Meet Beat  
First Meeting in Second Life!
The first meeting of the summer virtual computer science camp will be held at 4pm MDT (3pm PDT) in Second Life, at Clint Jeffery's property. The property, pictured below, is located at Crumbi 234,50 and is known as Clint Jeffery's Place. You will know you have found the place when you see Clint's Scarecrow and the neighbor's art.

The first meeting will introduce everyone, discuss how to use Second Life, discuss some of our other virtual camp software programs, and ask your input on developing some goals for the camp this summer.

Quest Suggestions
Here are a few of the many things you may want to do to get started with our camp. My goal each day will to suggest 120 activity points, but remember, you can skip any parts that you need to, and do quests other than those I suggest. Numbers in parentheses are activity points.

- Download Second Life and Create Account (15). Prove it by messaging "Jeffery Clinton" from inside Second Life.
- Go through Second Life's Tutorial Island (10). E-mail a one paragraph description of what the tutorial covered to clint.jeffery@gmail.com
- Find "Clint Jeffery's Place" (10). I recommend you Search for the adjacent region Fishii and then head North into Crumbi. My property is near Crumbi's south east corner.
- Attend the Meet (60).
- Make friends with other virtual CS camp participants (1/person; up to 15).
- Build a simple Virtual Stage on Jeffery's Place (10 points; collaborative).