



## Virtual Worlds and Massively Multiplayer Online Games

A **virtual world** is a computer-based simulated environment intended for its users to inhabit and interact via avatars. This habitation usually is represented in the form of two or three-dimensional graphical representations of humanoids. Most virtual worlds allow for multiple users.

An **avatar** is a user's representation of himself or herself, whether in the form of a:

- three-dimensional model used in computer games;
- two-dimensional icon (picture) used on Internet forums and other communities; or
- text construct found on early systems.

The term "avatar" can also refer to the personality connected with the screen name, or handle, of an Internet user.

A **massively multiplayer online game** (also called **MMOG** or **MMO**) is a video game which is capable of supporting hundreds or thousands of players simultaneously. They are played on the Internet and feature at least one persistent world.

### Examples and Resources

#### Government of Canada

- Library and Archives Canada – Second Life presence

#### Other

- Second Life  
<http://secondlife.com/>
- World of Warcraft  
<http://www.worldofwarcraft.com/>

Note: All departments and agencies who choose to use social media tools should first contact their departmental experts regarding policy compliance, legal considerations, Official Languages, etc.