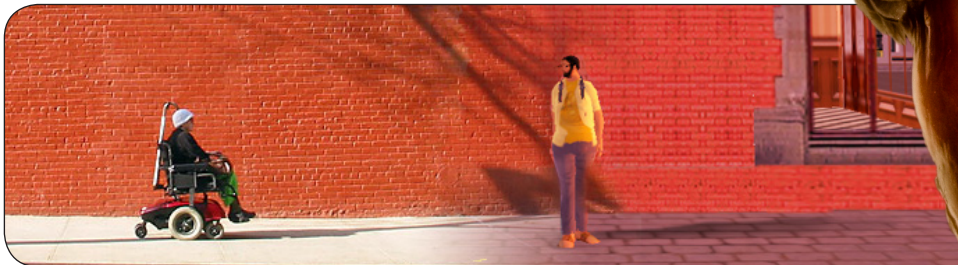


Login 2 Life

Where real life meets virtual.



Produced by:
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Coproducer:
Moshel Film, Timeline Prod. (GER)
Directed by: Daniel Moshel

Writer's statement

Why do people spend more and more time in virtual worlds? Some more than their weekly work-hours combined, just interrupting their time online for food and sleep? What do they get out of interacting with cartoon-like avatars on a computer screen?

In the mainstream media, synthetic worlds (MMOGs) are mostly portrayed as a fringe phenomenon for social outcasts. Sex, violence, addiction and antisocial behavior are often at the core of news reports. There seems to be a clear lack of understanding of this new generation – the Digital Natives! But not only young folks are wrapped up in virtuality.

Our starting point for a journey into cyberspace is the exploration of the lives of seven people, who experience deep connections, love and hate, loneliness and intimacy inside digital worlds. Are they groundbreaking pioneers of a lifestyle that will be commonplace in the near future? A future where the avatar, our digital self, will become a natural extension of our physical self?

Mark

Mark is physically handicapped. He is challenged to go down a new road – in his professional as well as his private life. He is a traveler in the digital worlds of Second Life and World of Warcraft. Mark hopes to reconnect to others and his own self. We are following him as he engages with his network. He will be our guide and shed light on this virtually colorful and diverse new way of life.

Mark's network

Gentle Heron aka Alice Krueger (USA, Colorado)
Alice is a 60-year-old mother of three and suffers from worsening Multiple Sclerosis. Nonetheless she is still working from her home-office as a technical Advisor. She also runs the group "Virtual Ability" in Second Life with which she helps handicapped people to develop new skill sets and find support for their illness.

Marilyn aka Gustav (Sweden, Trollhättan)

Gustav, 24, is a business student and founding member of the most successful guild in World of Warcraft – Nihilum. He shares his insight into its structure and organization and lets us in on how good it feels to be the first group in the world to have mastered all the latest levels of the game.

Jaynine Scarborough aka Juliane Gabriel (GER, Berlin)

Juliane Gabriel works as a vocal teacher at a Berlin conservatory, but she is better known for her Jazz and Folklore- performances in Second Life, Jaynine successfully runs a club called "The Lounge, EOLUS". Together with her we will explore different aspects of art and culture in SL. Jaynine will explain to us why her creativity only ever fully developed since her Second Life birth in 2006.

Full Stealth aka Nate Taylor (USA, New York)

What is "machinima"? Movies from cyberspace? New York director Nate Taylor hits the community like a bomb by releasing a trailer for his feature-length machinima movie, reaching several million downloads in no time. Increasingly „real“ film festivals accept submissions created within games for a fraction of the cost of a real film. A new movie industry possibly threatening Hollywood?

Stroker Serpentine aka Kevin Alderman (USA, FL., Tampa)

Since 2003 Stroker had been producing and selling genitalia in Second Life, as well as all kinds of sexual toys and explicit adult animation for avatars. And he became a real life millionaire doing so. Back in reality Kevin Alderman lives a comparatively quiet life with his wife and Children, his wife seemingly accepting Kevin's wild virtual life. Will the two worlds collide?

Goldfarmer (China/tba)

Despite maker of World of Warcraft, Blizzard's ban of item-trade, within or outside the game, there is a flourishing black market mostly based in China. Here people make a living by playing WoW for days on end, "breeding" high-level avatars, collecting gold and selling items. This is a story about a back lot- economy in the World of Warcraft Universe and a young Chinese man entangled in it.