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	Nota di contenuto	Librar-things encounter the MUVE / Tom Peters -- Massively multiplayer online worlds / Marty Grover -- Library, education, and museum applications of virtual worlds for child, tween, and teen projects / Marty Grover -- Edutainment before Second Life / Jami Schwarzwalder -- Management in virtual environments / Rhonda B. Trueman -- Rocky in Wonderland : a librarian's journey down the Second Life rabbit hole / Bill Sowers -- Reference services in a virtual world / S. Thompson -- Collections in virtual environments / Rhonda B. Trueman -- Virtual neighborhoods, real communities : the Caledon Branch Library and the Branch Library Program / J.J. Jacobson -- Teen Second Life / Kelly Czarnecki -- HealthInfo Island : Center of Consumer Health and Medical Information in Second Life / Guus van den Brekel and Carol Perryman -- A sense of wonder : speculative fiction and virtual worlds / Abbi Ball and Erik Gordon Bainbridge -- Mystery Manor on Info Island / Mack Lundy -- Virtual communities from long ago : the Parish of Reading Primley, Renaissance Island, and its educational possibilities / Mary-Carol Lindbloom -- Land of Lincoln : Abraham Lincoln gets a second life / DaisyBlue Hefferman -- Why have a second

life? : convincing staff, administrators, and faculty of the benefits / Barbara Galik -- Teaching in a virtual setting / S. Thompson -- Virtual worlds, virtual students : instructional possibilities in Second Life / Skip Burhans, J.B. Hill, and Todd Spires -- New frontiers for distance learning library services : a virtual world library at Appalachian State University / Geraldine Purpur and Louise Ochoa -- Exploring Second Life at Stanford / Susan Payne, Rachel Gollub, and Deni Wicklund -- Avatar in the classroom : teaching the nation's first MLIS class in Second Life / Jeremy W. Kemp.

Sommario/riassunto	Eighty percent of Internet users are expected to engage in some form of virtual world activity by 2011 (Gartner Research Group), and librarians and educators are already there. This fascinating book-the brainchild of two pioneering virtual world librarians-is designed to help libraries and schools recognize the importance of multi-user virtual environments (MUVEs) and consider ways of getting involved as they proliferate.