**Reflection on Second Life**

Teaching and learning process through Second Life has brought us to a modern era where all the students will get to access the world of internet by their own avatars. It is found to be interesting and motivating because it is fresh and new to us, a technology that never used before. From the learning of Second Life, we have discovered some advantages and disadvantages of using Second Life as the platform of education purposes.

Using of Second Life in educating the new generation will be a good idea because teacher needs to expose the new technology to the students and get them all in track with the current technology. As we know that majority students nowadays are getting more chances to access the internet and some of them is even more advance than the teacher in school. So, this will be a good implementation if teacher is going to teach the subject via Second Life. Students are always loved to see new things. So, disclosure of Second Life to them will attract the attention in learning a particular subject. It is more interesting compared to ordinary teaching in school. Apart from that, students can learn their subject with fun. In addition, through this network, students can enhance their writing and communication skill. They need to write well and speak well in order to interact with people from other countries. So, their skills are trained indirectly.

Furthermore, everything that occur in the Second Life are virtual item, we can use our own creativity to create our own avatar. We can portray to be anyone we like. Things that we cannot do in the real life, we can do it in Second Life. For example, flying in the sky, buy big car, large house, clothes, etc. moreover, we can travel around the world by just clicking on teleport, and no money and transport are needed. Teacher can show the students the cultural of a country by teleport them to that place and let the students explore it themselves. It is better to let them see the images than describing through language speaking. Students will hard to think of the places or items if they do not have the chances to view the images.

However, the overuse of Second Life will also leave an impact on the students themselves. Students might immerge in the world of Second Life until they neglect the real world. Also, if they are using it in an inappropriate way, this will affect their academic seriously. So, it has to be teacher and parents’ responsibility to control and limit the students on accessing the Second Life.

Another disadvantage of Second Life is the speed of the line is running very slow. Sometimes we have to wait for the system to run the program. Apart from that, the images and avatar in Second Life will be running slow if the user’s graphic card cannot support the program.

In conclusion, Second Life does bring a lot of benefits to teacher and also the students. However, it must be used in an appropriate way in order to make full use of Second Life and also support and consolidate the academic purposes in using Second Life.