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Impact of Virtual World on Mental Health of House Wives

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ABSTRACT: Virtual world is a potentially powerful technology for enhancing assessment in mental health in housewives. At any time or place, individuals can be transported into immersive and interactive virtual worlds that are fully controlled by the researcher or clinician. This capability is central to recent interest in how virtual world might be harnessed in both treatment and assessment of mental health conditions of housewives. The current review provides a summary of the advantages of using virtual world for assessment in mental health, focusing on increasing ecological validity of highly controlled environments, enhancing personalization and engagement, and capturing real-time, automated data in real-world contexts in case of housewives. Considerations for the implementation of virtual world in research and clinical settings are discussed, including current issues with cost and access, developing evidence base, technical challenges, and ethical implications. The opportunities and challenges of virtual world are important to understand as researchers and clinicians look to harness this technology to improve mental health outcomes in housewives.

KEYWORDS-housewives, virtual, world, mental health, impact

I. INTRODUCTION

Second life is a 3D virtual world enhanced by ordinary people like you and me, the people that use this project are known as residents. Second Life, was created in 1999 by Linden Lab – a developer of virtual world entertainment, and the Second Life idea was formed by Philip Rosedale known inside the Second Life platform, as Philip Linden. The Linden Dollar is the currency inside the programme and no matter where you are from in the real world, you can change your currency to purchase Linden Dollars (known inworld as Lindens) so that you can buy and sell inside Second Life. However, you do not have to transfer any money into the programme – you can enter the programme with no money but you can make money and if you make enough money – you can transfer it out of the programme and into a real life bank account. Of course to be really successful at selling you will have to be committed, have a great deal of skills (these can be learned over time) and you would have to learn how things work (thoroughly research your business idea) within Second Life first. Therefore, Second Life – is an absolutely perfect programme for any socially excluded and disenfranchised person to be able to have a go at practicing the art of budgeting and making money. In addition to the making money side of Second Life,[1-10] there are many kinds of other benefits that the programme offers, such as the educational aspect and the learning environment and positive working habits that the programme instills within you. When you become a part of the Second Life programme, the more and more you enter – a certain change starts to take place within you.

There is a debate on whether Second Life is a form of social networking, or a game. In my opinion, both are true. SL is indeed different things to different people. Once you are a regular user of the programme you no longer describe it as a programme, it just becomes SL, short for Second Life. It is a form of social networking being that you begin to enjoy and acknowledge the aspect of Second Life being a place that one can meet up with people and simply socialise. However, unlike the general social networking forums, in Second Life, you use an Avatar to represent yourself on screen; this is why some people like to describe Second Life as a game. The moment you enter the programme you login through what's called a Viewer, you download this Viewer to your desktop, the Viewer is how you view and enter the world of Second Life. You will arrive at a Linden Lab welcome area that will give you a tutorial on how to get around inside the programme. There you will find your Avatar, but since you would have chosen an avatar name for yourself at the time of sign up, you will easily recognise yourself. This is where the fun begins.

As you are new to Second Life, older residents can easily recognise you from how you look. Your avatar will look like what is termed, a Noob, or a Newbie – nicknames for a new resident. As you begin to explore and when you see how awesome older residents look you may feel that urge to want to change your appearance and become a different avatar – since you will by then understand that this is what Second Life is ultimately about. It is a place for dreams, for you to

live them out and be who you want to be, free from discrimination and recrimination. This is a new life YOU – hence the name Second Life. You can be a human avatar or a non human avatar, you can even be a supernatural being – it is entirely your choice. However, you either have to remake your avatar when you acquire the skills or purchase what another residents have created. This is when you will begin to understand that even in a virtual world, money makes the world go around.

II. DISCUSSION

In SL, you can shop, as Second Life is a world created by the residents, people like you and me. Some residents have created stores, offices and absolutely whatever you can allow yourself to imagine. You can almost always find whatever you can think of in Second Life and if it hasn't already been created then you could learn to create it yourself – after all, you can sell just as you can buy. If you have created something you will want to sell your item in order to make money for you to live on just like in the real world. You can buy land, you can purchase a home to put on that land or maybe just set up a store. You can also buy from home shopping just like in the real world. Second Life has a website called Marketplace, residents can set up stores there and of course, you can buy anything you like there too – and it gets delivered to you In-world. The products you have purchased arrive as a notification on your screen telling you that you have received an item and where it came from. The item goes directly into your inventory – a file that holds everything you own in Second Life – think of it as a storage facility that is with you wherever you go.[11-20] You can use your inventory to receive things, write notecards to send messages to people, save addresses that you have visited In-world – these are called Landmarks – and you can even organise everything inside your inventory into organised folders. Once you understand these things you are basically set to go out and enjoy your Second Life, making friends, taking building or scripting classes, attend learning workshops, courses – anything you can think of; and if it isn't there – remember, you can create it yourself and perhaps make yourself a small fortune.

Where Human Beings are, there will always be some form of drama, and this is where The Real Housewives of Second Life come into play. Just like on real life television, the hugely popular reality TV series collection that surround the lives of real housewives, well, The Real Housewives of Second Life offer you insight into the residents of Second Life, in particular – the ones that have something to say for themselves. I hope you enjoy this project and the drama created by The Real Housewives of Second Life – proves to be just as popular, educational and entertaining in a virtual world, as it is in real life.

The way to become involved in the project is for you to befriend a Housewife and be involved in their lives or simply contribute regularly to the content generated by this website. You may also send a notecard with an invitation to view your profile in-world; the notecard should be sent to Christian Living Resident. As the drama unfolds – you will create your own following hence recognition by the project that could lead to you becoming an official Housewife with your own Blog. There are no hard and fast rules about how you associate with the other Housewives, it is entirely your own business. You do not have to endorse any of the Housewives, each Housewife is completely independent of each other, and participation in this project does not insist that the Housewives, their supporters or the Readers, have any affiliation with each other – other than the fact each Housewife is a resident of Second Life. It is possible for housewives paths not to cross and it is also possible that Housewives may not always see eye to eye; what is more important is that the world gets to meet The Real Housewives of Second Life. We look forward to seeing your contributions.

III. RESULTS

A virtual world (also called a virtual space) is a computer-simulated environment^[1] which may be populated by many users who can create a personal avatar,^[2] and simultaneously and independently explore the virtual world, participate in its activities and communicate with others.^{[3][4]} These avatars can be textual,^[5] graphical representations, or live video avatars with auditory and touch sensations.^{[6][7]} Virtual worlds are closely related to mirror worlds.^[8]

In a virtual world, the user accesses a computer-simulated world which presents perceptual stimuli to the user, who in turn can manipulate elements of the modeled world and thus experience a degree of presence.^[9] Such modeled worlds and their rules may draw from reality or fantasy worlds. Example rules are gravity, topography, locomotion, real-time actions, and communication. Communication between users can range from text, graphical icons, visual gesture, sound, and rarely, forms using touch, voice command, and balance senses.[21-30]

Massively multiplayer online games depict a wide range of worlds, including those based on the real world, science fiction, super heroes, sports, horror, and historical milieus.^[10] Most MMORPGs have real-time actions and communication. Players create a character who travels between buildings, towns, and worlds to carry out business or leisure activities. Communication is usually textual, but real-time voice communication is also possible. The form of communication used can substantially affect the experience of players in the game.^[11] Media studies professor Edward Castronova used the term "synthetic worlds" to discuss individual virtual worlds, but this term has not been widely adopted.^[12]

Virtual worlds are not limited to games but, depending on the degree of immediacy presented, can encompass computer conferencing and text-based chatrooms.^[13]

A virtual economy is the emergent property of the interaction between participants including housewives in a virtual world. While the designers have a great deal of control over the economy by the encoded mechanics of trade, it is nonetheless the actions of housewives that define the economic conditions of a virtual world. The economy arises as a result of the choices that players make under the scarcity of real and virtual resources such as time or currency.^{[4][17]} Participants have a limited time in the virtual world, as in the real world, which they must divide between task such as collecting resources, practicing trade skills, or engaging in less productive fun play. The choices they make in their interaction with the virtual world, along with the mechanics of trade and wealth acquisition, dictate the relative values of items in the economy. The economy in virtual worlds is typically driven by in-game needs such as equipment, food, or trade goods. Virtual economies like that of Second Life, however, are almost entirely player-produced with very little link to in-game needs. While the relevance of virtual world economics to physical world economics has been questioned, it has been shown the users of virtual worlds respond to economic stimuli (such as the law of supply and demand) in the same way that people do in the physical world.^[31] In fact, there are often very direct corollaries between physical world economic decisions and virtual world economic decisions, such as the decision by prisoners of war in World War II to adopt cigarettes as currency and the adoption of Stones of Jordan as currency in Diablo II.^[30]

The value of objects in a virtual economy is usually linked to their usefulness and the difficulty of obtaining them. The investment of real world resources (time, membership fees, etc.) in acquisition of wealth in a virtual economy may contribute to the real world value of virtual objects.^[17] This real world value is made obvious by the (mostly illegal) trade of virtual items on online market sites like eBay, PlayerUp, IGE for real world money.^{[32][33][34]} Recent legal disputes also acknowledge the value of virtual property, even overriding the mandatory EULA which many software companies use to establish that virtual property has no value and/or that users of the virtual world have no legal claim to property therein.^{[35][36]}

Some industry analysts^[who?] have moreover observed that there is a secondary industry growing behind the virtual worlds, made up by social networks, websites and other projects completely devoted to virtual worlds communities and gamers. Special websites such as GamerDNA, Koinup and others which serve as social networks for virtual worlds users are facing some crucial issues as the DataPortability of avatars across many virtual worlds and MMORPGs.^[37]

Virtual worlds offer advertisers the potential for virtual advertisements, such as the in-game advertising already found in a number of video games.^[31-40]

Although the social interactions of housewives in virtual worlds are often viewed in the context of 3D games, other forms of interaction are common as well, including forums, blogs, wikis, chatrooms, instant messaging, and video-conferences. Communities are born in places which have their own rules, topics, jokes, and even language. Members of such communities can find like-minded people to interact with, whether this be through a shared passion, the wish to share information, or a desire to meet new people and experience new things. Users may develop personalities within the community adapted to the particular world they are interacting with, which can impact the way they think and act. Internet friendships and participation online communities tend to complement existing friendships and civic participation rather than replacing or diminishing such interactions.^{[51][52]}

IV. CONCLUSION

Virtual worlds represent a powerful new medium for instruction and education that presents many opportunities but also some challenges.^[65] Persistence allows for continuing and growing social interactions, which themselves can serve as a basis for collaborative education. The use of virtual worlds can give teachers the opportunity to have a greater level of housewives participation. It allows users to be able to carry out tasks that could be difficult in the real world due to constraints and restrictions, such as cost, scheduling or location. Virtual worlds have the capability to adapt and grow to

different user needs, for example, classroom teachers are able to use virtual worlds in their classroom leveraging their interactive whiteboard with the open-source project Edusim. They can be a good source of user feedback, the typical paper-based resources have limitations that Virtual Worlds can overcome.^[66]

Multi-user virtual worlds with easy-to-use affordances for building are useful in project-based learning. For example, Active Worlds is used to support classroom teachers in Virginia Beach City Public Schools, the out-of-school NASA RealWorld-InWorld Engineering Design Challenge, and many after school and in school programs in EDUni-NY. Projects range from tightly scaffolded reflection spaces to open building based on student-centered designs. New York Museums AMNH and NYSci have used the medium to support STEM learning experiences for their program participants/housewives too.[41-50]

Virtual worlds can also be used with virtual learning environments, as in the case of what is done in the Sloodle project, which aims to merge Second Life with Moodle.^{[66][67]}

Virtual worlds allow users with specific needs and requirements to access and use the same learning materials from home as they would receive if they were physically present. Virtual worlds can help users stay up to date with relevant information and needs while also feeling as they are involved. Having the option to be able to attend a presentation via a virtual world from home or from their workplace, can help the user to be more at ease and comfortable. Although virtual worlds are used as an alternative method of communicating and interacting with students and teachers, a sense of isolation can occur such as losing certain body language cues and other more personal aspects that one would achieve if they were face to face.[51-60]

Some virtual worlds also offer an environment where simulation-based activities and games allow users to experiment various phenomenon and learn the underlying physics and principles. An example is Whyville launched in 1999,^[23] which targets kids and teenagers, offering them many opportunities to experiment, understand and learn. Topics covered in Whyville vary from physics to nutrition to ecology. Whyville also has a strong entrepreneurial structure based on user created virtual content sold in the internal virtual economy.[61-70]

Some multi-user virtual worlds have become used for educational purposes and are thus called Multi-User Virtual Learning Environments (MUVLEs). Examples have included the use of Second Life for teaching English as a foreign languages (EFL)^[68] Many specialist types of MUVLE have particular pedagogies associated with them. For instance, George Siemens, Stephen Downes continue to promote the use of a type of MUVLE Dave Cormier coined^[69] called a 'MOOC'. Even though MOOCs were once seen as "next big thing" by universities and online education service providers such as Blackboard Inc, this was in fact what has been called a "stampede."^[70] By early 2013, serious questions emerged about whether MOOCs were simply part of a hype cycle and indeed following that hype whether academia was thus "MOOC'd out.[71-80]

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