

A Journey into the
Second Life®

A Virtual World

Education in the 21st Century
by Daniela Slater

This presentation prompts much of the
unknown and requires further
exploration -

Take the journey with care and be
prepared to be amazed.....

....continually....

...try to keep an open mind as we take
the journey into
Second Life



Agenda

- Adult Education Today
- Distance Education
- What is Second Life
- Background
- Theories
- Mission/Vision
- Education
- Benefits
- Residents or Users
- Points to Ponder
- Class Activity



Adult Education Today

- Distance, Online, e-Learning, Virtual
- Non-traditional classroom
- Convenient > at home, own time
- Computers
- Self-directed, Disciplined
- “Separation of teacher and student” (Keegan, 1980)
- Lifelong Learning



Distance Education Online

- Conrad & Spencer (Contexts of AE, pg 314)
 - Interactive and collaborative learning scores high
 - Learning experience is different for distance than traditional, but not really negative
 - Online education developed for credentials
 - Informed educators can best assist learners by using their technological, creative and motivational skills
 - build community and knowledge
 - share local community-based connections with others in different “places and spaces”



What is Second Life®

- 3-D virtual world created by its Residents
- Opened to the public in 2003
- Grown explosively and today inhabited by millions around globe
- To create a revolutionary new form of shared experience
- Where individuals jointly inhabit a 3D landscape and build world around them



Second Life Origin

- Philip Rosedale founded Linden Lab in 1999
 - BS degree in Physics from University of California
 - Lifelong dream of creating an internet scale virtual world
- Today, known as Second Life® world
- Rapidly growing population of Residents
- Creating, inhabiting a virtual world of their own design



Organization

- Founder Philip Rosedale is the former CTO of RealNetworks
 - Pioneered development/deployment of streaming media technologies
 - Funded by a group of notable investors
- Senior management team expertise
 - Physics, 3D graphics, networking



Organization

- Team members previously worked at
 - Electronic Arts, Apple, Midway, Disney, THQ, Acclaim, Hasbro, Mattel
 - Each use last name as Linden for their avatar
 - An avatar is what they call each virtual resident
- Headquartered in San Francisco
- Over 250 employees
 - U.S., Europe, Asia



Mission / Vision

- Innovative success from self-directed creation, collaboration, and openness
- Non-hierarchical system fosters / rewards, creativity, individual initiative, interactive participation
- Guiding principles
 - help people realize their full potential
 - connecting them to a revolutionary virtual universe
 - working together, showing initiative
 - making day-by-day progress; being transparent / open
 - having fun and approaching tasks with confidence



Second Life World

- The World
 - vast digital continent, teeming with people, entertainment, experiences and opportunity
 - find a perfect parcel of land to build your house or business
- The Creations
 - by fellow Residents
 - retain intellectual property rights in their digital creations
 - buy, sell and trade with other Residents





Second Life and Education

- Virtual Classroom Examples
 - <http://www.virtualclassrooms.info/jokaydia270908.htm> (still)
- Ohio Univ (2:34)
 - <http://www.youtube.com/watch?v=aFuNFRie8wA&feature=related>
- Texas Univ (4:27)
 - <http://www.youtube.com/watch?v=o1OOQqXDh8U&feature=related>



WHO USES SECOND LIFE?

- Businesses, educational institutions, government departments, nonprofits
 - to create public and private spaces for communication, collaboration, and training
- IBM, Stanford University, NASA, American Cancer Society
 - operate presences that seamlessly integrate their virtual world activities with their real-world operations



BENEFITS FOR EDUCATORS

- Create space for virtual meetings, classes
- As space & population grows,
 - individuals who work together "inworld" collaborate more often, more effectively, and innovate more
- Lower costs than the real world
- Self-paced Tutorials
- Support resources and media



BENEFITS FOR LEARNERS

- Unique learning content for blended or stand-alone learning experiences
- Watch and listen to lectures
- Recreate and live through history in dress
- Interact and communicate for help/discussion
- Walk through virtual creations of existing landmarks, buildings throughout the world



BENEFITS FOR LEARNERS

- See works of art in a gallery
- Play educational games
- Run live classes
- Provides mentorship
- Offers on-demand training with individualized media and streamed audio and video presentations or podcasts



BENEFITS FOR LEARNERS

- Shared 3D space allows interaction with technology demonstrations enact role plays
- Students and facilitators together in-world
- Share information, resources via
 - slides, audio and video, engaging in discussions, presentations, group projects and explorations



DISADVANTAGED

- Alice Krueger has severe multiple sclerosis
- Unable to walk without crutches
- Rarely leaves home except to see doctor
- In Second Life she leads a radically different existence
- Her avatar Gentle Heron, co-founder of Heron Sanctuary
 - a self-described "support community" for others facing similar situations.



POINTS TO PONDER

- Is it practical?
- Does it provide the same learning outcomes as traditional? Or better?
- Is it a better learning “experience”?
- Interactive?
- Blending of learners’ experience?
- Authentic dialogue?
- Learning styles?
- Partially distance / traditional?



... POINTS TO PONDER

- What are the kids of today playing with?
 - Nintendo DS, Leapfrog, Vtech, Computer games
 - Virtual Worlds: Xbox Live, Webkins, Build-a-Bear
 - Educational, fun learning devices
- As they grow, most will be more computer saavy than their predecessors?
- A new generation of video and computer games fanatics
- They already access a virtual world
- Will they be more keen to learn virtually?



ARE YOU READY TO EXPLORE?

- Patient and Creative
- Desire to explore and build
- Be able to stay focused
- Time to understand - get comfortable
- Disciplined and Curious
- Use some caution and discretion



Welcome to the new world of Education

Welcome to the Second Life world

Second Life looks forward to seeing you inworld

It's their mission to connect you to an online world
that advances the human condition



ARE YOU READY ?



CLASS ACTIVITY

- Form two groups
- One group Pros, One group Cons
- Both groups > three questions each
- 10 minutes
- Handout - Send copy of PowerPoint
- Evaluation

