



Hub2 Workshop

using virtual environments to strengthen community and civic identity in Boston

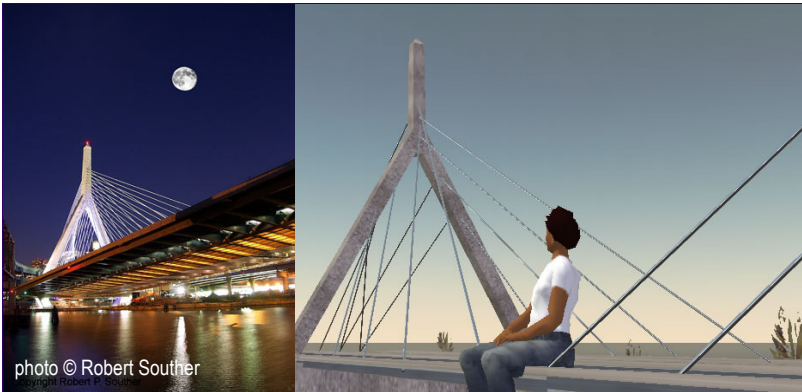


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Fellow

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In collaboration with
the **City of Boston**

This workshop demonstrates how communities can re-imagine public and civic spaces using virtual environments and other new media. As a participant, you will research and redesign your own local neighborhood within the virtual environment of *Second Life*. In the process, you will develop your own understanding of how public spaces shape civic life and propose ways to enrich the spaces you inhabit in the city of Boston.

Learning objectives

By the conclusion of this class, you will have:

- Studied civic engagement and spatial representation in both real and virtual settings
- Gathered community ideas about public spaces and identity using rigorous ethnographic research methods
- Used various Web and social media tools to present your findings and ideas
- Built a symbol, tool, or environment in the virtual 3D world of *Second Life* that re-imagines public space to foster greater civic engagement

Who should apply

This workshop will be particularly valuable to current and aspiring leaders of Boston communities that face critical challenges related to public space and civic life. Comfort with computers is essential, although prior experience with virtual worlds is not required. Individuals representing underserved and youth communities are strongly encouraged to apply.

Date / Time

Sep 18 – Dec 4 (12 weeks)

Meets every Tuesday, 6-9pm

Location

Emerson College

120 Boylston Street, Room 417

Cost

\$431

Enrollment

Enrollment is limited to 16 students. Participants will be selected based on a statement of purpose and intent to advance civic engagement in the City of Boston.

Please submit your 250 word statement describing your goals in taking the class to Gene Koo at gkoo@cyber.law.harvard.edu.

Technology requirements

Students may use Emerson's Media Lab to access *Second Life* for the class. Students who wish to work on *Second Life* elsewhere need broadband access and a computer that meets the software's minimum requirements (see <http://secondlife.com/corporate/sysreqs.php>).