

Second Life creator Linden Lab laying off staff

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A Second Life avatar interacts with an orang-utan on WWF's Conservation Island. Linden Lab, creator of the online virtual world Second Life, said Wednesday it was laying off 30 percent of its staff.

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Linden Lab did not reveal how many people it was letting go as part of what it called a "strategic [restructuring](#)," but the San Francisco-based company reportedly has more than 300 employees.

Linden Lab said it would combine its product and engineering divisions and consolidate its software development teams in North America.

Mark Kingdon, Linden Lab's chief executive, said the company plans to

create an Internet browser-based virtual world experience, eliminating the need to download software, and extend Second Life into social networks.

"Ultimately, we want to make Second Life more accessible and relevant to a wider population," he said in a statement.

[Second Life](#) was an online sensation after Linden Lab launched the [virtual world](#) in 2003 as a place for people to play, socialize and do business but its popularity has faded in recent years.

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