

## MEMORANDUIM OF UNDERSTANDING FOR PARTICIPATION IN SECOND LIFE

The UCI Libraries have purchased an island called Anteater Island in Second Life, found at the slurl <http://slurl.com/secondlife/Anteater%20Island/152/188/26/>. The purposes of this investment are to foster and support creative design through course-related instruction and faculty research. Users of Anteater Island agree to following the terms of Second Life and will have sandbox rights during the academic term in which they are granted access. Specifically, this means that users understand:

- \* access to Second Life is open to anyone to browse and visit; sandbox rights or to create work are restricted to approved users
- \* that their contributions will not be saved past the academic quarter on Anteater Island unless special arrangements are made
- \* that Second Life viewer source code is Open Source (<http://secondlife.com/developers/opensource/>) and is best explained by consulting the GNU General Public License (GPL) (see <http://www.gnu.org/copyleft/gpl.html>)
- \* that individual residents of Second Life are aware of and follow the UCI Electronic Communications Policy (<http://www.ucop.edu/ucophome/policies/ec/html/pp081805ecp.html>)
- \* that individual residents of Second Life will exercise careful and considerate practices so as not to create any malicious content that impacts others and to comply with the Terms of Service (ToS) (<http://secondlife.com/corporate/tos.php>)
- \* that all users will treat all other residents with civility and respect and follow the Community Standards (<http://secondlife.com/corporate/cs.php>) which sets out six standards, Intolerance, Harassment, Assault, Disclosure, Indecency and Disturbing the Peace.
- \* that all users will respect intellectual property and protect their own work and creations of others, "shun plagiarism, and evolve increasingly effective social norms to encourage creativity through enlightened self-interest" and that "Residents have the right to retain full intellectual property protection for the digital content they create in Second Life, including avatar characters, clothing, scripts, textures, objects and designs. This right is enforceable and applicable both in -world & offline, both for non-profit and commercial ventures." Basically that users will comply with the processes of the Digital Millennium Copyright Act (DMCA) and are informed by and rely upon the resources available at <http://www.nacs.uci.edu/policy/copyright.html>
- \* that all users are granted a nonexclusive, nontransferable, nonsublicenseable, revocable, limited license to use the Second Life trademark to identify only your goods and/or services that are either available in or related to the Second Life virtual world and that users can use the trademarks, logs, service marks, trade dress, slogans, copyrighted designs or other brand features related to Second Life as explicitly licensed by Linden Research, and only under the terms and conditions and for the purposes described in such License.
- \* that students enrolled in classes which will use the Second Life platform will be asked to register their avatar name with their instructor
- \* that users mention in any research, publications and/or presentations that use of Anteater Island was provided by UC Irvine Libraries

For additional information, please contact Kristine Ferry, Director of Web Services, at [kferry@uci.edu](mailto:kferry@uci.edu).

Academic Term :

Name:

Avatar Name:

Course (if applicable):

Instructor(s) (if applicable):

Signature: \_\_\_\_\_