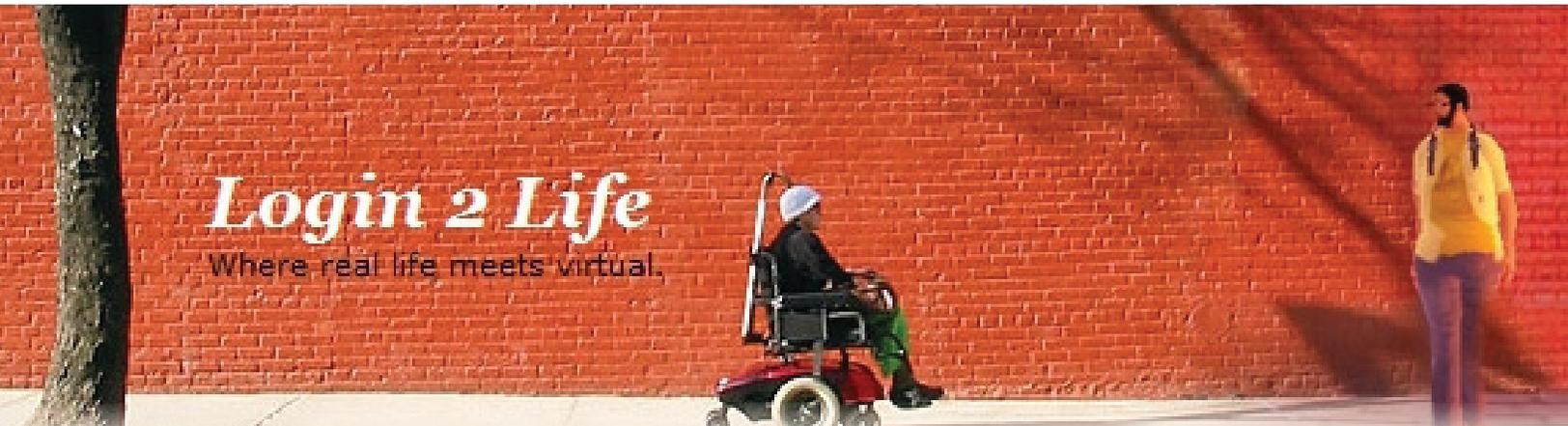


DEEANNA NAGEL AND KATE ANTHONY

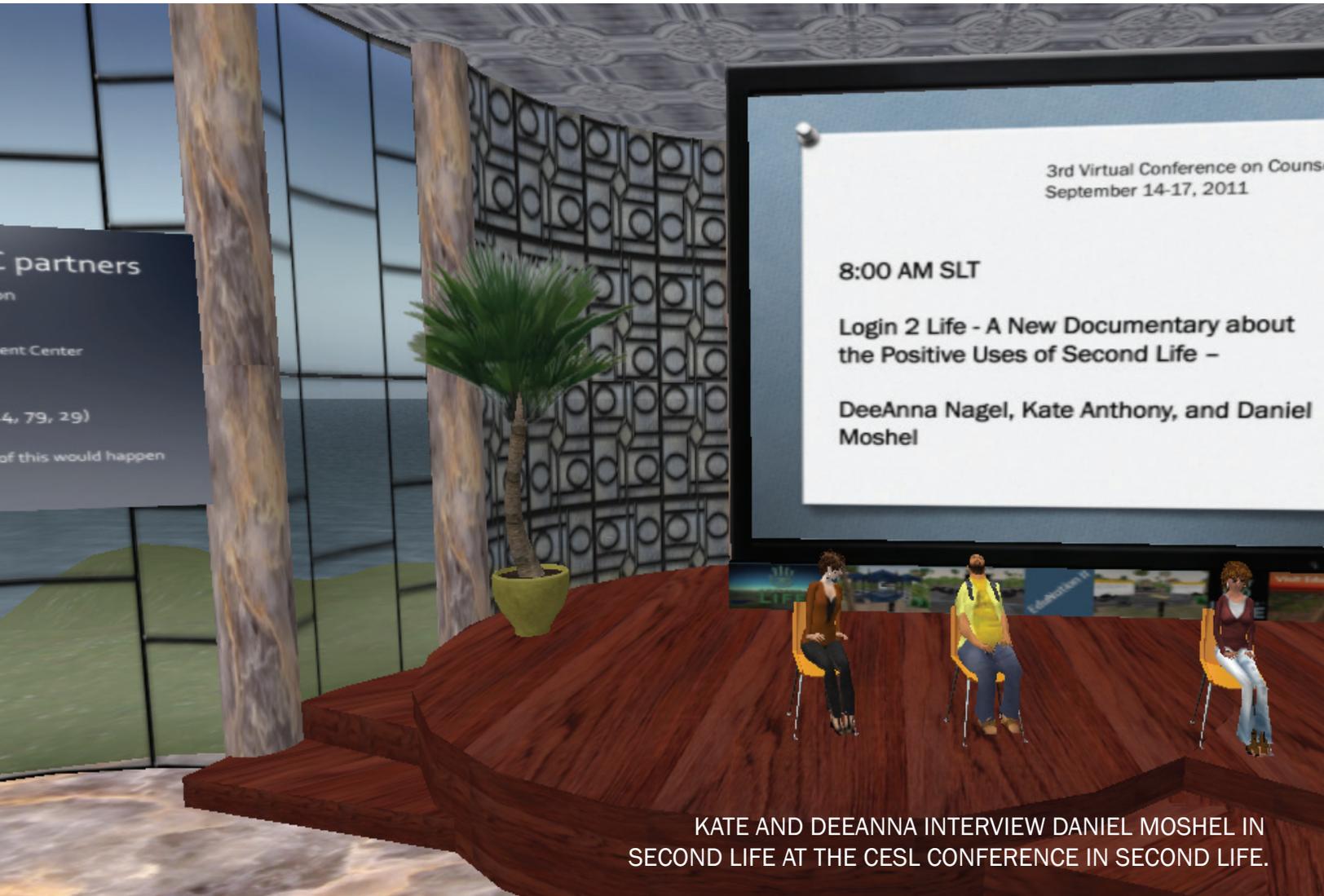


Login 2 Life
Where real life meets virtual.

LOGIN2LIFE

Expanding the Cyberculture POV

Login2Life is a documentary that reviews various uses of [Second Life](#) and [World of Warcraft](#) from a positive lens and captures the essence of online community and real relationships in cyberspace. As the news across the globe is filled with the negative consequences of gaming and technology, and as the helping professions debate about how the constant connectivity of our culture is breaking down our ability as humans to form real and lasting relationships, Login2Life busily and rather diminutively demonstrates how avatars can offer new life for many.



KATE AND DEEANNA INTERVIEW DANIEL MOSHEL IN SECOND LIFE AT THE CESL CONFERENCE IN SECOND LIFE.

Take for instance Corey, a quadriplegic whose world literally came crashing down around him after a devastating car accident. Now with the aid of his mother and other personal care assistants, he remains at home most of the time with limited mobility. And yet he experiences rich and meaningful encounters in the game World of Warcraft. His mother becomes involved in

Second Life and finds an outlet for her story- the story of her son and his disability.

There is Kevin, who makes a living by simulating sex acts in real life so that avatars within virtual worlds can experience a sexual connection with someone else. He is part of the virtual sex industry and in the process, helps people who may not have the opportunity for sexual expression due

to disability or other life circumstances to be able to engage in sexual expression and connection.

Alice Krueger, aka Gentle Heron in Second Life, has multiple sclerosis. Her daily routine is partly filled with the management of MS and partly filled with her involvement in Second Life. Her disability and subsequent discovery of Second Life inspired her to



to earn in-game currency, power and items which are then sold for real money to “serious” players.

Other participants in the film include Julianne, a singer from Berlin who has found fame in the virtual world; Philippe, who makes award winning “machinima” films (the use of real-time 3D computer graphics rendering engines to create a cinematic production); and Thomas, the most famous Guild leader in War of Warcraft, considered a hero in gaming communities.

And finally, there is the Director, Daniel Moshel, who boldly set out to create this film in an effort to shed new light on a not-so-new way of being in relationship and community with others. We interviewed Daniel as the opener to the 2011 CESL Conference in Second Life, and it was a pleasure to meet him and have the opportunity to discuss his film and other works further.

What can therapists and coaches learn from a documentary about virtual worlds and gaming? The above illustrations from the film describe people with wants and needs who find a way to fulfill those wants and needs in a ways that some

view as atypical. Therapists are overheard discussing what constitutes “pathological use” of the Internet and now we hear about many people who are “suffering” from gaming addictions. And while there may be people whose lives have become unmanageable due to the Internet and the possibilities that gaming and virtual worlds offer, that seems to be mostly what we hear. The cautionary note when therapists and coaches hear that their clients are engaging online “for hours and hours” is to deconstruct that with the client to find out what benefit he or she may be gaining. Understanding cyberculture and virtual relationships is fundamental as we become more and more engaged in 3-D environments, whether as children logged on to Club Penguin or as employees of a corporation who is hosting an employee meeting in Second Life. While we may be building a farm via Farmville on Facebook, we may also be forming new relationships. While we attend conferences in Second Life to fulfill our professional education requirements, we may also be meeting new and influential colleagues.

Login2Life is not the first

launch Virtual Ability Island, a place in Second Life that people with disabilities can receive information and peer support as well as forge new friendships.

A young woman, Miko, left her home village to look for a better life in the urban areas of China. In Shanghai, she found a new way to make money – Gold Farming. She works for a shady organization, playing a character in “World of Warcraft”



an integrated life – using both their physical and digital ones – to explore and develop a fully rounded healthy personality. Understanding cyberspace and the myriad of ways it impacts on our clients’ lives is no longer a quirk that we might choose to dismiss. Those who use virtual worlds and gaming need their therapist or coach to be fully informed about it in order to be a competent practitioner who is able to understand, respect, and ultimately provide the service the client needs.

documentary to portray and examine how people interact online, but it is one of the first to demonstrate the positive possibilities. While each of us may have opinions about how Second Life and World of Warcraft might impact us personally, and while we may

or may not choose to enter those worlds, we mustn’t forget that we are called to hear our clients’ stories and sometimes what is new and misunderstood by us is the very thing that is giving someone else’s life a meaningful pulse. Furthermore, we can help the client pursue

ABOUT THE AUTHORS

Kate Anthony, DPsych, FBACP and **DeeAnna Nagel, LPC, DCC** are joint Managing Editors of TILT Magazine and co-founders of the Online Therapy Institute and the Online Coach Institute.

ARE YOU AN ONLINE THERAPIST OR COACH?

We would love to hear from you!



Contribute to our "Day in the Life" columns with 500-1000 words!

Submit your article to editor@onlinetherapymagazine.com

your world. our stock.

Millions of safe, affordable stock photos, illustrations, video footage, audio tracks and more.

Sign Up for Free

