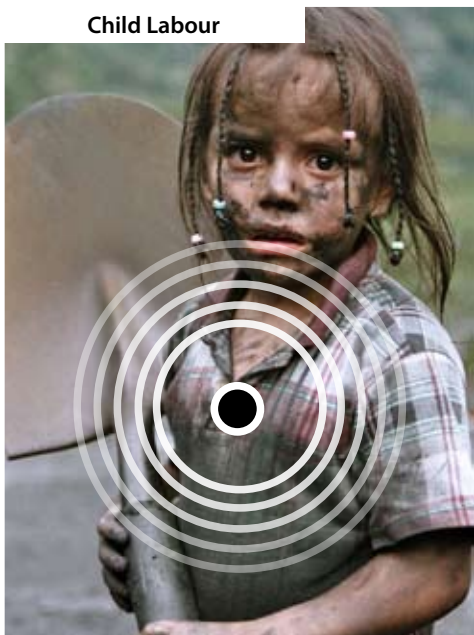
War-affected Children



UNICEF Donation



Poorly Children



Child Labour

