

## Is SL starting to earn an educational value?

More and more people are starting to learn 3d graphics and texturing (and most of these are playing second life).

Let's ask a simple question: "Why an office employee (well lets say a general worker) should learn something related to another kind of job, why he/she should learn 3d graphic, texturing or scripting?"

The answer is simple, life simulations like Second life simply force you to do it, thus we could actually call it a program with educational purposes (as strange as that may seem).

Hopefully second life will start getting more and more on the learning value, than on the economic part.

After all it's a game, a place where we should relax and enjoy ourselves. C-ya in this great place!