Welcome to NetWorks Webinar Second Life in Education

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NetWorks is a part of MATEC, a member of the Division of Academic and Student Affairs at the Maricopa Community Colleges.



Funded, in part, by a grant from the National Science Foundation.

DUE-0501626









Webinar Procedures

- If you are listening by phone, please mute your phone by pressing #5.
- If you have questions during the presentation, please submit them to "All" in the

Chat Box —

so that others can follow along with the questions and answers.

 We will answer questions as time permits and may further address them at a later date.



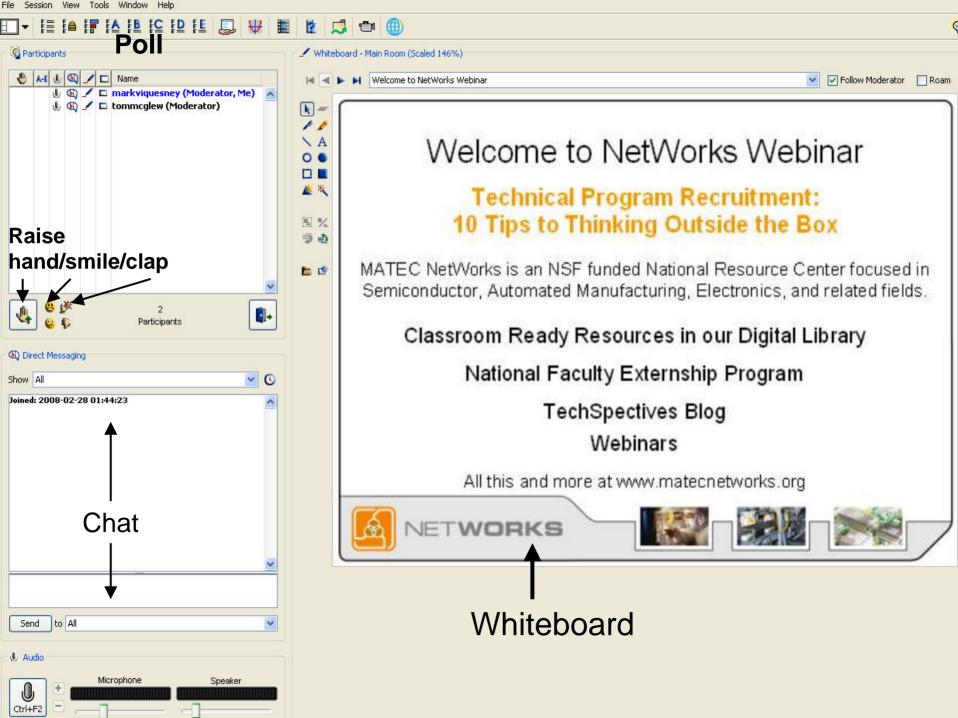






Direct Messaging





NetWorks Webinar March 28, 2008

Second Life in Education





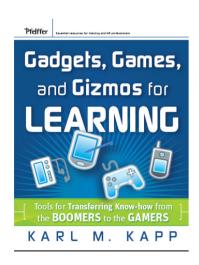




NetWorks Webinar Presenter

Karl M. Kapp, Ed.D., is a professor of Instructional Technology at Bloomsburg University in Bloomsburg, PA. His Doctorate of Education in Instructional Design is from University of Pittsburgh. Most recently, he is author of *Gadgets, Games and Gizmos for Learning: Tools for Transferring Know-How from the Boomers to the Gamers* published by Pfeiffer. Visit the book's website at

www.gadgetsgamesandgizmos.com or visit his blog at www.karlkapp.blogspot.com















The Virtual World of Second Life



Basic Educational Opportunities in Second Life









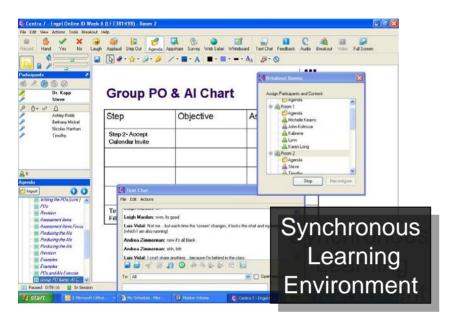


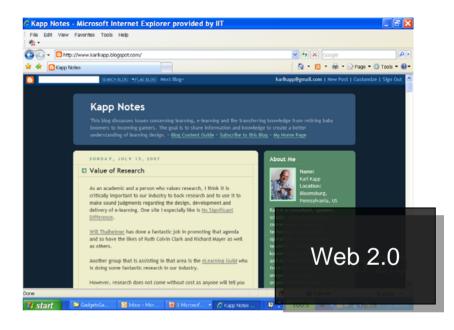


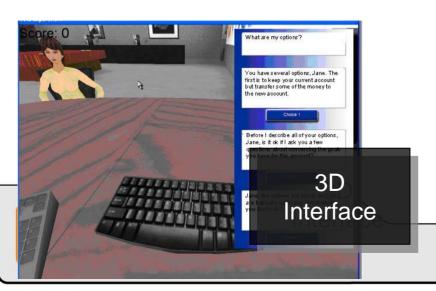


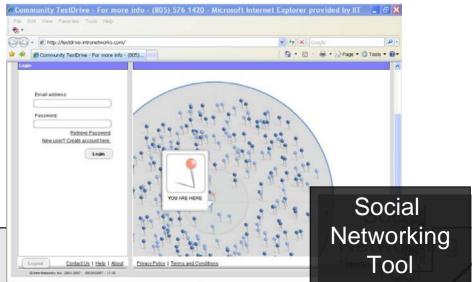


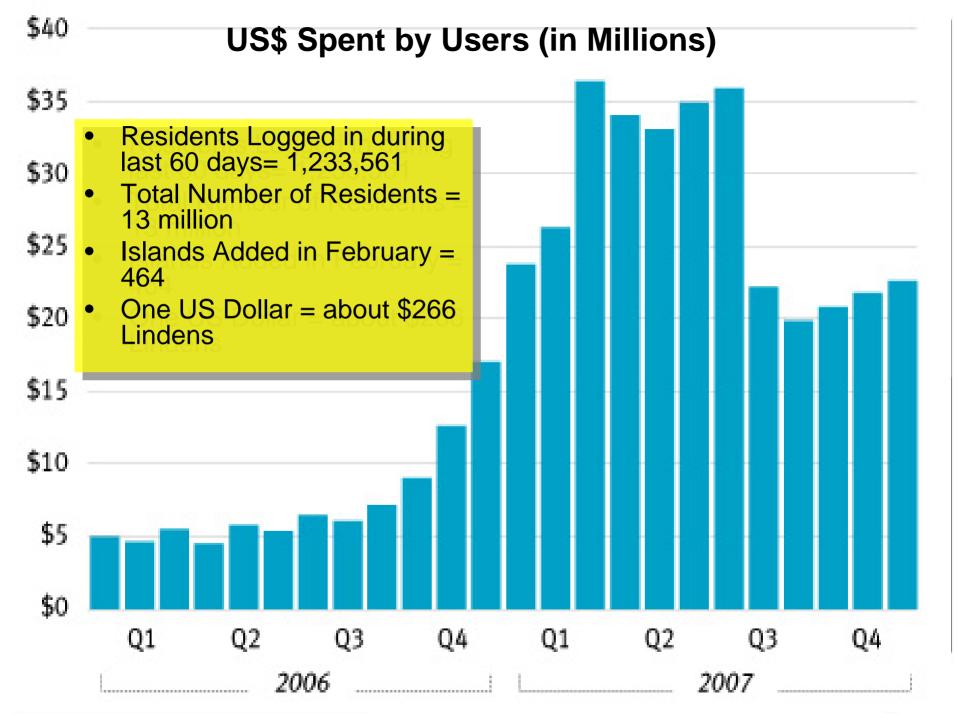
Combining Technologies











Costs

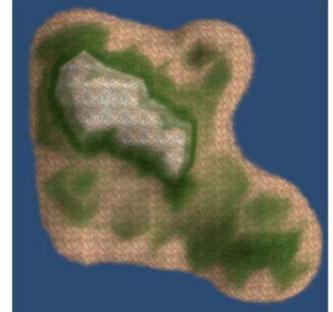
 Islands are priced at US \$1,675 for 65,536 square meters (about 16 acres).

Monthly land fees for maintenance are

US \$295.

½ discount for educators.

• Single user 512 m-free











Synthetic World Sensibilities



The Sense of Self

The Death of Distance

The Power of Presence

The Sense of Space

The Capability to Co-Create

The Pervasiveness of Practice

The Enrichment of Experience







Source: Tony O'Driscoll and Karl Kapp. eLearning Guild 360° Report on Synchronous Learning, Essay titled "Escaping Flat Land."

Create an Avatar



An Avatar is an extension of the person,
A three-dimensional representation of an individual
that can move through the 3D space of Second Life.













Synthetic World Learning Levers



Flow

Repetition

Experimentation



Engagement

Doing





Motivation

Source: With some help from Roger Shank's use of same Mnemonic for Scenario Based learning

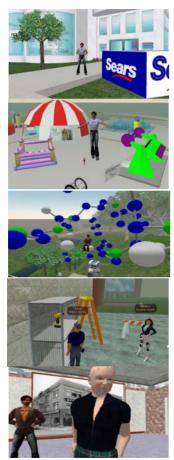








Introducing 3D Learning Archetypes (Part I)



Guided Tour

Scavenger Hunt

Conceptual Orienteering

Operational Application

Role Play









Introducing 3D Learning Archetypes (Part II)



Critical Incident

Co-Creation

Group Forums

Breakout Sessions

Social Networking

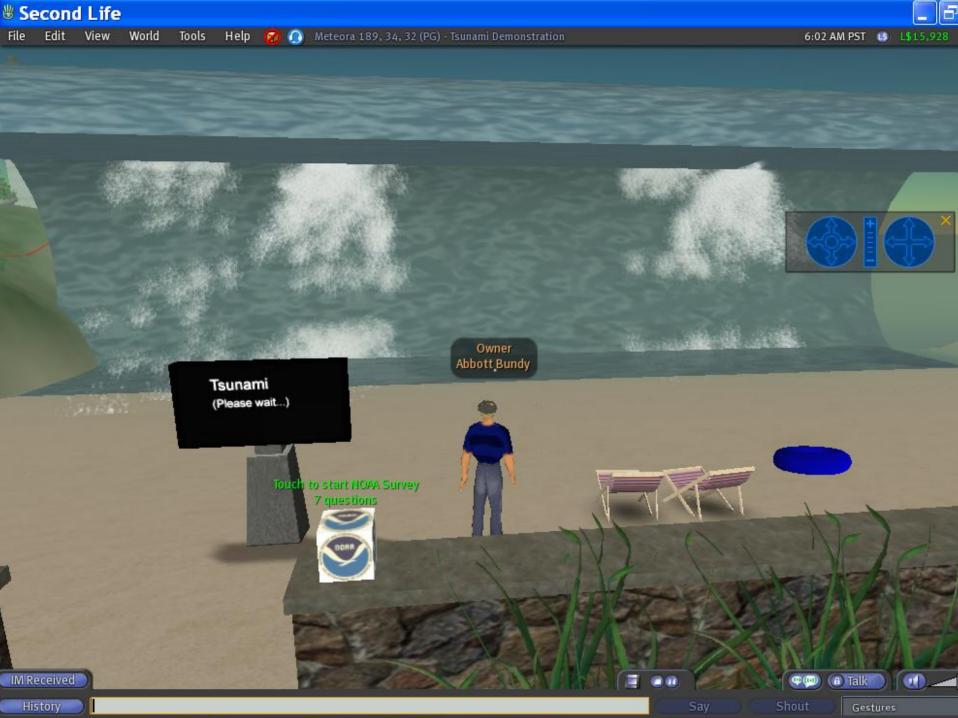


















Analyst Advice



Steve Prentice Gartner

By the end of 2011, 80% of active Internet users (and Fortune 500 enterprises) will have a "second life", but not necessarily in Second Life, according to Gartner, Inc.

Gartner's advice to enterprise clients is that this is a trend that they should investigate and experiment with, but limit substantial financial investments until the environments stabilize and mature.

Source: Virtual Worlds: Real Opportunities. Gartner IT Symposium, April 22, 2007

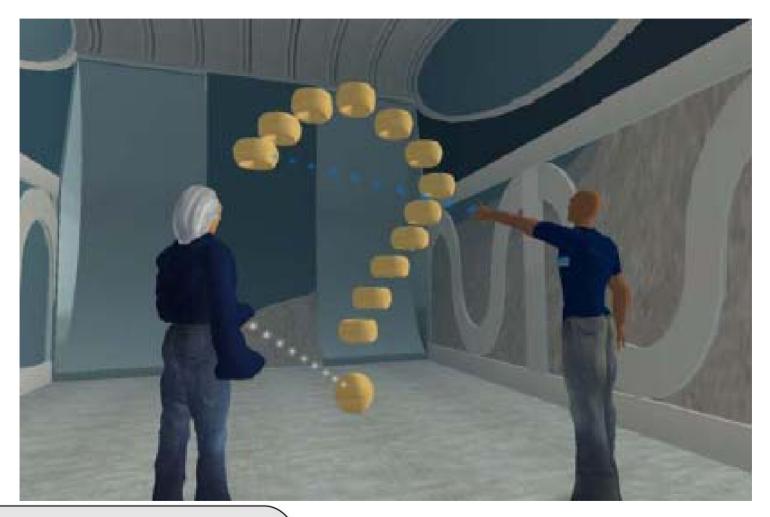








Questions









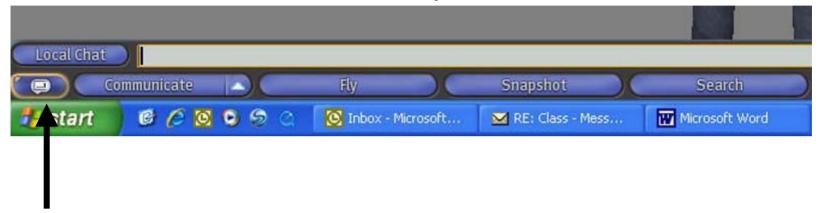


Second Life Basics



Second Life Basics: Chat Bar

To bring up your chat box, click Enter. To close the chat box, hit the Esc key



Or, you can click this button to open chat and close chat.



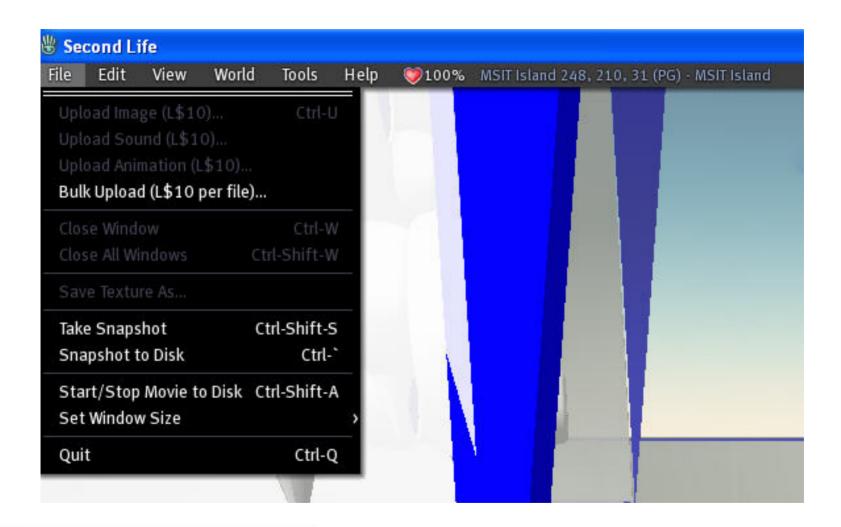








Second Life Basics: Top Tool Bar











Second Life Basics: Movement

Movement:

$$\uparrow$$
 = Forward

$$\rightarrow$$
= Right

PageUp = FLY!

PageDown=Land!









Final Question

Do you think our discussion today gives you ideas and approaches you can use in your classroom?

If Yes – Clap your hands
If No - Give a thumbs down









Elluminate Conclusion

This concludes the Elluminate portion of this webinar.

We hope that we have informed and inspired you with a creative new teaching and learning environment.

Please stay with us for some final details before we teleport to Second Life for the remainder of the webinar...









Thank you for attending NetWorks Webinar Second Life in Education

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Future Webinars

- April 11 Multi-media Learning Objects
- April 18 Creating Learning Objects
- April 25 Technical Programs: Here to Stay or Too Expensive to Maintain?









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To access this recording, visit www.matecnetworks.org, Keyword Search: "webinar".









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If you accessed the recorded version of the webinar, please cut and past (Ctrl C & Ctrl V) the link below to take the survey as well.

http://www.questionpro.com/akira/TakeSurvey?id=916910









Teleport to Second Life Now

For those of you who are able to join us in Second Life please teleport to the island now by opening your web browser and pasting (Ctrl C & Ctrl V) the following link

http://slurl.com/secondlife/MSIT%20Island/210/235/108/?msg=Going%20to%20Class.







