

# Educational Applications of Second Life

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# Objectives

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The participant will discuss:

- What Second Life (SL) is
- Lectures/Presentations in SL
- Virtual Fieldtrips in SL
- Practicing Language Skills in SL
- Showcasing Assignments in SL
- Machinima in SL
- Tactile Learning in SL
- Networking in SL
- Challenges in SL

# What is Second Life?

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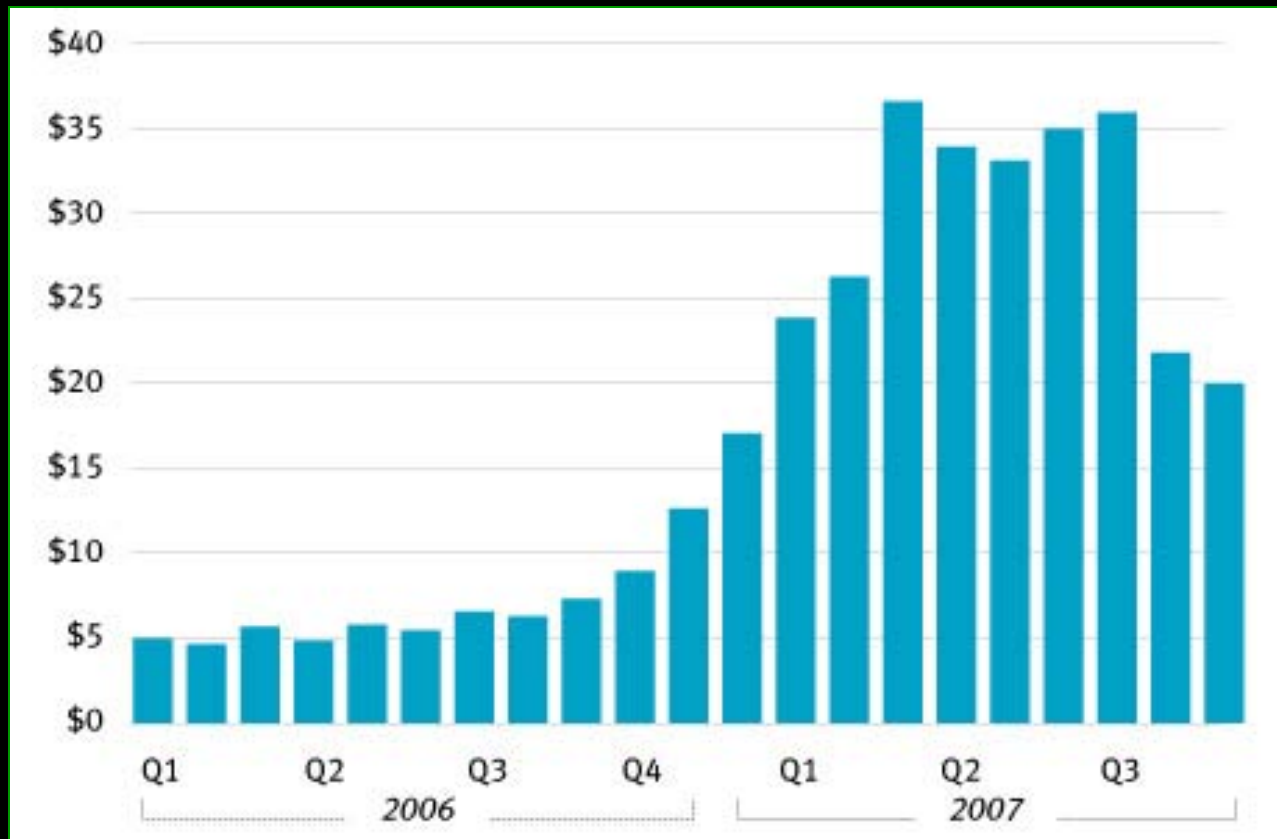
# What is Second Life?

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Second Life is a virtual world entirely built and owned by its residents. Since opening in 2003, SL has grown explosively. There are currently 10,243,357 residents and Over 1.4 million have logged on in the past 60 days.

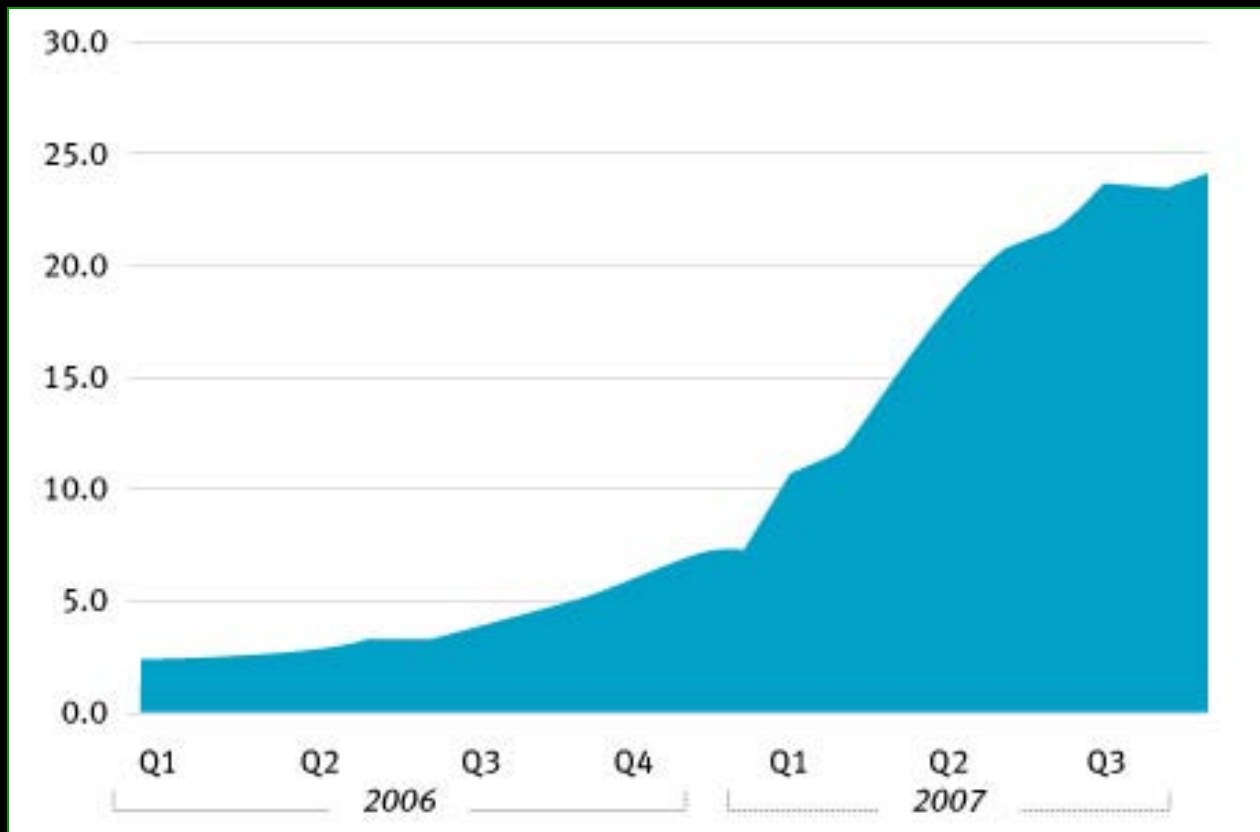
\*Population as of 10/23/2007

# US Dollars Spent (in Millions)



Second Life Website, Nov 2007

# User Hours (in Millions)



Second Life Website, Nov 2007

# What Does it Cost?

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- Basic account is FREE
- Premium account (you can rent or own land to build on) \$9.95/month
- Private Island Ownership
  - Education Discount
    - Small island = \$980 for 65,536 sq. meters (about 16 acres)
    - Monthly land fee for maintenance = \$150/mo

# Lectures/Presentations

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# Lectures/Presentations

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- Asynchronous – can be embedded in video players or externally linked
- Synchronous – Voice or text-based chat
  - Group discussions



# Lectures/Presentations

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- Best practices
  - Set ground rules
  - Defined agenda
  - Text or audio based
  - Courtesy (raising hands, no pushing or throwing snowballs)

# Virtual Fieldtrips

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# Virtual Fieldtrips

## Sistine Chapel



# Virtual Fieldtrips

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## Morocco



# Virtual Fieldtrips

- Capitol Hill
- Hillary Clinton
- Ron Paul

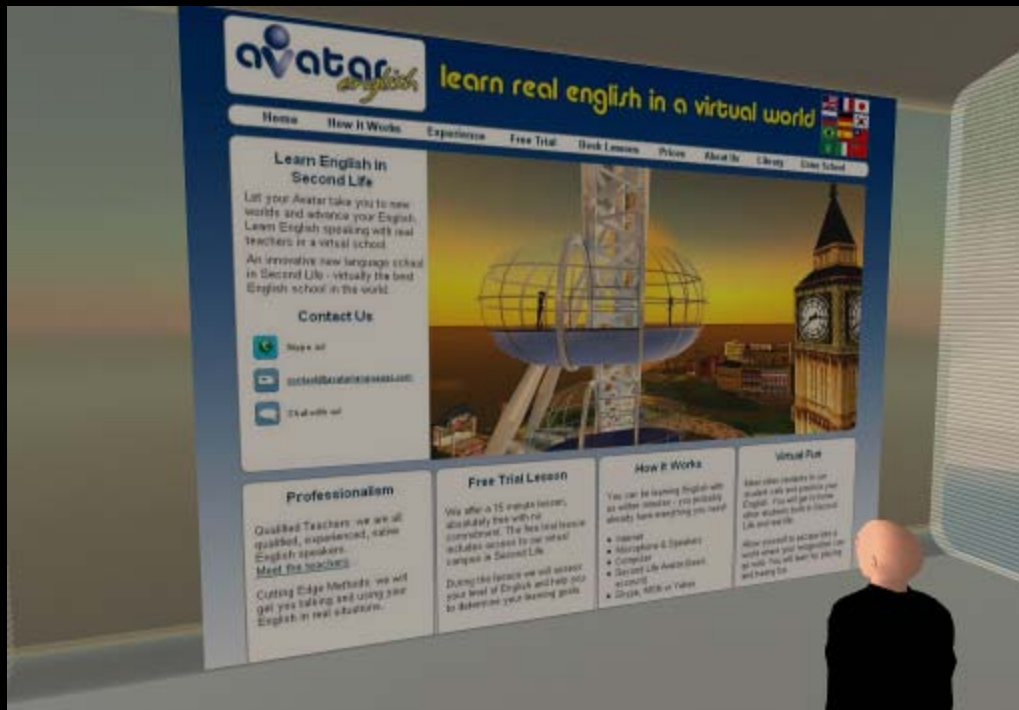


# Practicing Language Skills

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- Interact with native speakers
- Language Sims





# Showcasing Assignments

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- DeSales University
- Student projects on Progressive Era



# Showcasing Assignments

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- The Australian Film TV and Radio School
- Student films



# Machinima

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- **Dred Scott v. Sandford**



Supreme Court of the United States, 1856



# Machinima

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## ■ Tour of the Solar System



# “Tactile” Learning

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# “Tactile” Learning

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## Tsunami Sim





# “Tactile” Learning

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## Communicating with people with Autism



# “Tactile” Learning

## Astronomy Sim



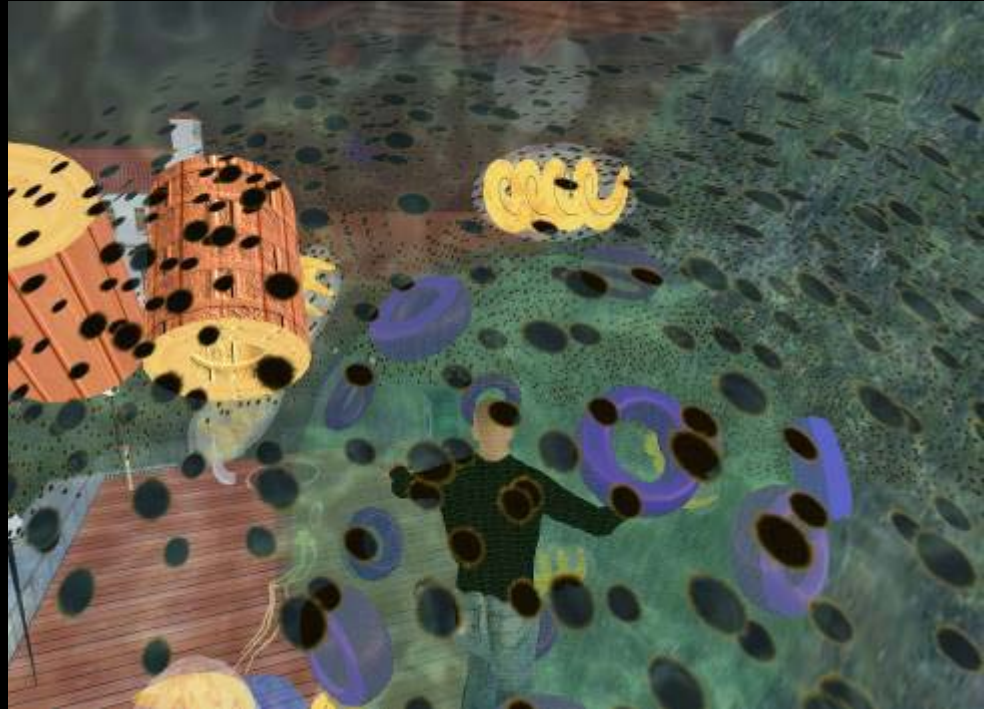
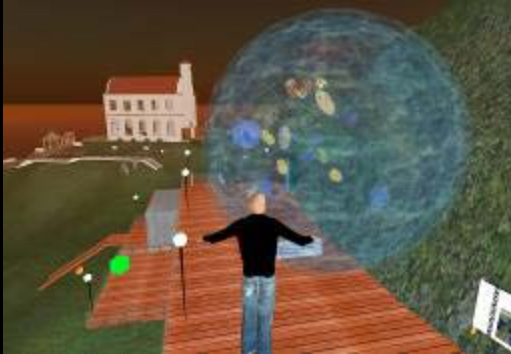
# “Tactile” Learning

## Virtual Hallucinations



# “Tactile” Learning

## Eukaryotic Cell



# Networking

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# Networking

- Virtual Conferences
- Groups
- Businesses



# Course Management

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# Course Management

- Sloodle Website
- Sloodle Slurl





# Course Management

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- [Angel Learning Website](#)
- [Angel Learning Slurl](#)



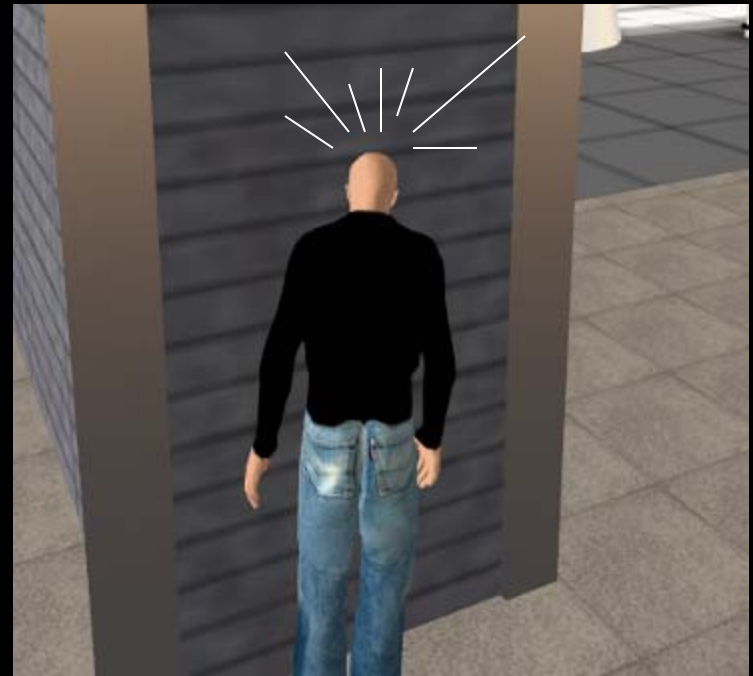
# Challenges

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- Technical requirements
- Learning curve
- Search function
- Questionable material



# Resources

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- [Sloog](#)
- [Google](#)
- [SLED Mailing List](#)
- [Second Life Education Wiki](#)

# Questions?

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