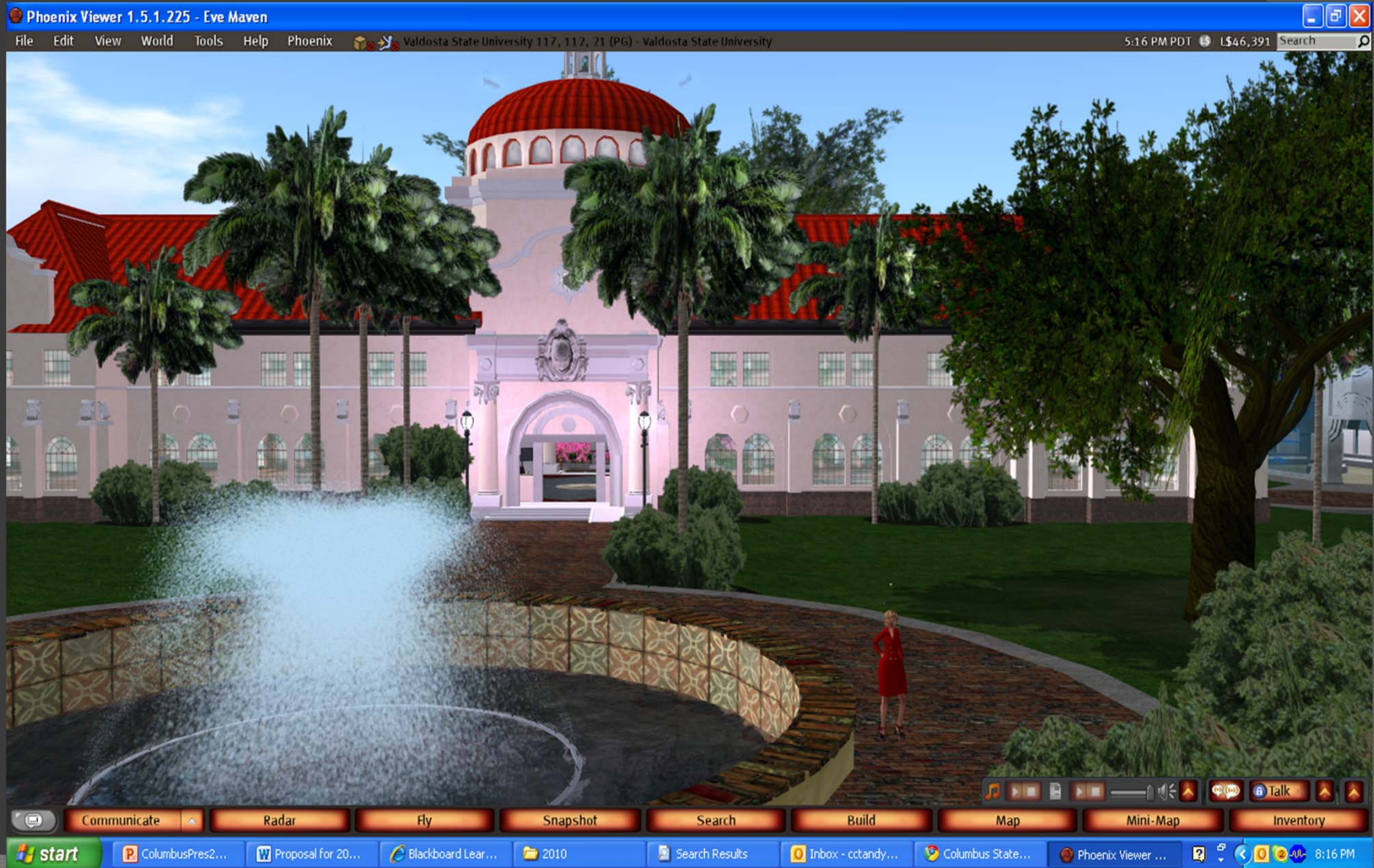


# Valdosta State University





# “West Hall” and Fountain



# Clinical Services (ground level)





# Clinic --Outside View





# Clinic —Inside View



# Prison Room





# Home—Living Room & Kitchen



# Counseling Setting—Private Office





# Group Room



# Hospital Room





## Communicate

Jacque Fireguard (jacque.fireguard)

Profile

Telepor

Histor

OTR: Not Private

[13:42] **Jacque Fireguard:** Ms. Scherzo, I am the hospital social worker Jacque Fireguard. I wanted to spend a few minutes with you this morning before your discharge this afternoon.

[13:44] **Scherzo Resident:** Yeah, they're making me leave. I have to go back on the streets. That's what I'm used to.

[13:46] **Jacque Fireguard:** That was my understanding that you are being discharged and may need some assistance in identifying some resources in the community. Give me an idea of where you were living before being admitted.

[13:47] **Scherzo Resident:** In an old abandoned building, but there are a lot of drugs there.

[13:48] **Jacque Fireguard:** So it sounds as if you have concerns about returning there. Have you lived in other places before the building?

[13:48] **Scherzo Resident:** Sure, I've lived all over the city.

[13:49] **Jacque Fireguard:** Has there been a particular place you have lived that you felt safe?

Send

Contacts

Stand Up

Jacque Fireguard

Communicat

Radar

Fly

Snapshot

Search

Build

Map

Mini-Map

Inventory

[17:53] Aida Nider: Okay. If I hear you correctly he was drinking and mad because you forgot to take out the trash.

Reflecting content and now the client has brought alcohol as another factor into the discussion that needs to be explored. It's good to add that.

[17:53] Tember Stoneshield: Yeah-that's right. I mean, I normally take it out everyday because George likes a clean house. I just forgot to.

[17:54] Tember Stoneshield: George is a good guy. He just likes things a certain way. I just have to make sure things are just right and our life is perfect.

[17:56] Aida Nider: You told me earlier of all the times you have been to the hospital because you are clumsy and on one trip you mentioned George hit you accidentally.

This is a half hearted attempt at confrontation, as well as reflection. It's "soft" and that's OK for now. She won't listen otherwise.

[17:57] Tember Stoneshield: Yeah, well, I mean, I forget things and get stuff mixed up sometimes.

[17:59] Aida Nider: George likes things a certain way. Tell me what usually happens if you don't meet his expectations?

Exploration and to see if violence is the result of her not meeting his expectations.

[18:00] Tember Stoneshield: Can I just be honest?

[18:00] Aida Nider: Absolutely.

To promote more of a trusting relationship I should have explained confidentiality and advised that for us to best work together I need her to be honest with me. I did have an opportunity to go into confidentiality later in the interview. Yes, best to make this clear.

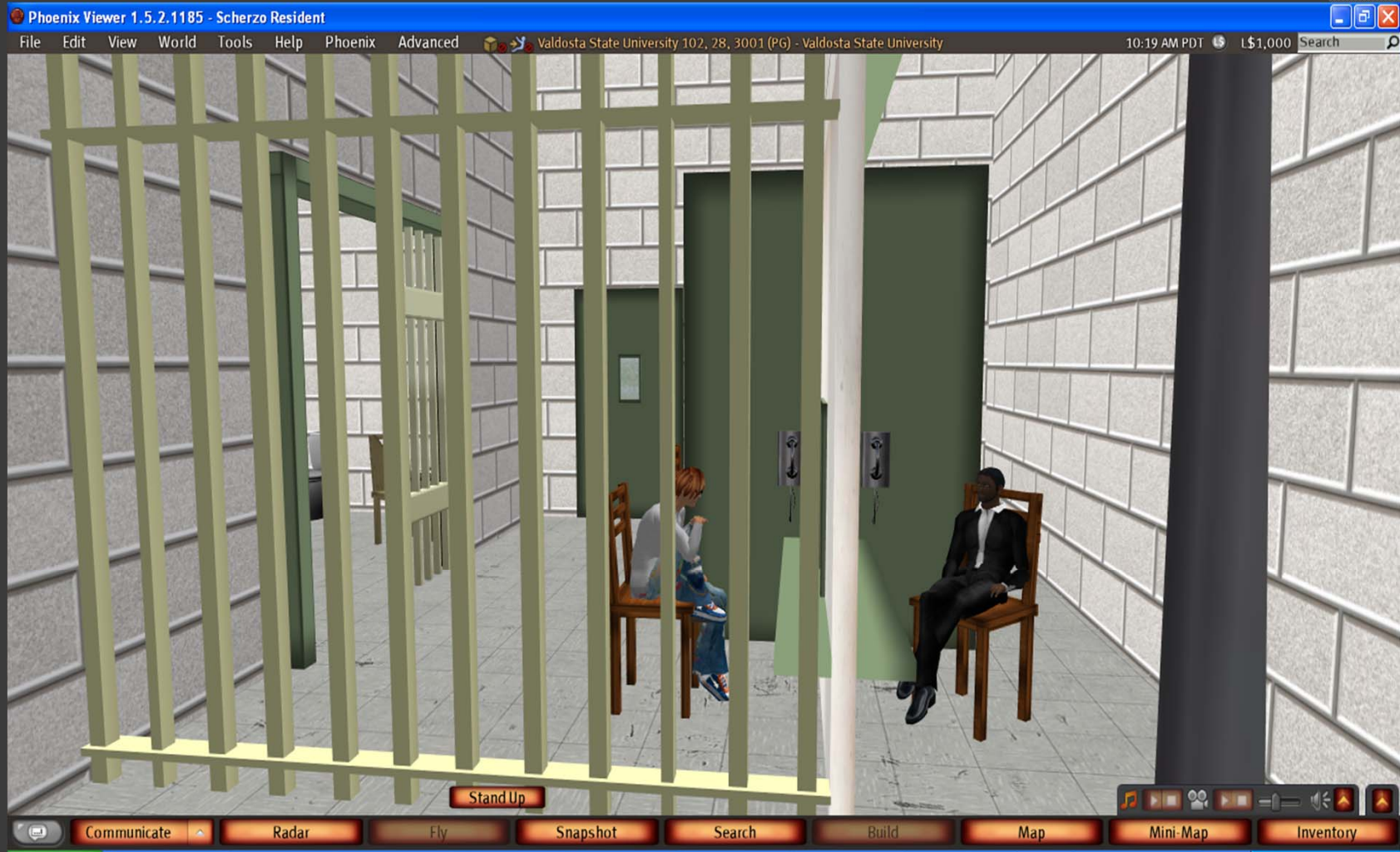
[18:01] Tember Stoneshield: I love George. He is the best thing that has ever happened to me. Yeah he roughs me up a little sometimes but so what? I still get a



# Student Comments

- “I thought I would dread working in Second Life but actually “seeing” the client and the surroundings really helped the process. I could not imagine a better way for us to conduct these types of practice interviews!”
- “Interviewing in SL forced me (and allowed me) to consider my responses more carefully.”
- “The Second Life session was not what I expected, it was better! I thought it was going to be very boring as I sat there and talked to a fake person, but the settings made it feel ‘real.’”
- “Virtual world settings create both the mood and atmosphere for a session. Even my avatar seemed to be displaying attending behavior!”

# Jacque's Visceral Experience





# New Perspectives: Child Avatar

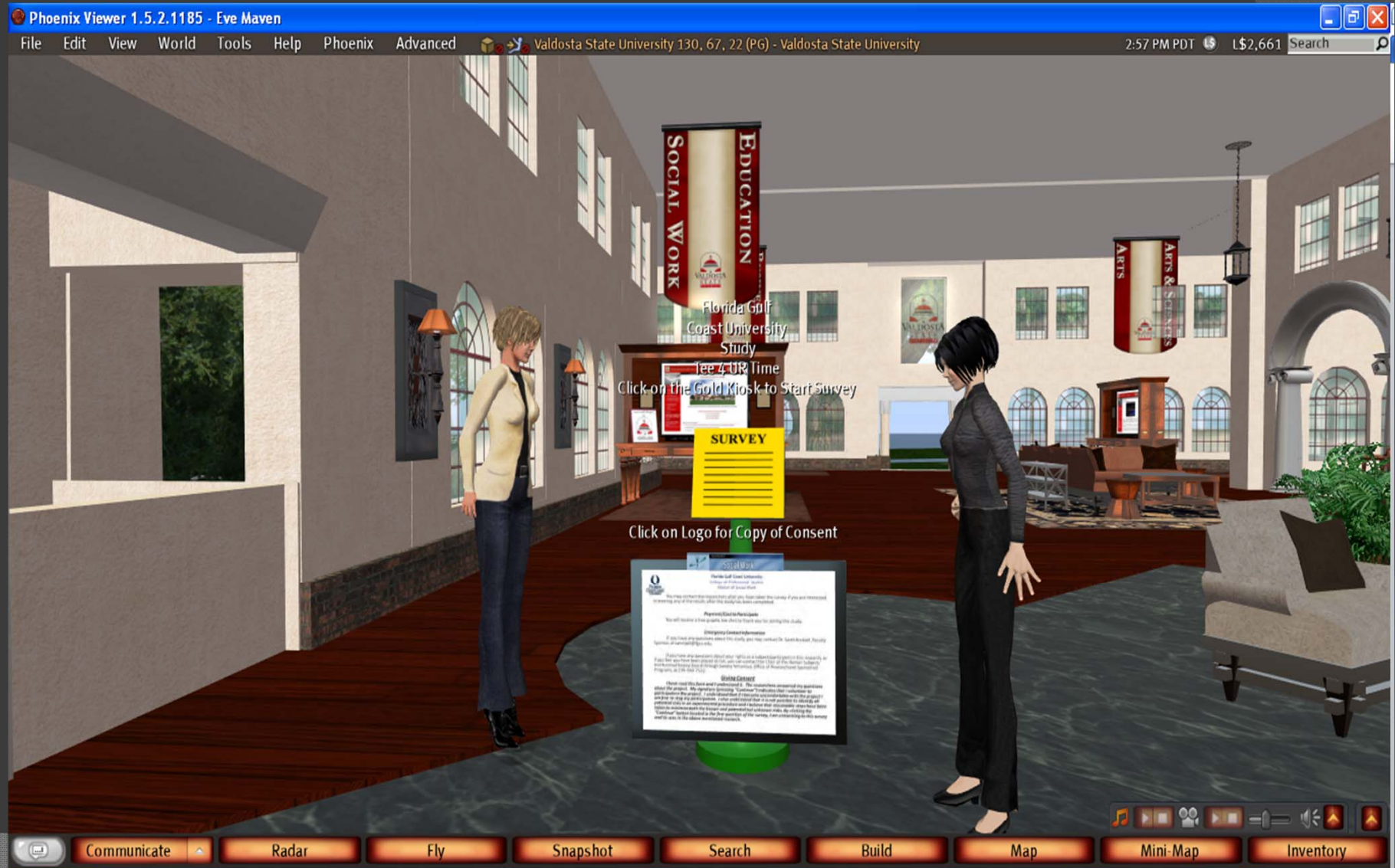


# Case Conferences





# Collaboration



# Potential Applications





# Media Screens and Presentations



# Genome Island

Phoenix Firestorm-Release v3.3.0.24880 - Eve Maven

Avatar Comm World Build Content Help Advanced Genome (89, 169, 62) - General - Genome Island L\$ 33,386 BUY L\$ 1:21 PM PST

VSU Sandbox VSU Stores Linhouse Clinic

DNA: The Double Helix

The Clue from Chargaff's Rule  
Click to Advance the Slides

How was the structure of DNA solved?  
The DNA Detectives

Watson-Crick Model of DNA

The Clue from Franklin's DNA Pictures

Dr. Franklin's Tale

TELEPORT Dr. Watson's Tale  
The Puff of Life: Watson and Crick, 1953  
Chromosome Cafe

DNA Replication: Something Old, Something New

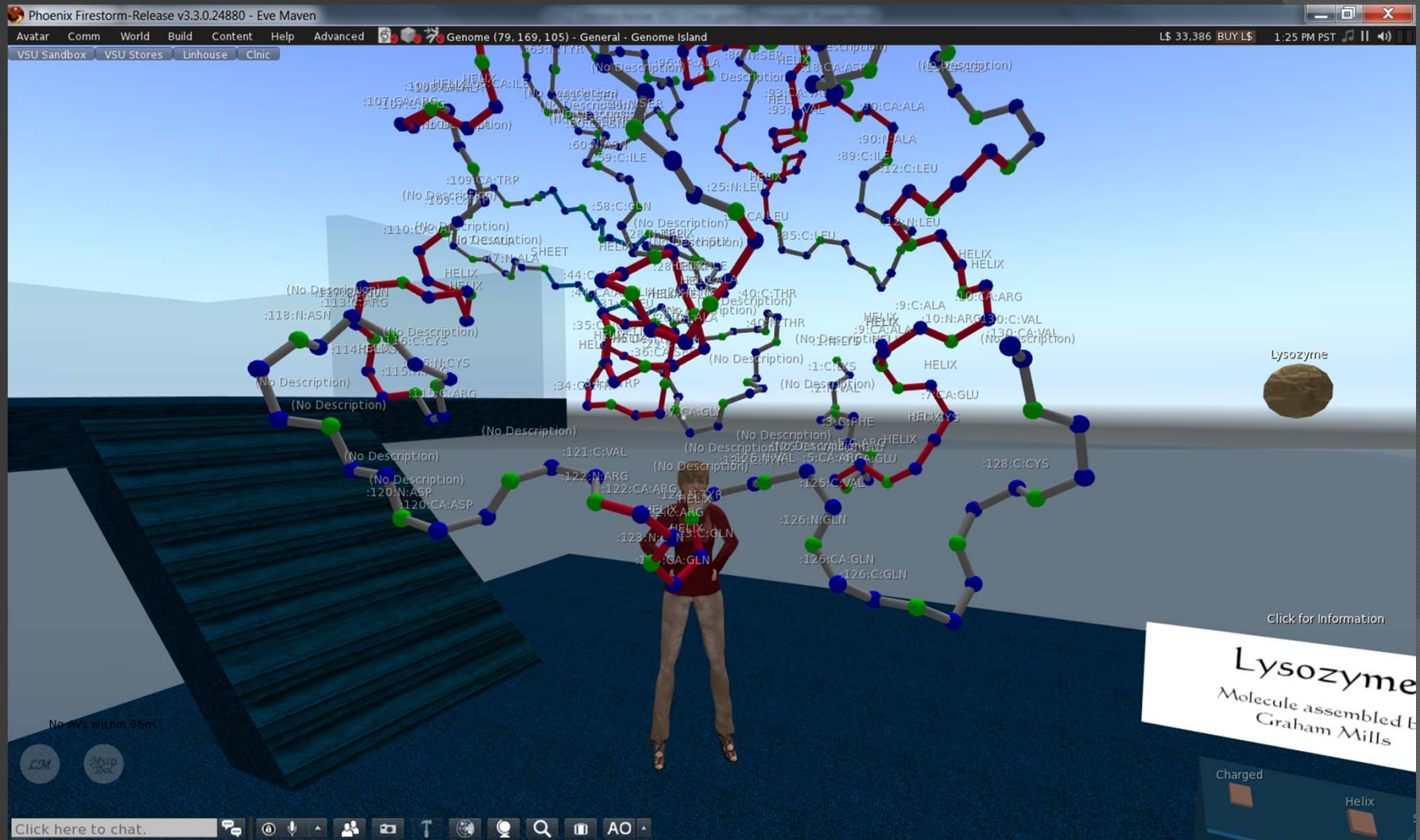
Click to see Slideshow

DATA SWITCH INFO OPERATION

Click here to chat.



# Genome Island: Lysozyme Molecule

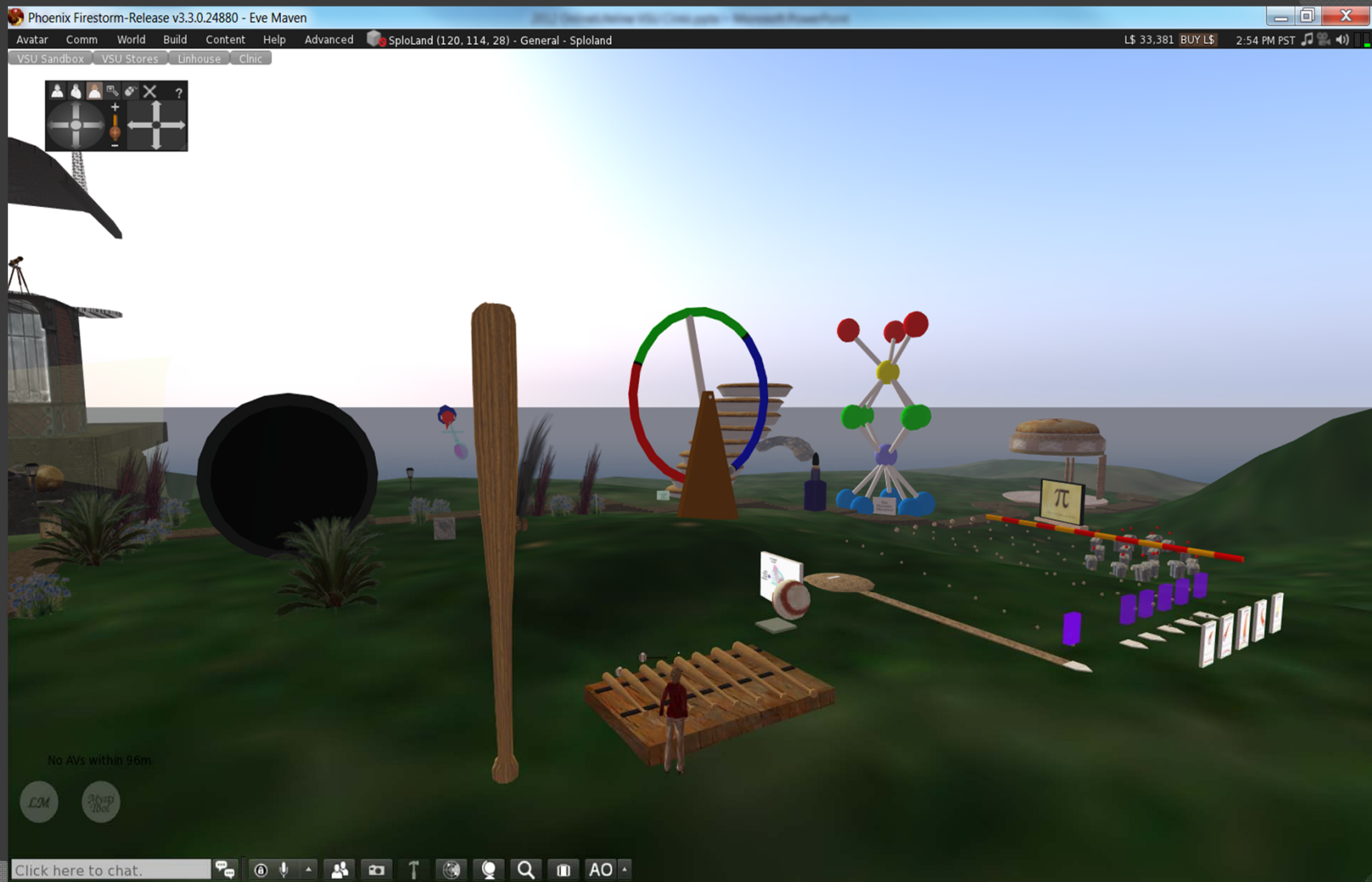


# Sploland, Interactive Museums of Science & Perception

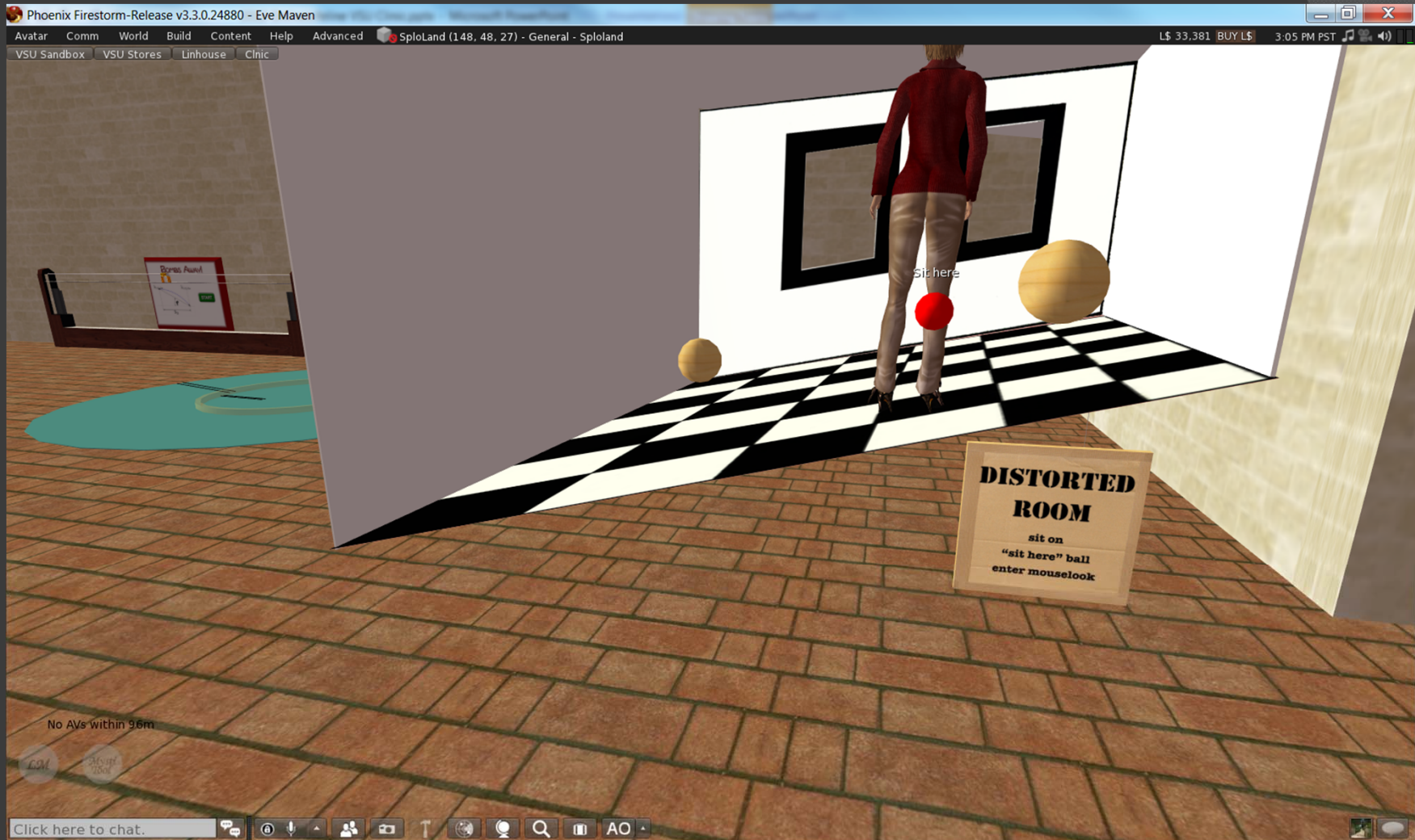




# Sploland

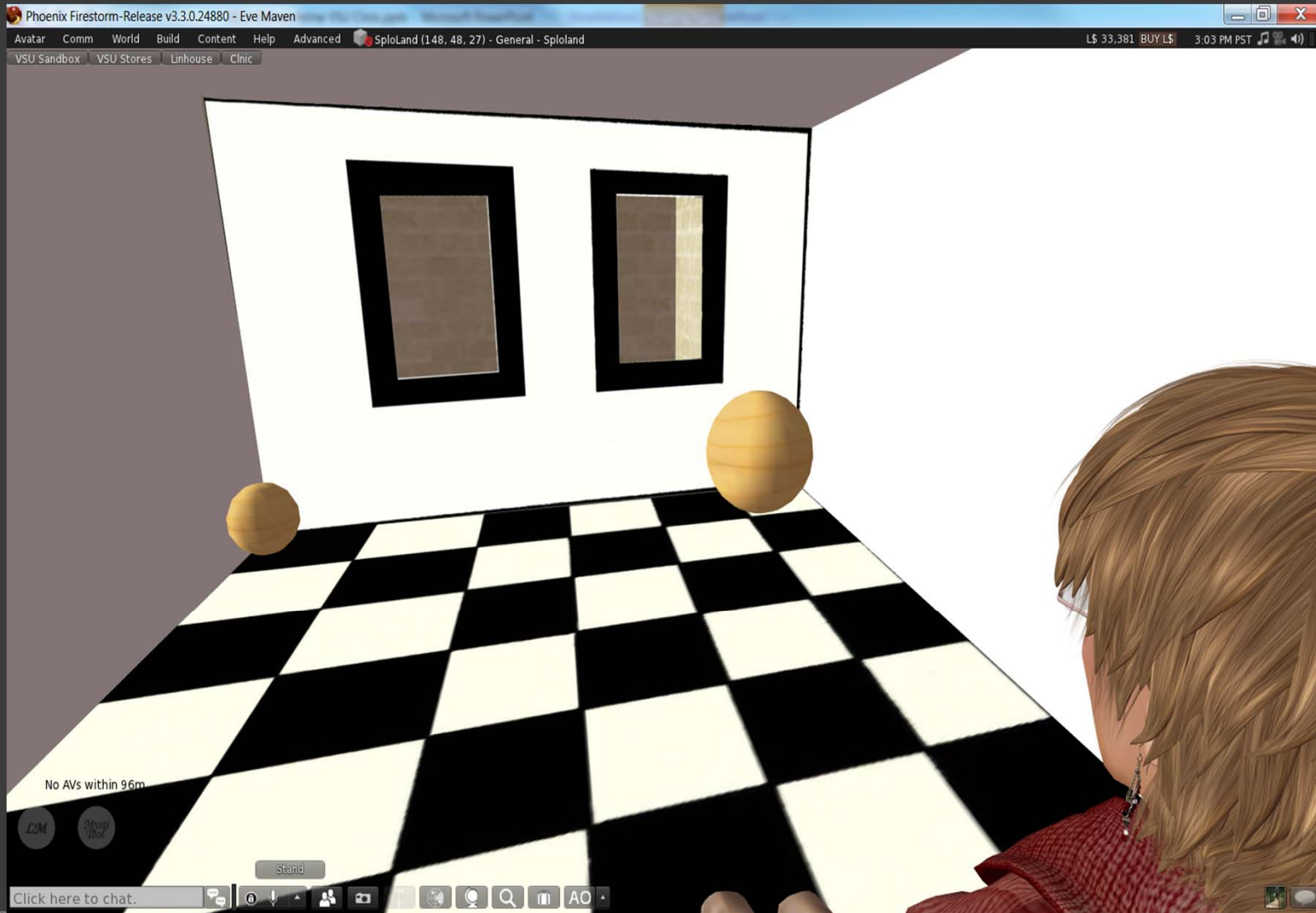


# Distorted Room





# Distorted Room Close-up



# Select-a-Mood Dressing Table





# Globe Theatre, London





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