

the Virtual Mine

Written by Deep Down

Friday, 01 January 2010 12:06



Tour of the Virtual Mine

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On November 10th 2010 we launched the Deep Down Virtual Mine. With over 40 people in the virtual environment, we held a tour and a panel, including Second Life experts and environmental activists and educators.

About the Virtual Mine

The Virtual Mine was a complete 3D virtual mountaintop removal mine created by *Deep Down* in the popular world

[Second Life](#)

. The virtual mine, developed at

[BAVC's Producers Institute for New Media Technologies](#)

with funding from

[ITVS](#)

and

[MacArthur Foundation](#)

, was an educational 3D environment, game, and educational curriculum for teachers, students, and anyone who'd like to learn more about mountain top removal, coal fired power production, alternative energies, and the amazing music and culture in the Appalachian mountains. Read more about our

[inspiration and development at the Producers Institute](#)

, and our

[meeting with Second Life Education](#)

at the Institute.