# Table of Contents

<table>
<thead>
<tr>
<th>Section</th>
<th>Title</th>
<th>Pages</th>
</tr>
</thead>
<tbody>
<tr>
<td>Foreword</td>
<td></td>
<td>xiv</td>
</tr>
<tr>
<td>Preface</td>
<td></td>
<td>xv</td>
</tr>
<tr>
<td>Acknowledgment</td>
<td></td>
<td>xviii</td>
</tr>
</tbody>
</table>

## Section 1

### Chapter 1
User-Driven Content Creation in Second Life: A Source of Innovation?
Three Case Studies of Business and Public Service

*Sisse Siggaard Jensen, Roskilde University, Denmark*

### Chapter 2
Procedural Virtual Worlds

*Nuno Rodrigues, Polytechnic Institute of Leiria, Portugal*

*Luis Magalhães, University of Trás-os-Montes e Alto Douro, Portugal*

*João Paulo Moura, University of Trás-os-Montes e Alto Douro, Portugal*

*Alan Chalmers, University of Warwick, UK*

*Filipe Santos, Polytechnic Institute of Leiria, Portugal*

*Leonel Morgado, University of Trás-os-Montes e Alto Douro, Portugal*

### Chapter 3
Collective Building Projects in Second Life: User Motives and Strategies Explained From an Architectural and Ethnographic Perspective

*Bjarke Liboriussen, Copenhagen Business School, Denmark*

### Chapter 4
The Art and Flux of Telepathy 2.0 in Second Life

*Jacquelene Drinkall, University of New South Wales, Australia*
Section 2
Our Immersion: Entering the Metaverse

Chapter 5
The 3-D Innovation Sphere: Exploring the Use of Second Life for Innovation Communication........ 70
Katrin Tobies, University of Leipzig, Germany
Bettina Maisch, University of St. Gallen, Switzerland

Chapter 6
What’s Real? Presence, Personality and Identity in the Real and Online Virtual World............... 88
Benjamin Gregor Aas, University of Amsterdam, The Netherlands

Chapter 7
Verbal and Non-Verbal Communication in Second Life .......................................................... 100
Sara Pita, Universidade de Aveiro, Portugal
Luís Pedro, Universidade de Aveiro, Portugal

Chapter 8
Virtual Worlds and Reception Studies: Comparing Engagings ............................................. 117
CarrieLynn D. Reinhard, Roskilde University, Denmark

Section 3
Society Development: People, not Person

Chapter 9
Students’ Perceptions About Delivery of Game-Based Learning for Virtual Patients in Second Life........................................................................................................ 138
M. Toro-Troconis, Imperial College London, UK
N. J. Roberts, Imperial College London, UK
S. F. Smith, Imperial College London, UK
M. R. Partridge, Imperial College London, UK

Chapter 10
Virtual Learning Communities of Practice in Metaverse ......................................................... 149
Gaia Moretti, Libera Università Maria Ss. Assunta, Italy
Eliane Schlemmer, Universidade do Vale dos Rios dos Sinos, Brazil

Chapter 11
Technological Minimalism vs. Second Life: Time for Content Minimalism ............................ 166
Joao Mattar, Universidade Anhembi Morumbi, Brasil
Section 4
Built for Fun: Playing in the Metaverse

Chapter 12
The Players’ Dimension: From Virtual to Physical ......................................................... 181
  Michael Nitsche, Georgia Institute of Technology, USA

Chapter 13
Structures of Agency in Virtual Worlds: Fictional Worlds and the Shaping of an In-Game Social Conduct .................................................................................................................. 192
  Thiago Falcão, Federal University of Bahia, Brazil

Chapter 14
Is There a Virtual Socialization by Acting Virtual Identities? Case Study: The Sims® ........................................... 206
  Pascaline Lorentz, University of Strasbourg, France

Chapter 15
The Epistemological Character of Puzzles in the Metaverse.................................................. 219
  Luís Carlos Petry, Pontifícia Universidade Católica de São, Brazil
  Cristiano Natal Tonéis, Faculdades Metropolitanas Unidas de São Paulo, Brazil

Section 5
Sustenance: Virtual Health Care

Chapter 16
Virtual Simulations and the Second Life Metaverse: Paradigm Shift in Neuropsychological Assessment............................................................................................................. 234
  Thomas D. Parsons, University of Southern California, USA

Chapter 17
Virtual Worlds and Health: Healthcare Delivery and Simulation Opportunities............................. 251
  David Holloway, Metaverse Journal, Australia

Chapter 18
Virtual Worlds and Behavioral Change: Overcoming Time/Space Constraints and Exploring Anonymity to Overcome Social Stigma in the Case of Substance Abuse................................................. 271
  Ana Boa-Ventura, University of Texas at Austin, USA