Abstract

The purpose of the Social Network for Veterans is to find an informal method to help Veterans stay in contact, engage in social interaction, discover areas for assistance, develop an awareness of health behavior issues concerning Veterans. The Social Network for Veterans will use animated characters (avatars) similar to characters used in Second Life or Metaverse. The Social Network will be for Veterans only. It is a collective online shared space where the Veteran can explore, meet other Veterans, socialize and participate in activities as a group or individually while chatting in real-time. Veterans are more likely to seek help from other Veterans and with a Social Network in play Veterans can offer each other help and advice no matter where their location on the planet. The Social Network will offer informative games, pet therapy, music therapy etc., social interaction, help channels, help links, health information and other basic information while providing an entertaining, safe and pleasant atmosphere.