



## Second Life Gold Solution Provider Program

### What is a Second Life Solution Provider?

Second Life Solution Providers develop content and offer services and expertise to enterprises, educational institutions, government organizations, non-profits, and individuals interested in using Second Life. The Second Life platform offers Solution Providers the opportunity to directly engage with their clients, which is unique to the virtual worlds industry.

To provide organizations entering Second Life with a resource to find service providers to develop their projects, and to recognize the talented businesses developing around offering services around Second Life, Linden Lab created the Solution Provider Program. Created in 2006, the program currently has over 250 members.

### What is the Gold Solution Provider Program?

The Gold Solution Provider program identifies highly qualified providers who have demonstrated a high level of client satisfaction (through the review of client references) and have developed successful projects on behalf of businesses, governments, educational institutions, and other business organizations in Second Life. For example, Gold Solution Providers have created projects for companies and institutions such as Adobe, Cisco Systems, Michelin, Wiley Publishing, Imperial College of London, and the Goethe Institute.

Today, Linden Lab, makers of Second Life, recognizes 39 Gold Solution Providers. We evaluated the Gold Solution Provider Program applicants based on a combination of client references, performance metrics, experience developing in Second Life, recognized major national and international clientele, and general business and services experience.

### Who are the Gold Solution Providers?

Gold Solution Providers are top-quality providers for large businesses and international corporations looking for a Solution Provider to help them develop their Second Life strategy and presence. Services that Gold Solution Providers offer include developing facilities to hold company meetings and events, holding trainings and seminars, creating simulations for educators to recreate science experiments, organizing and managing conferences and mixed media events, and growing successful Second Life communities around client brands and experiences.



### How can I find the right Gold Solution Provider for me?

Included here is a full list of Gold Solution Providers that includes office location(s). You can find more detailed information about each Solution Provider in the Solution Provider Directory (<http://solutionproviders.secondlife.com>). You can search for Gold Solution Providers by name, country, and language spoken. Gold Solution Providers are designated by a specific program logo next to their listing.

There are many other qualified providers that can also be found in the Second Life Solution Provider Directory. These providers may have more expertise in specific skills sets, focus on a particular market, or work mainly with smaller clients or local projects.

### Gold Solution Provider Member List and Location (07/09):

A&D Consultants	Italy
Aimee Weber Studio	United States
Avatrian	United States
Beta Technologies	Portugal, United States
bluepill GROUP	Belgium, Germany, Spain
Bokowsky & Laymann	Germany
Chant Newall Development Group/FutureWork Institute	US
Clarity International	Italy, United Kingdom
Community Chest	France
Corporation Pop	United Kingdom
Cranial Tap, Inc.	United States
Daden Limited	United Kingdom
depo consulting	United States
Designing Digitally	United States
Figment Pte Ltd	Singapore
Firesabre Consulting	United States
Gronstedt Group	United States
Hermes-PPMM	United Kingdom
Ill Clan Animation Studios	United States
i-Marginal	France
Indusgeeks Solutions	India
Involve 3D	United States
ISN Virtual Worlds	Italy
MadeVirtual	United Kingdom
MakeMyWorlds	France, Germany
Metabirds	Japan
Moderne Interactive	United States



New Business Horizons	United Kingdom
Novatierra	Spain
Popcha	United States
Rivers Run Red	United Kingdom, United States
Siterma VWP	United States
Stonfield Inworld	France
The Magicians	United States
The New Media Consortium	United States
virtual-e	United Kingdom
Corporate Planners Unilimited –	United States
Virtualis Center	
VirtualMind (formerly SecondMind)	Spain
Youin3D	Germany

#### About Second Life, by Linden Lab

Developed and launched by Linden Lab in 2003, Second Life is the world's leading 3D virtual world environment. It enables its users – known as Residents – to create content, interact with others, launch businesses, collaborate and educate. With a thriving inworld economy that saw over US\$360 million in user-to-user transactions in 2008, and a broad user base that includes everyone from consumers and educators to medical researchers and large enterprises, Second Life has become one of the largest hubs of user-generated content (UGC) in the world.

Linden Lab, founded in 1999 by current Chairman of the Board Philip Rosedale and headquartered in San Francisco, develops revolutionary, immersive technologies that change the way people communicate, interact, learn and create. Privately held and profitable, Linden Lab is led by CEO Mark Kingdon and has more than 300 employees across the U.S., Europe and Asia.

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