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Feb 5th, 11:00 AM - 12:00 PM

A Consumer Health Librarian's NLM Funded Project in Second Life

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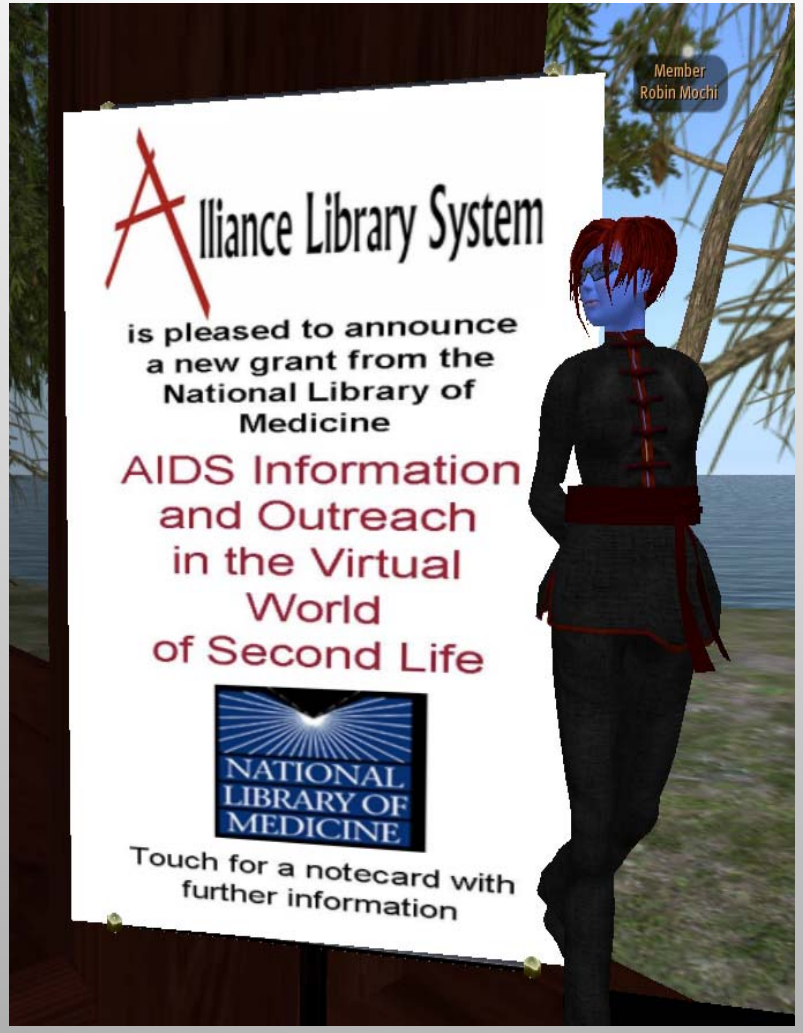


A Consumer Health Librarian's NLM Funded Project in Second Life

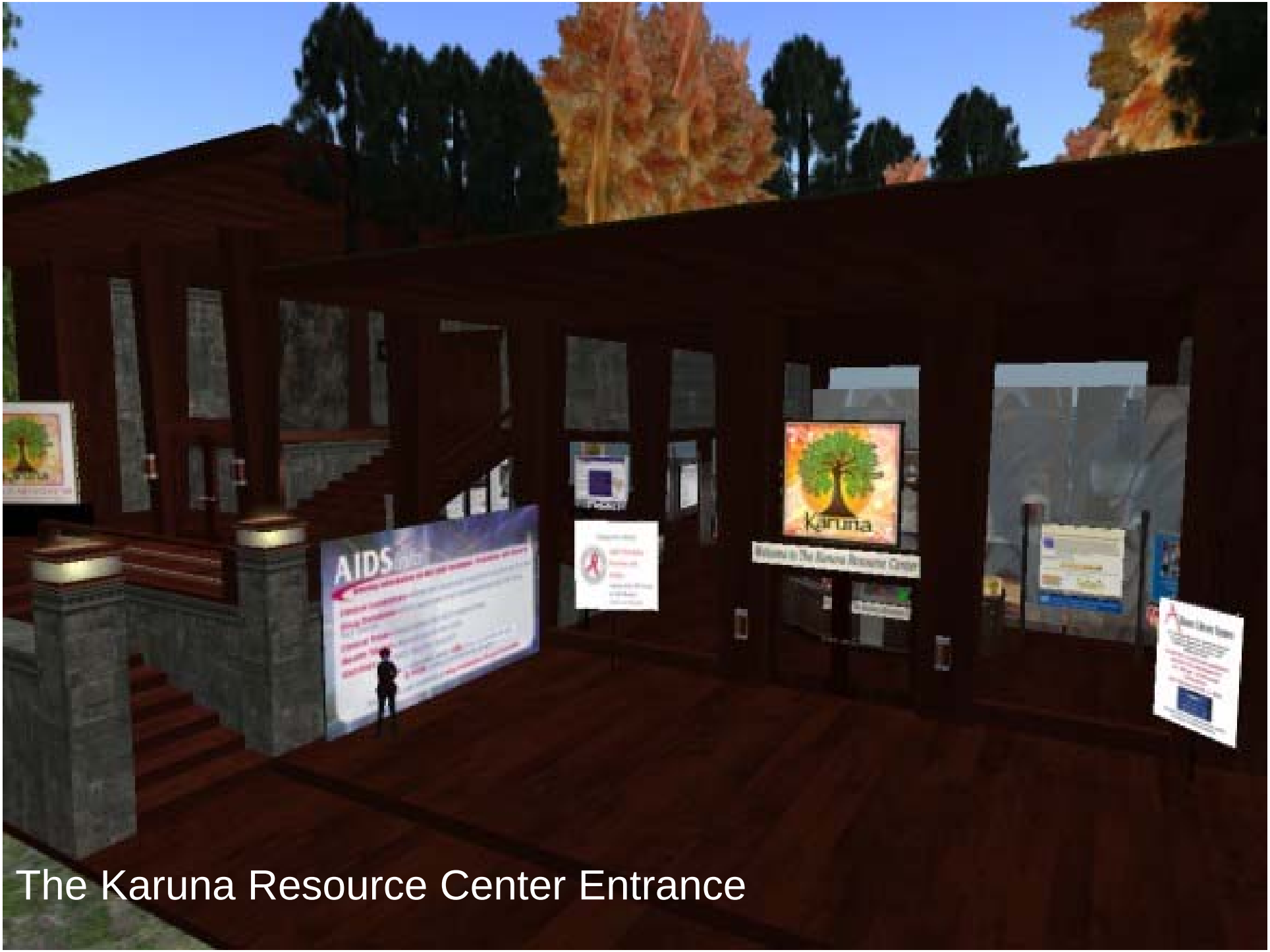
by Robin Ashford aka Robin Mochi in SL

What is Second Life? – The Internets largest user created, 3D virtual world community – It's not a game.

The Karuna Project

- **<u>Abstract of the Project</u>** - The Alliance Library System is requesting RFQs from qualified firms or individuals with Masters of Library Science Degrees, experience with medical/consumer health information, an up-to-date awareness of consumer health resources, and experience in the virtual world of Second Life managing events and creating displays to coordinate the HIV/AIDS Grant Project (Karuna).

Karuna Island - dedicated to HIV/AIDS education, outreach and support, and funded by the National Library of Medicine, with the support of the Alliance Library System.



The Karuna Resource Center Entrance

Project Objectives for Karuna

- To develop and compile quality resources in a library (Karuna Resource Center) on AIDS/HIV
- To train AIDS/HIV patients, their families, and others on how to search for quality information on all aspects of the disease
- To provide informational displays on AIDS/HIV.
- To increase awareness of NLM resources on AIDS/HIV
- To collaborate with other AIDS/HIV and health information agencies to provide quality health information

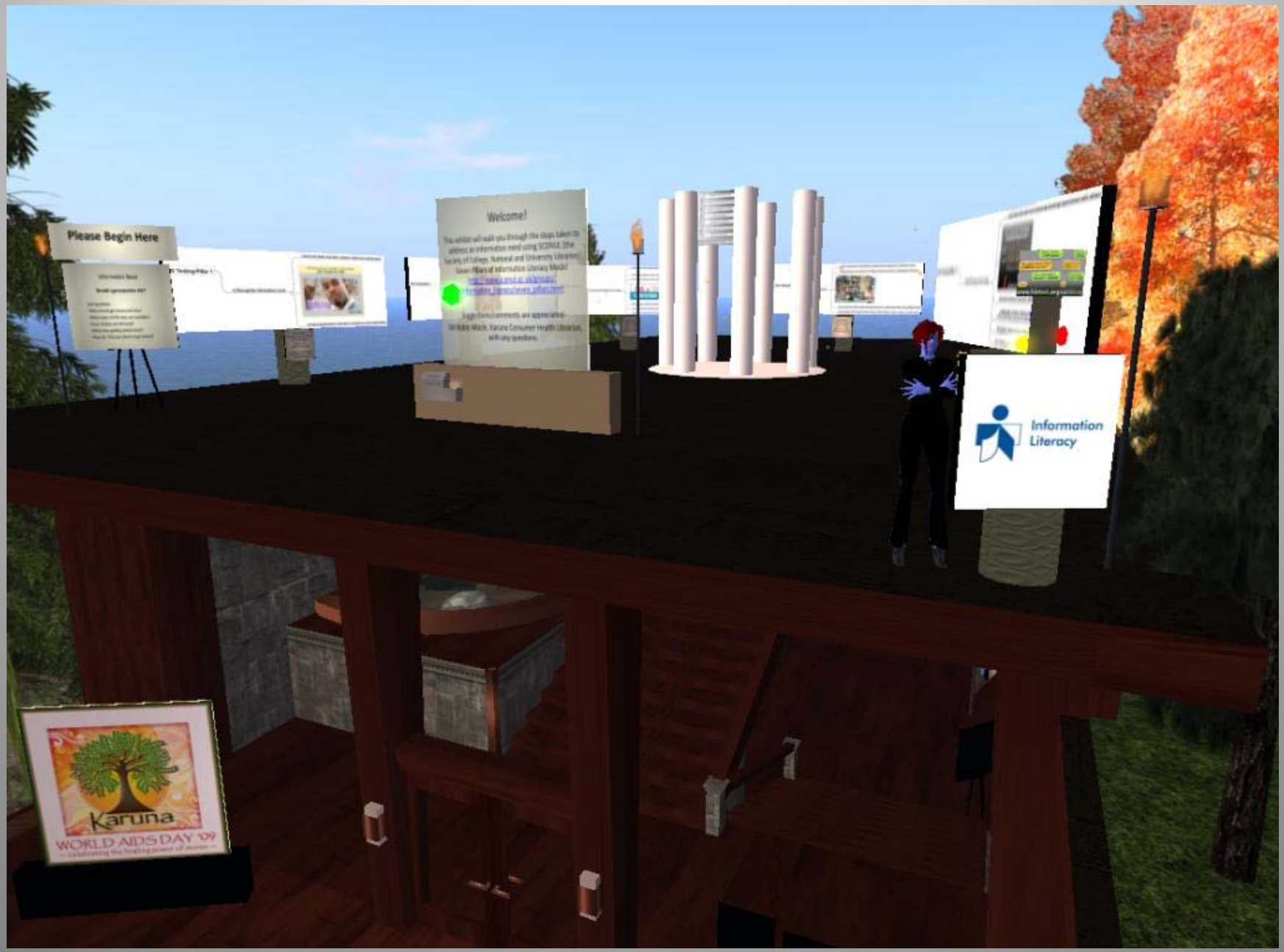
Provided with an empty building, I filled it with content, mainly information resources from government agencies. Created a comfortable place to meet and share, give presentations, collaborate with others and more.

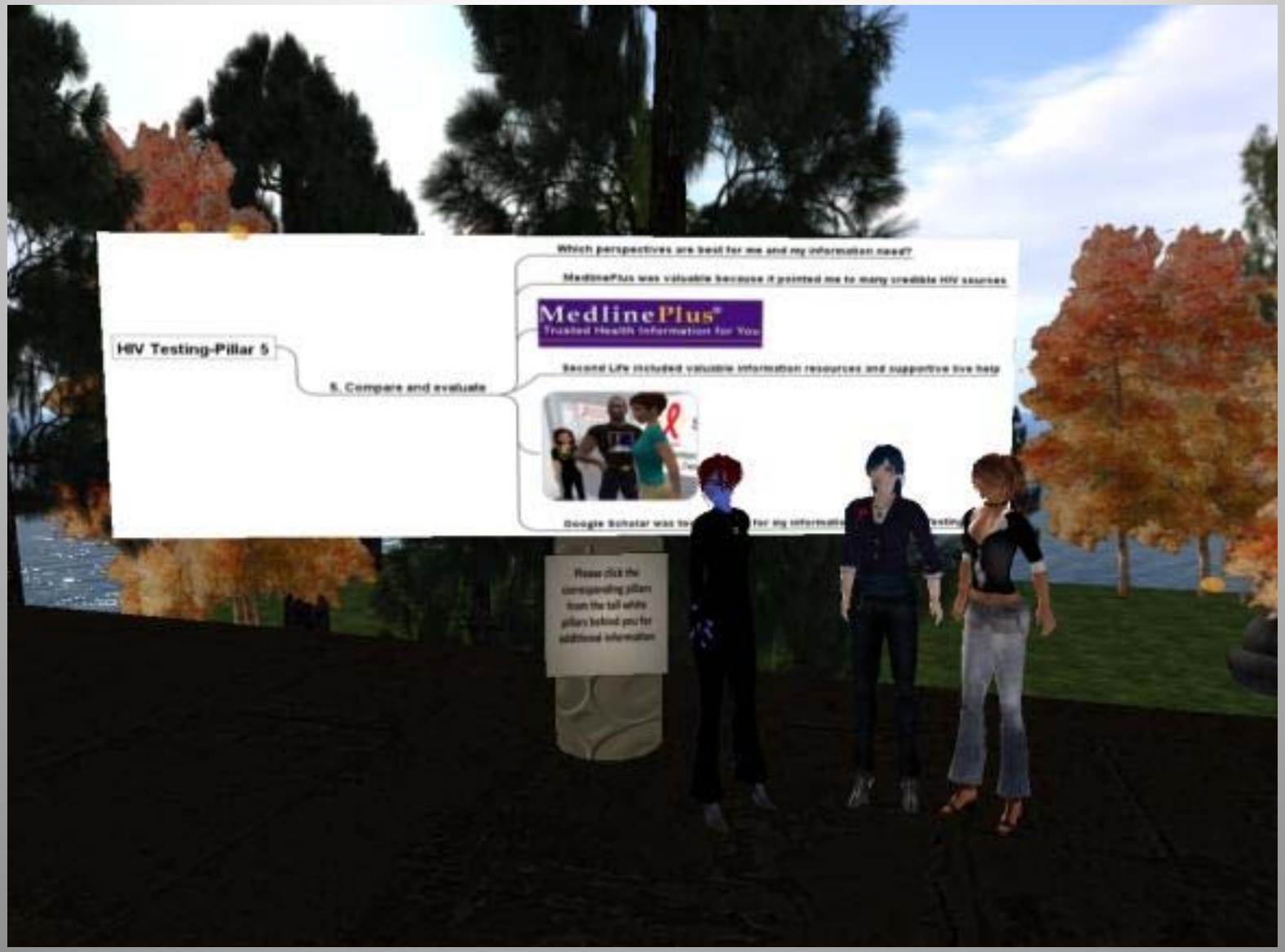
Karuna
Celebrate Life!
Live Help - Robin Mochi:
Karuna Island, Consumer
Health Librarian
Hours
Welcome to The Karuna Resource Center

Speaking with a professor from Puerto Rico and arranging to meet the next week with his class via a classroom projector.

A class from the University of Hawaii at Manoa LIS program takes a tour and asks questions with Professor Diane Nahl

Global Information Literacy Week in Second Life - November 2009




HIV Testing-Pillar 5
5. Compare and evaluate
Which perspectives are best for me and my information need?
MedlinePlus was valuable because it pointed me to many credible HIV sources
MedlinePlus®
Trusted Health Information for You
Second Life included valuable information resources and supportive live help
Please click the corresponding pillars from the tall white pillars behind you for additional information

Recent Presentation on Global summary of the AIDS epidemic report by the World Health Organization and UNAIDS

A visitor asking questions about the World Health Organization HIV/AIDS display and report

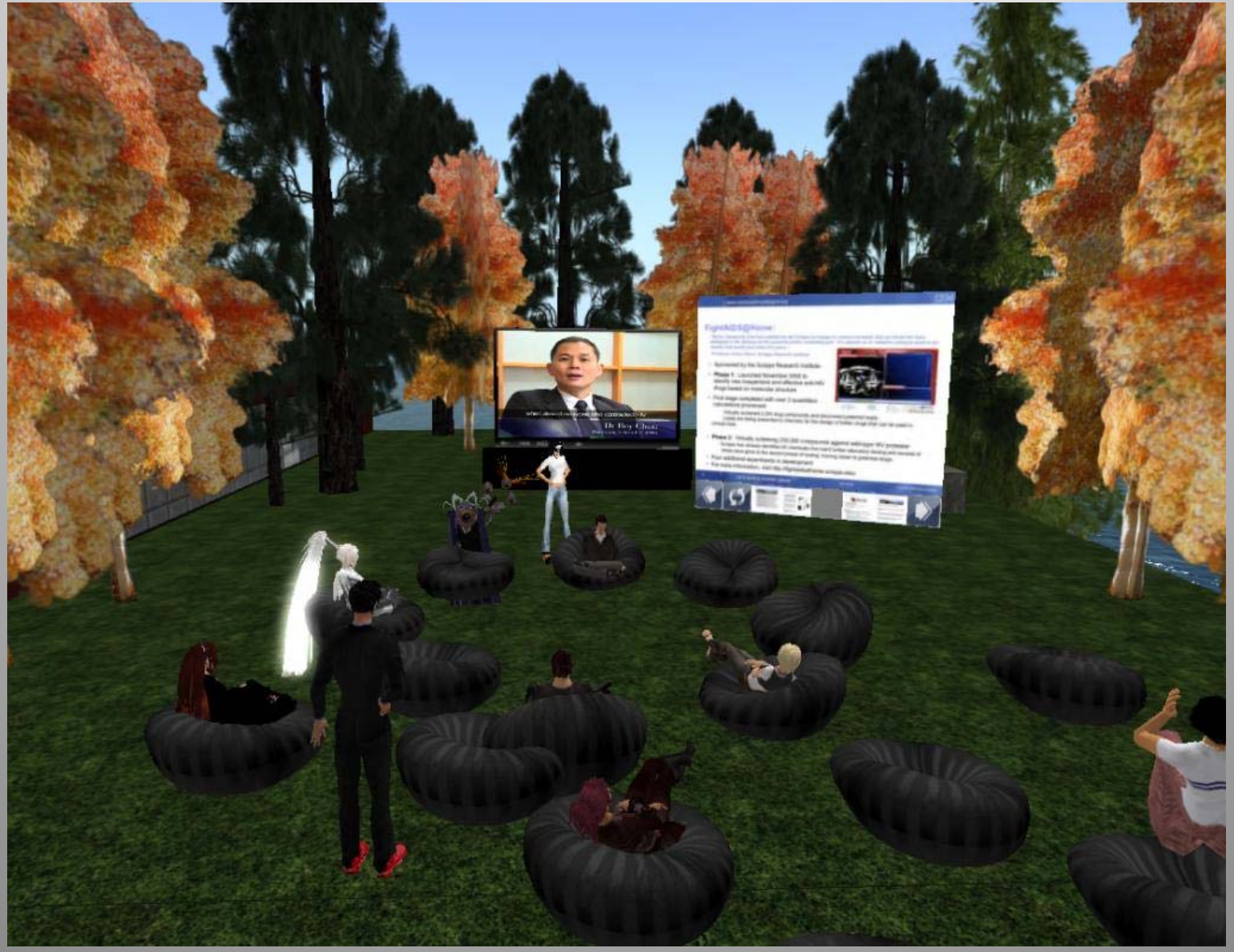
Karuna Partners – Planning for World AIDS Day 2009 – IBM, RTI International., AIDS.gov and more

Karuna Project Coordinator and myself meeting with our National Library of Medicine rep to discuss World AIDS Day plans

Working on Facing AIDS Campaign Display for AIDS.gov on the back deck of Karuna Resouce Center

Working with AIDS.gov representative on World AIDS Day Facing AIDS Campaign

IBM representative presenting on the World Community Grid on the Karuna RC rooftop on World AIDS Day



Lessons Learned

Benefits

- Virtual worlds such as Second Life allow a level of anonymity valued by many
- I know of no better global collaboration tool
- Many opportunities to explore, learn and develop personally and professionally
- Creativity abounds
- Immersive learning
- There are some great people working in there and it can be a very fun environment

Challenges

- The learning curve is still too steep and time consuming for most
- Hardware & bandwidth requirements keep many from the benefits
- Second Life needs a higher number of concurrent users for some people and business to be able to offer services – address the two challenges above and there will be growth