

Additional References on the topic of using Virtual World Environments to deliver Behavioral Health counseling services

Online Articles:

Exploring the Potential of the Web-based Virtual World of Second Life to Improve Substance Abuse Treatment Outcomes (NIATx/U of Wisconsin): <http://www.rwjf.org/files/research/3485.34428.pdf>

Are Services in the Virtual World Near?

<http://www.entrepreneur.com/tradejournals/article/188291017.html> Gary Enos article originally in *Addiction* magazine.

Virtual Worlds, Collaboratively Built: Rosedale, Nov. 2009 Journal of Virtual Worlds Research <https://journals.tdl.org/jvwr/article/view/670/507>

Collapsing Geography Second Life, Innovation, and the Future of National Power: <http://ssrn.com/abstract=1023493> (Abstract, document may be downloaded from this page)

World of Bizcraft: Bloomfield, Nov. 2009 Journal of Virtual Worlds Research <https://journals.tdl.org/jvwr/article/view/743/535>

Linden Lab [Case Study on Metanomics Project](#)

Does This Avatar Make Me Look Fat?: <http://journals.tdl.org/jvwr/article/view/621/495>

Virtual Reality Finds a Second Life in the Medical Field http://www.mercurynews.com/breaking-news/ci_18730136?nclick_check=1

NMC: Virtual World Research Survey: <http://www.nmc.org/pdf/NMC-Virtual-Worlds-Survey-Listing.pdf>

Non Profits and Second Life: Promoting Causes Inside Second Life – For Real World Impact: <http://npsl.wikispaces.com/file/view/Non+Profits+and+Second+Life+Report+1008.pdf>

Best Practices for Non-Profits in Second Life: http://holymeatballs.org/pdfs/BestPracticesforNon-profitsinSecondLife_012008.pdf

A Second Life for eHealth: Prospects for the use of 3-D virtual worlds in clinical psychology: <http://www.jmir.org/2008/3/e21>

“Always on, Always You” by Sherry Turkle (2006) http://web.mit.edu/sturkle/www/Always-on%20Always-on-you_The%20Tethered%20Self_ST.pdf from the *Handbook of Communications and Social Change*, James Katz (ed) Cambridge MA, MIT Press

Virtual Interpersonal Touch: Haptic Interaction and Copresence in Collaborative Virtual Environments: <http://www.nickyee.com/pubs/Bailenson%20&%20Yee%20-%20Haptic%20Touch%20%28in%20press%29.pdf>

Toward a Virtual Doctor-Patient Relationship: <https://journals.tdl.org/jvwr/article/view/664/504>

Online Multimedia:

Dick Dillon (as avatar Coughran Mayo) as the subject of "Inside the Avatar Studio" for Rockcliffe University, July 27, 2011. <http://www.youtube.com/watch?v=Rw-MLgIMrrk>

Dick Dillon (using Second Life Avatar Coughran Mayo) is interviewed by Cornell University Professor Robert Bloomfield (Beyers Sellers) on in-world show "Metanomics" (Second Life): http://www.metanomics.net/show/in_counselling_-_behavioral_therapy_in_virtual_worlds/

Podcast of Dick Dillon/Coughran Mayo interview with Cybergrrl Oh (Second Life): <http://cybergrrlloh.blogspot.com/>

Did You Know? <http://www.youtube.com/watch?v=Gv8pmlr3a7k&feature=related> (tagged for PowerPoint Presentation)

A Short Introduction to Second Life: <http://www.youtube.com/watch?v=CaLKFeJLnqI&NR=1> (tagged for PowerPoint Presentation)

What Is Second Life (good and clear explanation) <http://www.youtube.com/watch?v=oLtEPLImEw8>

Second Life "promotional" videos

http://www.youtube.com/watch?v=iiDLDmtj-1E&feature=player_embedded

http://www.youtube.com/watch?v=Y_QFBNmVlD8&feature=player_embedded

http://www.youtube.com/watch?v=6D00Uv0qGoU&feature=player_embedded

Video on mirror Neurons: <http://www.pbs.org/wgbh/nova/sciencenow/3204/01.html>

Selected References

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Jim Blascovich, Jack Loomis, Andrew C. Beall, Kimberly R. Swinth, Crystal L. Hoyt and Jeremy N. Bailenson *Immersive Virtual Environment Technology as a Methodological Tool for Social Psychology* © 2002 Lawrence Erlbaum Associates (Taylor & Francis Group).

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