

SECOND LIFE PROPOSAL

DRAFT 8.15.11

Research Questions:

- Is the Second Life cultural landscape (remember that there is only the most minimal and malleable physical landscape) a direct mirror of Daily Life cultural landscapes?
- Does the Second Life manifest built environment reflect the same set of values, perceptions and central logics as in Daily Life (as per Meinig, Jackson and others)?
 - If so, whose (i.e. which cultural set) or does it reflect a more global set of shared values and perceptions?
- The built environment in Second Life is arguably streamlined, in that all aspects viewed have been intentionally acquired by the Residents, in contrast to Daily Life built environments which usually have any number of objects from prior owners/others (such as power poles, signage, landscaping, structures, etc.). Given this conscious decision making in Second Life, what choices have been made and what do they say about owners values and perception of ‘ownership’?
- Given the diverse nature of the current Second Life Resident population and the cultures they come from (only 30-40% from U.S., at least 30% from Asia) why is there so little diversity in the Second Life built environment. As commentators frequently note, the mainland largely contains very mundane architecture, and very American architecture. Given the options available, why? Why are the Residents making these very conscious choices based on a culture that the majority are not a part of?
- A major challenge to Geographical and Anthropological theory is the concept of cultural primacy. If that is accurate, then why is Second Life largely an Anglo-American built environment?
- As noted in most of the works on Second Life, much of the architecture in Second Life is strikingly mundane, and the majority are, as J.B. Jackson would note, classically middle class American vernacular architecture. A large proportion of the residences appear to reflect a slightly up-scale version of reality rather than expressive opportunities. This is striking given (as noted above) the lack of price differential in structure construction or “prim” cost. There is no significant cost increase to a unique or different building (even if just in color or surface textures), so the choice for a Anglo-American vernacular norm is a reflection of owner taste and intent rather than economic or selective choice.
- As a related research question is the lack of diverse cultural or regional architecture. While the vast majority of structures are Anglo-American, the majority of the SL residents are not Anglo-American. For those individuals from outside the Anglo-American region, why the desire to

mundanely reflect another existence? Is this a reflection of globalization? Is the 'subdivision'/strip mall the life goal that people in the rest of the world want to 'play out' in their fantasy worlds?

- What do the structures, objects and locations in Second Life symbolically say about their owner-Residents? What perception of the Second Life synthetic world does it communicate? What shared values and symbolic are present in the Second Life community?

OUTLINE

A. Theoretical logic:

The Japanese concept of *tatemaie-honne*, of the exterior world of social interaction, in contrast to the internal self-driven world of perception and identity, is not unique to Japanese society though possibly more clearly defined due to the constraints and structure of Japanese society. This research uses as a basic premise that *Tatemaie*, as the exterior world, driven by social-group needs and expectations is the Real Life (RL). By contrast *Honne*, the interior, self-driven world, that provides the basis of *Ikigai* (self-worth, self-identity) is seen as lacking by many people in their real life. For some, the synthetic world of Second Life allows them to express their *honne* without compromising the expectations or social identity crafted in the RL. Further, the physical constructs in SL, the buildings, objects, consumption patterns, all reflect this *honne* being expressed by individuals from a number of different cultures. The fact that the population is so culturally-regionally diverse speaks to both a universal need in the modern globalized world for some sense of individual worth and satisfaction. This is manifested in the built environment of SL. This study looks at the patterns of the built environment with the goal of defining apparent universal needs in the contemporary world that are not being met in RL.

1. SL Description/History

2. SL vs WOW/Sims

A. At this point in time, 3 forms of MMO interaction:

1. The stand-alone program (game) held on a PC, with access to Internet for gaming purposes. This is also the form most game machines take (Xbox, Playstation, Wii). The company will have a set of servers in-house that handle the interactive gaming between players. The key is that the game-world is largely housed on the player's machine;

2. Traditional MMORPG format with multiple servers which house regional players—the geographical/political region of the players define which server they are housed on. Each server holds the program and handles all interaction. The key is that there are a number of repetitive renditions of the game-world held simultaneously in a number of servers. Players do not normally move from one server/game-world to another, and if they do they usually relinquish their former game-world. In essence they move to a new game-world. Therefore players are actually interacting with a sub-set of the game-worlds' population. The player traditionally would purchase a portion of the program including a viewer that would then log-in and start that version of the game-

world. From a technical standpoint this has a number of security and up-grade advantages, in that the individual server-worlds can be set up largely as discrete entities. This means that different servers can be in different languages, follow national/regional morality or legal requirements and theoretically be modified to appeal to niche regional audiences. From a for-profit perspective it also means that new versions of the game can be brought out and sold to new and existing players, rather than continually upgrading existing worlds, which will result in major new revenue streams.

3. SL model. There is only one game-world. It is broken up into small geographical components (currently each named unit is housed on one server?). Each component (a named area) is housed on a unique server. The player information is housed in the overall game-world. The player downloads a viewer, but all other actions take place in-world. As a player moves through the world, they are passed from one server-area to another server-area, which frequently will be seen in-world as parts of the visible world rez (resolve) and de-rez (disappear) on the player's PC. All players interact in the same shared game-world. So while one could say there are at least a hundred Worlds of Warcraft, there is only one Second Life world. From a technical standpoint this has concerns of network vulnerability as the servers have to be persistently and continually interconnected. It also means that changes to the program have to be carefully designed and fully analyzed, as they will impact the entire game-world simultaneously. SL's history includes a number of stories about the unanticipated impacts of change including the addition of voice and audio streaming capabilities (and the rise of discos).

3. Current/recent demographics—econ stream

A. 08-09 Econ boom—Anshe Chung & Bus Week vs reality

B. ED/RW Businesses in/out—similarity of naïve view of Chinese market

C. Recent impact on in-world shopping (especially the shopping malls/areas) with the growth of SL Marketplace/Xexchange. This bares an eerie similarity to RL situations, as the growth of SL Marketplace (owned and controlled by Linden Labs directly) and its relationship to the Linden Bank and L\$ (also controlled directly by Linden Labs) is a clear parallel to E-Bay or Amazon and linked services such as Paypal (owned by E-bay). As merchandising/purchasing has been driven into SL Marketplace, many creators/merchants have moved their operations into this venue. As a result an enormous number of in-world retail shops now stand empty, and it is common to see a 10 to 30 store-front mall entirely empty. The move to a single on-line consolidator/retailer has had enormous in-world impacts both in small-time real estate businesses and also to the visible environment with empty retail areas. The in-world retail business model seems largely gone with the exception of specialized retailers or those who need physical displays (such as furniture or structure creators) to attract buyers.

4. BehSci studies of SL/WOW

5. Concept of Human Landscape vs. traditional link between regional/Cultural Landscape and the Built Environment in Geog/Anthro.

A. Note that in RL existing populations are always building/interacting with the past impacts of human use within a socio-cultural context, especially in decision-making and manipulation of the physical environment.

1. In SL no socio-cultural past landscape to interact with.

2. Linden Lab's control of the SL environment is limited to viewer-communications protocols (but these have frequently been modified by resident-developed 'scripts' [sub-routines]). They define the basic parameters of the physical world: location, elevation, landform type (hilly, shoreline, snow-bound) and climate aspects including day-night cycles. However land can be shaped by land-owners up to 10m (?) vertically and modified in other minor ways (called land-forming). Gravity can be cancelled with sky-boxes and other objects floating permanently in the air. All land is open-access unless otherwise defined by the owner, who can place restrictions on activities such as over-flight (no flying), no object creation or modification (no rez) or even no access (restricted parcels).

3. Initially SL consisted of large land masses (large islands called continents by residents) built entirely by Linden Labs. By 2005-2006 with the major growth in residents and interest in real estate, they added private land (small islands) which were entirely under the control of the resident-owners. On private land regions the owner(s) have nearly complete control of the land. By 2007 this had become a major portion of the SL game-world, as the 'Continents' became more mélange of various individuals, while groups or ambitious individual land-developers largely moved to privately-held islands, allowing privacy and control over use and access. Given the large number of distinct and sometimes highly unique interest groups in SL, this is a major attraction to the game-world. From a social scientist standpoint however it lends a skewed view of the world, as the visible portion (the Continents) do not house most of these very active groups, who are largely invisible on private islands. This also leads to rather spectacular media reports on activity in SL based on either the Continents-only view or looking only at one special-interest group on a private island. The reality is much more complex, with the analogy of the Continents resembling an older neighborhoods in the RL, while the private islands can be seen as analogues to gated-restricted neighborhoods in the RL.

B. Lack of move over to virtual worlds—non-acceptance of digital world as “World” vs. a computer simulation

6. Paradox of SL

A. A culture but not cultural/socialized through long-term experience—on 3/21//2011 how do 63,000 individuals who are from diverse cultures/global in diversity, manage to make a coherent world

with such common/mundane aspects? How does the common look/culture develop so quickly without any overarching structure/control/elders?

B. Social constraints that persist despite lack of assimilation

C. Social constraints that have developed despite the multi-cultural nature of the residents and lack of overall operating structures (unlike Sims or WOW)

D. Cult Landscape consistency (sometimes termed mundane) despite:

1. Multi-cultural nature of the residents

2. The lack of cost constraints to innovative/exotic/ethnic architecture

E. The need for a built environ/personal ownership of architecture in a digital world, especially given that all the interest (academic) is on the patterns of communication. Avatar looks/environment get little attention (except for internal works like I, Avatar).

Introduction

Second Life (www.secondlife.com) is one of a number of “online worlds”, computer simulations that are housed in servers world-wide and accessed through the Internet. Second Life is one a small subset of online worlds that act as virtual worlds (such as Sims), rather than the more common online gaming worlds that dominate the market, the largest one being World of Warcraft. Second Life has gained a great deal of notoriety since its inception in 2003 for a number of reasons, mainly based on the unique free-form nature of the virtual world presented to users. Images of Second Life and Second Life activities can be accessed at www.sluniverse.com and clicking on the Snapzilla tab.

SL History

Second Life became a public reality in June 2003, produced by Linden Labs and in many ways the creative vision of Philip Rosedale (the founder and original CEO). The number of residents and time spent online (in the program) appears to have peaked in 2008 during the widespread interest in Second Life in the global business and educational communities. By 2010 time spent online had dropped (estimates are by approximately 15-18%) and economic transactions had also dropped. This was a very significant impact, especially in real estate, which had become a major economic activity (and is also Linden Lab’s only major cash flow from the program). As a result, ambitious expansion efforts of subsidiary offices in various countries were either reduced or eliminated, with approximately 30% of staff being let go. By 2011 almost all of the original development team and several CEO’s had left, including Philip Rosedale. Currently Linden Labs is in the process of moving the program onto mobile devices and other avenues to drive up resident time in-world. Since 2008 a number of other virtual worlds have come into being, a number of which are designed to copy or improve on the Second Life model. Several even allow the transfer of Second Life objects and avatars (such as Inworldz).

As of mid-2011, Second Life’s popularity has been declining from its height of popularity in 2008-2009. One of the interesting aspects of Second Life as a area of study is the very detailed metrics that are

available in a number of subject areas (most related to economic activity). Current statistics as of 3/21/2011:

- Total Residents= 22,599,461
- Residents on-line at 11am HST= 65,983
- Transactions in the past 24 hours (3/20-3/21) in US\$= 1,405,510.00 (from www.gridsurvey.com)

Second Life Main Grid size as of 21 Mar 2011

Ownership	Total	General	Moderate	Adult	Offline	Total Area (km ²)
Total	31485	4826	24047	2526	86	2063.40
Linden Owned	6841	1605	4823	341	72	448.33
Private Estates	24644	3221	19224	2185	14	1615.07

Key to cultural landscape studies—Meinig et al

Note: LindenLabs initiative with newbie home ownership in subdivisions a indicator of corporate recognition of this issue in some form

The Second Life Cultural Landscape Constraints:

- The gap of the insider versus outsider, the etic/emic dialectic that underlies much of the research (and methodological discussion) within the anthropology, geography and sociology is essentially removed in Second Life. Long-term or group-driven participants will usually pre-select for a group-specific “island” with restricted membership (such as the Gorean communities, BDSM or “Furries”, all of which have been studied by a number of researchers). The more recent participants tend to end up on the “mainland continents”, the regions directly controlled by Linden Labs and open to a very diverse population. Given the relatively short time of participation in Second Life (averaging less than 2 years), most individuals are of recent residence and are both culturally and regionally diverse in the Real World. They do not share the depth of shared understanding that insiders in the Real World would have coming from a common society or group—they meet as strangers with the only commonality the presence in-world in Second Life. In many ways all the residents can be seen as outsiders. In this way the insider knowledge / outsider knowledge issue is of limited importance. What is manifested can be assumed to reflect the total knowledge level of the individual involved.
- The lack of ‘insider shared knowledge’ also applies at the level of symbolic communication both in behavior and built environment messaging. The structures and objects present communicate roughly the same message to all participants in Second Life (at least on the “mainland” continents).

- There is no historical landscape or history at all in the traditional sense in Second Life. If someone leaves the program permanently (i.e., quits paying rent) then the structures are erased (de-rezzed) and all evidence ceases to exist.
- The landscape itself is temporary. Linden Labs regularly de-rezzes property/regions that are uninhabited or underperforming. Likewise they frequently add new regions, islands or even continents based on requests or perceived demand. So the landscape itself is a temporary phenomena, without history and it does not reflect past uses.
- It is possible that Linden Labs has in their data storage (as backup data dumps) past images of the Second Life world, but the only other way to record the landscape is through digital capture (pictures).
- Individuals (i.e. avatars) do not exist in Second Life unless they have logged in. Therefore any avatars encountered in-world are controlled by a Real World individual (or individuals—see Meadows 2008 for a discussion of this). The only manifestations of individuals when they are not in-world in SL are the structures and objects they own, which can only be placed on land they own. So the only permanent manifestations of individuals are their structures.
- There is no zoning—there is no formal distinction between business/retail and residential other than retail would normally have open access and things/services for purchase. So the visible distinction between a residence and a business location is ambiguous at best.
- Boundaries/markers of ownership can be manifested in two ways: 1) Erection of electronic fences that keep outsiders (the uninvited) off the property; 2) erection of visual barriers, usually from 3-8m (in-world) in height, with various images, usually of landscapes or vegetation, which blocks the view in and out; 3) security systems or security bots, which warn intruders to leave and if they remain on-site evict them. The barriers appear to serve two different functions. The fence and security systems control access but one can still see in/out. The visual barrier acts as an isolator, protecting the inhabitants privacy or shielding them from neighboring properties (and their activities). Since one has no control over neighboring owners the control is limited to the property boundary rather than the larger region—again, there is no zoning or control enforced by Linden Labs but rather a laissez faire system.
- As a result very diverse structures and uses may be found next to each other as the control is entirely within the purview of the landowner, which has caused a number of conflicts in the history of the Second Life population. To a geographer what is of equal interest is the pattern of coherent landscapes and uses when there is no control, and the population (other than on the basis of computer/broadband access) is worldwide and not culture-specific.
- The lack of gravity allows the construction of mid-air structures, often called skyboxes. This provides another form of privacy while preserving an open sight-line but varying the location of the structure vertically (up to 1000m elevation in-world). The patterns of presence and absence

of skyboxes will be an interesting area of study as they appear to cluster rather than appear randomly.

- The in-world population in Second Life is not reflective of a particular Real World culture or region, but instead is pre-selected only by computer access and resources (to pay for computer/broadband access and land/objects in Second Life). While behavior in Second Life has been subject to a number of studies, there has been little if any work done on the lack of strong Real World cultural identity manifesting itself in Second Life, which has a very strong Euro-American look and pattern to it despite the diverse of the user base.
- There is no apparently relationship between the type or form of construction and the cost to the consumer. The majority of residents purchase structures and objects rather than built the objects themselves, which has become the cornerstone of the Second Life socio-economic system—the transfer of goods and resources. The constraints on construction are limited largely to two items: 1) the data/digital complexity of the structure or object, defined as the number of “prims” (primitives” it consumes; 2) the square meters of the property. This is a measure of the amount of digital information required to represent the object in-world, which reflects the demands on the servers which construct and maintain Second Life regions. Properties are limited to the number of “prims” allowed on that property (see table below). The second controlling factor is the size of the structure but the size is not a direct relationship to the number of “prims” consumed. A large structure (but of relatively little detail) may only consume a few “prims”, but a small structure with detail and a number of “scripts” (see “scripts” below) may consume a large number of “prims”. However in most cases the more detailed or complex the structure the more “prims” it will cost.
- Property is the main way in which Linden Labs controls the growth and stability of Second Life. Property is linked to “prims” and therefore to the ability of Linden Lab’s servers to handle customer demand and allow access to Second Life without the system crashing from demand overload. Property is also one of the two main revenue streams used by Linden Labs (see table below). All land is owned by Linden Labs in a pattern reminiscent of the People’s Republic of China—all land is owned by the State, and individuals or organizations purchase rights to use land temporarily (a version of renting/leasing). Unlike the PRC 70 year rule (individual ownership only carries for 70 years, then reverts back to the State), Linden Labs rents the property on a month-by-month basis (see below “ownership”).
- The second revenue stream for Linden Labs is through economic transactions, conducted through the Linden Bank and the use of L\$ (Linden Dollars), the currency used in Second Life to purchase objects and services. Linden Labs charges a transaction fee for the movement of monies through the system as a major revenue stream.

Research Area:

- Areas of Study: The “mainland continents” are the most appropriate area of study since they do not have pre-selecting properties (covenants). In addition, frequently the land is cheaper, though the highly variable prices of property based on location or other perceived factors suggest some

form of shared “market value” (perceived values). These values should provide indicators shared perceptual values.

Current Land Prices in Second Life (as of 2/10/11, <http://secondlife.com/land/pricing.php>):

Land Use Fees

The cost of land itself is based on demand and can fluctuate with the market. Check out our [Purchasing Land](#) page for different ways to acquire land.

The **Land Use Fee** (also known as a Tier Fee) is a monthly charge in addition to membership fees (i.e., US\$9.95/month Premium Membership). Land use fees are billed based on the peak amount of land held during your previous 30 day billing cycle.


Premium accounts are granted a 512 sqm bonus lease before land use fees are applied. The chart below shows the fees for all land you hold or tier you donate beyond the 512 sqm bonus.

Additional Land (over 512 sqm)	Parcel Size	Prims per Parcel (approximate)	Monthly Land Use fee*
1/128 Region	512 sqm	117	US\$5
1/64 Region	1,024 sqm	234	US\$8
1/32 Region	2,048 sqm	468	US\$15
1/16 Region	4,096 sqm	937	US\$25
1/8 Region	8,192 sqm	1,875	US\$40
1/4 Region	16,384 sqm	3,750	US\$75
1/2 Region	32,768 sqm	7,500	US\$125
Entire Region	65,536 sqm	15,000	US\$195

(<http://secondlife.com/land/pricing.php> 2/10/11)

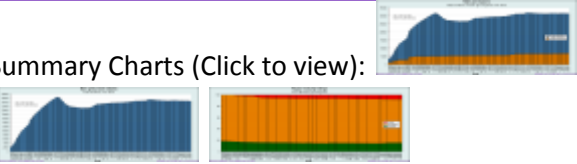
Each Region is exactly 65536 square meters, and supports 15,000 primitive objects. Divided evenly, this means that each Region can support approximately 0.229 objects per square meter. In practical terms, this means a standard 512 square meter parcel can support up to 117 objects, a 1024 square meter parcel can support up to 228 objects, and so forth. (2nd Life Wiki 2/10/11)

Owner - The avatar name or "Group Owned" if such who "owns" the land parcel. Normal users do not actually have ownership rights in the virtual land in the common real life sense of owning something. They have control over the parcel as long as they pay maintenance fees directly or indirectly to Linden Lab, who actually own the servers the map region is hosted on. In this sense it is more like a lease in real life. Governor Linden is the Account set up by Linden Lab to hold parcels assigned to them, as opposed to their customers (users). In this case, the listed owner and the actual real life owner is the same. (2nd Life Wiki 2/10/11)

Scripts are items placed in an objects [inventory](#) (marked with the  icon) to create an effect. This effect has a very large number of things that it can do. How objects look, move, interact with [avatars](#), and communicate are all examples of what can be done with scripts. (2nd Life Wiki 2/10/11)

Second Life Statistics for 3/21/2011 (from www.gridsurvey.com):

This survey was run during a rolling restart or at a time of significant region disruption

<p>Summary Charts (Click to view):</p>  <p>Other Key Statistics:</p> <ul style="list-style-type: none">• 40.9% of Mainland owned directly by Linden Accounts (Mainland is 6401 regions)• 6.8% to 7.7% of Mainland by area is abandoned parcels (details - 2nd Jan 2011)• 57.3% of Private Estate regions are Full Regions, 42.2% Homesteads & 0.5% Openspaces (details including top 20 Estates - 28th Feb 2011)• Monthly Tier Estimates - Private Estates c.US\$5.125 Million, Mainland c.US\$1.017 Million• Currently 34421 Linden Homes are occupied out of 36360 up 3.7% since December 2010(details - 6th Mar 2011)	<p>Top 10 Estates by number of regions (28th Feb 2011)</p> <ul style="list-style-type: none">• RGF Estates Inc 4.9%• Dreamland ACS 4.5%• Fantasy World Estates 2.3%• Jewels Islands 2.0%• Dreamseeker Estates 1.9%• Fruit Islands Estate 1.7%• Azure Islands 1.6%• Zoha Islands 1.4%• Bell Estates 1.3%• Kendallwood Virtual Estates 1.0% <p>% is share of total private estate regions</p>
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This week the grid grew by nothing, The Net Size remained the same. However Private Estates had a net loss of 27 whilst Linden owned gained 27

Total number of Main Grid regions is now 31488 (24647 private estates & 6841 Linden owned)
124 new regions were added and 55 returned to the grid, with 182 regions removed (29 were renamed and 2 came and went since last report)

The main additions this week were the return of the 21 SL7B regions , ready to be recycled into SL8B ones and the return of 11 Welcome Islands (though 9 others went off line) , there was no major growth noted amongst Private Estates, The only significant shrinkage this week was with the Richmond Land Management estate which dropped 24 regions (Net).

Breakdown of Host Server Classes by Ownership:

- Estate - Class 5: 21312
- Estate - Class 7: 1705
- Estate - Class Unknown: 1630
- Linden - Class 5: 1305
- Linden - Class 7: 5341
- Linden - Class Unknown: 195

Adult rated regions dropped by 11 to 2520 whilst General rated grew by 2 to 4849.

Breakdown of current regions by Ownership and Classification:

- Estate - Adult: 2173
- Estate - General: 3228
- Estate - Moderate: 19231
- Estate - Offline: 15
- Linden - Adult: 347
- Linden - General: 1621
- Linden - Moderate: 4873

Second Life Numbers as of 1/1/2011 (from www.gridsurvey.com)

December 2010 Mainland Census

The Mainland Census for December 2010 was completed yesterday and here are the main results

The census was run from the 26th December 2010 to 1st January 2011 and includes the 4 Linden Home continents . Most comparisons are against the last Census run in October 2010 ([October 2010 Mainland Census](#))

Overview

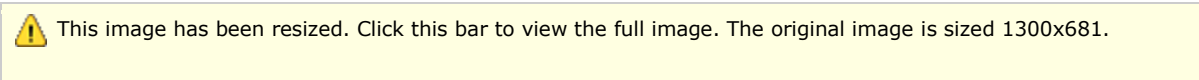
At the time of the census Mainland was 6401 regions , an increase of 118 regions since the October 2010 census. This is about a 1.4% increase in total Mainland. 95 of the new regions since October were new Nascera regions hosting either park land or Linden Homes, the 23 others were water Homesteads and Openspace. 13 Regions were closed to the public but all these could be surveyed from neighbouring regions,

Overall much of Mainland usage has stayed constant, though the number of owners has increased slightly, mainly but not limited to new Linden home owners which are slightly declining (as I reported here <http://www.sluniverse.com/php/vb/vir...ml#post1108183>) , but the average plot size continues it's decline. 64% pay no tier above their premium

subscriptions (ignoring any group donations) . Abandoned land continued to increase significantly though less than the last increase, and now represents around 7% to 8% of mainland. Whilst the total number of owners has increased overall tier is marginally down by about 1%.

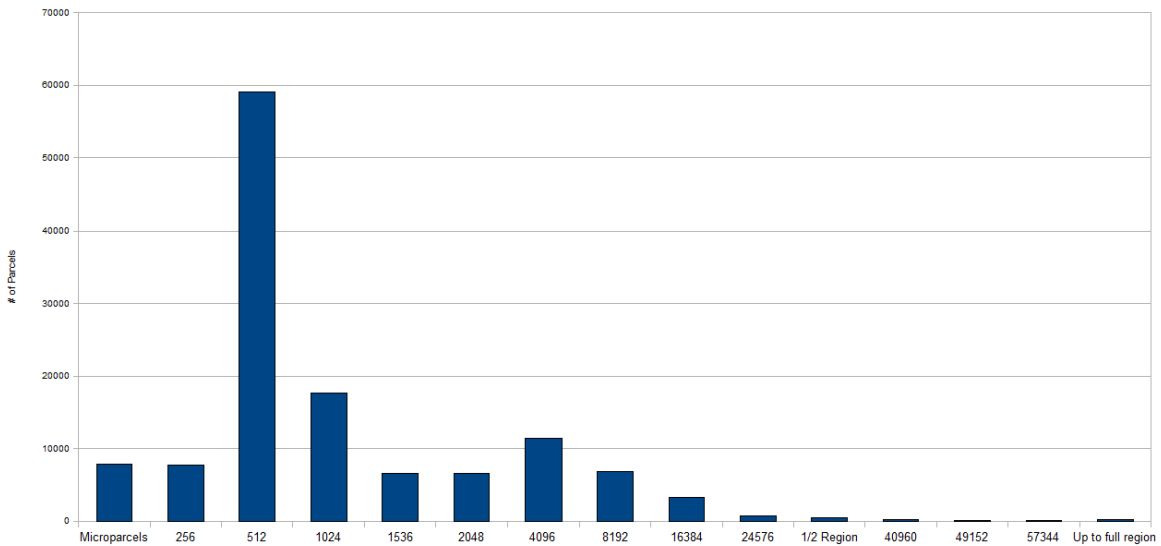
Overview of Parcels

The total number of individual parcels rose slightly to 167550 (up 1.5%) and are owned by 65155 unique owners, up 1.9% in 3 months ,the previous 4 month growth was 4.2% so whilst ownership is still growing, it's at a slower rate .The average parcel has a Mean area of 2,503.7 Sqm (Median 512Sqm) and is 53.0% full , this is a tiny increase in size since last census. 38379 of these parcels are directly owned by Linden Lab (up by 4533 since last census). The Mean size of the remaining parcels was 1919.4Sqm (Median=512Sqm) and are 61.3% full. 32% of parcels are group owned, 40% for Non-Linden parcels, this is marginally down from 41% for last census.



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Mainland Parcels by Size- December 2010
Non Linden Owned Parcels



Overview of Owners

Mainland is now owned by 65155 unique owners, 52632 individual accounts and 12531 groups, an increase of 1251 individuals and a decline of 61 groups since October, The growth in individuals is about 43% of what it was last census. Each Non-Linden owner has holdings with a mean area of 3805.7Sqm - down by 135sqm (Median is unchanged at 512Sqm) on average held in 1.98 different parcels, an 3% decline from Octobers 2.05.

The top 3 owners by area yet again are still Linden Accounts though Governor Linden

holdings have increased from 34.4% to 35.6% , LDPW have significantly increased their holdings from 3.3% to 4.3% and the top Non-Linden group have also slightly increased their ownerships

- Governor Linden owns 149,174,192Sqm (35.6% of total) in 316013 parcels
- Linden Department of Works holds 18,187,392 Sqm (4.3%) in 2035 parcels
- Blake Sea group holds 3,023,488Sqm (0.7%) in 139 parcels
- Largest Non-Linden group holds 1,242,384Sqm (0.3%) in 344 parcels
- Second Largest Non-Linden group holds 1,034,672Sqm (0.3%) in 627 parcels
- Guy Linden (on behalf of Linden Concierge) holds 1,002,528Sqm (0.2%) in 152 parcels
- Third Largest Non-Linden group holds 902,432qm (0.2%) in 764 parcels

A further 175,024Sqm is known to be Linden owned and held by the Maintenance group or by Dee Linden on behalf of Concierge (these holdings are about 1/3rd the size they were in October).

Total significant Linden holdings come to 171,562,624Sqm 40.9% of the total, up by 11,886,992Sqm and a share increase of 2.1% . Linden holdings over all showed a 7.4% increase since October. . This represents an increase of 181.8 full regions, 118 by organic growth.

Non Linden holdings come to 247,933,312Sqm down by 4,153,744Sqm , representing a 1.7% drop since October (which was a 2.1% drop since June) - This equates to 63.8 full regions worth

The top 22 Non-Linden owners own 5.1% of all Non-Linden Mainland - a slightly larger share than last census (4.8%). The Top 6 still own 2.2%.

Using same tier assumptions as in previous Census Total Monthly Mainland Tier comes to US\$1,017,311 , slightly down on the last census by US\$19,484 or 1.9%). Mean Tier is US\$15.62, Median is still US\$0 and 41534 landowners (64%) pay no tier above their premium subscription, 1189 up on last census. In general its more residents since last time though the increase is less than the previous census, but even less are paying tier, the majority (64%) of owners directly owning 512sqm or less.

Known protected land is 139,142,192Sqm (81.1% of all Linden owned), up in size but down in % by 1.5% since last census, this includes empty Linden Home plots. Known Abandoned land is now 28,440,412Sqm (16.6%) up by 17.6% since October ,64.8 Regions worth but less that the 41.4% increase at the last Census . Blank and other unknown descriptions comes to 3.971.680Sqm (2.3%) up 9.3%.

So abandoned land is somewhere between 28,440,412Sqm and 32,412,192Sqm or 6.8% to 7.7% of all Mainland - an equivalent of 434 to 494 full regions. Last census the range was 5.9% to 6.9% of a 1% smaller area. This is a significant increase from the last Census in October which itself showed a significant increase over from June. The figures for a year ago

(Dec 2009) were 3.6% to 5.0%.

Overview of Regions

The 6401 Regions have a mean of 14.1 unique owners per region holding land in them (down 0.1 owners) , the Median is still 10 owners. The mean number of parcels per region is 26.2 and 89.4% have at least one Linden owned Parcel.1286 (20.2%) are completely owned by Linden Lab accounts, up by 46 regions from October
The busiest regions contains 63 different owners, slightly down from the 65 in October. The average region uses 50.6% of it's Prim Allowance.

SECOND LIFE RESEARCH PROPOSAL

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