



Produced by:  
Eidolon Entertainment (A)

Coproducer:  
Moshel Film (A), Timeline Prod. (GER)

Directed & written by:  
Daniel Moshel

*No connection - no social existence.*  
Jeremy Rifkin

### Plot

What drives 50 Million People into virtual worlds? For many it's more than just a game - not their second but their first reality: it is where they make their living, express themselves or simply experience what they are barred from in real life because of illness or handicap: to walk, travel, make friends or even have sex.

Login 2 Life portrays two people who have found an alternate home in an online world. This is the starting point of a journey into fascinating virtual realities, meeting most diverse human beings in different parts of the world who have one thing in common – they are savvy in using virtual worlds as an extension to their real lives.

### People



Corey (26) is dreaming of a career as a rapper, but he is paralyzed from his neck down ever since he was involved in a devastating car crash. The only world where he can move freely is "World of Warcraft". Playing this medieval fantasy online game brings him closer to his dream – to leave the remote nursing home he lives in, to go on to study music in Hollywood.



Alice (60) used to work in the educational system, played the violin and visited the opera quite regularly. Today her disease, multiple sclerosis (or MS), forces her to stay home. Alice now makes ends meet as a social worker for other handicapped people in Second Life. Once her illness fully incapacitates her, she will have to move into a nursing home.

Alice's and Corey's paths cross in Second Life when Corey turns to Alice to help him move to L.A. – through their networks we meet more people who lead a digital life.



Thomas (26) is a handsome looking student of economy in Sweden. And he is the most famous guild leader – in charge of 80 players – in "World of Warcraft". He is paid to publicly play the latest Levels. The guild he is a member of just merged with another and his hobby is slowly turning into a profession – will Thomas change with it.



Juliane (45) is a gifted musician, singer and songwriter based in Berlin. For years, she has been on "Second Life" and has made a name for herself by playing live. There, she has not only found a community of devoted fans, but also other musicians like Corey. Will she make her claim to fame?



Miko (19) left her home village three years ago, looking for a better life in the urban areas of China. In Shanghai she learned a new way to make money – Gold Farming: working for a shady organization, playing a character in "World of Warcraft" to earn in-game currency, power and items which the Capo then sells for real money.



Kevin (49) is a family man and a self-made entrepreneur. His business is adult entertainment in virtual worlds. 'Virtual Amsterdam' a red light district he created in "Second Life" was sold for over \$ 50.000,- on Ebay. But Kevin's got bigger plans yet. He is about to launch his own adult online playground.

Alice and Corey provide a glimpse of the enthralling and ever expanding universe of digital worlds. Their portraits and their social networks are the starting point of a journey into virtual worlds where we meet more people, who – beyond gender, age, origin or social status – have one thing in common: they are expressing and experiencing their emotions, relationships, adventures and last but not least their everyday lives within one or more virtual worlds – from culturally active musicians to elite guilds, from sex-business to digital exploitation...

Digitally Alice and Corey are fully integrated, but will that help them get connected in real life?