



# Expanding eBay through Interactive Media

A Major Qualifying Project  
submitted to the faculty  
of the  
WORCESTER POLYTECHNIC INSTITUTE  
in partial fulfilment of the requirements for the  
Degree of Bachelor of Science

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## **Abstract**

Members of the Research Labs at eBay are examining new avenues to expand and improve the eBay experience. They requested that our team create an eBay presence in Second Life and provide an interesting and fun representation of the data stored at eBay. We created an eBay Store, image tagger game, and a series of Flash mini-games to meet these criteria.

## **About This Report**

This Major Qualifying Project was submitted to fulfill Worcester Polytechnic Institute's early graduation requirements. To fulfill these requirements, a placeholder report had to be submitted prior to the start of term "D" of 2008. The full report – written alongside Evan Graziano, Joshua Jamilkowski, Zachary Kamsler, and Benjamin Kidder – will be submitted during term "D" of 2008, following a review of the final report by eBay for confidential material.