



## Hub2 Workshop

using virtual environments to strengthen community and civic identity in 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 or extends 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 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.

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*Fellow*

Berkman Center for Internet & Society at Harvard  
Law School

**Eric Gordon, Ph.D.**

*Assistant Professor*  
Emerson College

*In collaboration with*  
the **City of Boston**

### Date / Time

Sep 18 – Dec 4 (12 weeks)

Meets every Tuesday, 6-9pm

### Location

Emerson College

120 Boylston Street, Room 417

### Cost

**Free** thanks to the generous support of the Boston  
Redevelopment Authority

### Enrollment

Enrollment is limited to 16 students. Please use the  
attached enrollment form to apply. If the form is not  
attached, you can download it at

<http://www.emerson.edu/ce/>

Application deadline is **Monday, September 10.**

### 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>).