UT Dallas School of Management in Second Life

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Innovations in Online Learning – May 2008

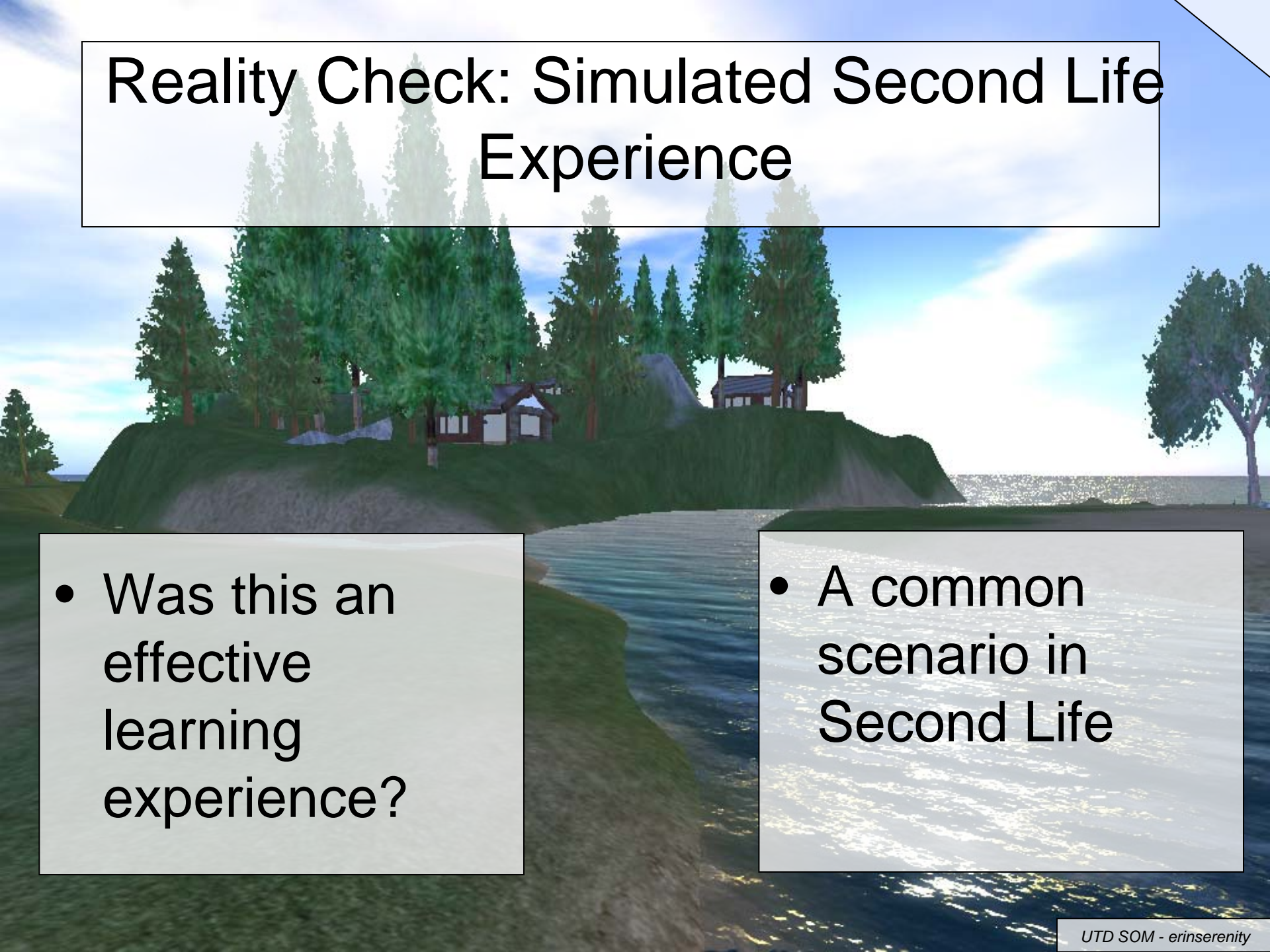# Video: Intro to Second Life

Svarga - erinserenity

Reality Check: Simulated Second Life Experience

- 3 volunteers
- Walk up to the screen and read the following definition to yourself:

"**Homo economicus**, or **Economic man**, is the concept in some economic theories of man (that is, a human) as a rational, perfectly informed and self-interested actor who desires wealth, avoids unnecessary labor, and has the ability to make judgments towards those ends[1]."

[1] Wikipedia, 2008 http://en.wikipedia.org/wiki/Homo_economicus

Reality Check: Simulated Second Life Experience

- Was this an effective learning experience?

- A common scenario in Second Life

Overview

1. **What is Second Life?**
2. **Why Explore Virtual Worlds?**
3. **Vocabulary**
4. **What We're Doing**
5. **What We've Learned**
6. **The Future of SOM in SL**
7. **Resources**
8. **Tour**

What is Second Life?

- MUVE
  - Multi-User Virtual Environment
- www.secondlife.com
  - "Second Life is a 3-D virtual world entirely built and owned by its residents."
  - Second Life is **NOT** a game
  - Main grid is for adults only (18+)

Harvard's Berkman Island – U2Katrina

Virtual Worlds

The Horizon Report, 2007 Edition

• Campuses and businesses have established locations in these worlds
• Much like websites a few years ago
• Virtual locations will become more common and more mature as the trend continues.
• Time to Adoption: Two to Three Years

Why Second Life/Virtual Worlds

- Customized learning environments

- Interactive simulations

- Socialization and collaborative learning

- Promotion and recruitment

Second Health – Planet Video

Vocabulary

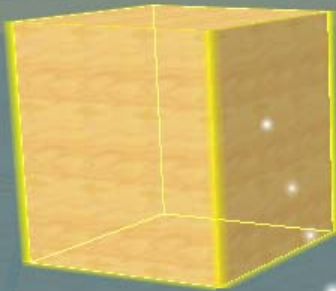**Sim (Simulation):** a named region that makes up part of the Second Life world.

Island: a virtual parcel of land in Second Life. Islands may be separated by many meters of ocean or grouped together to form larger areas.

Avatar: a virtual representation of a real person. You can design your avatar's appearance to be whatever you want!

Vocabulary

THE UNIVERSITY OF TEXAS AT DALLAS
SCHOOL OF MANAGEMENT
PUBLIC SANDBOX

ITEMS CREATED IN THIS SANDBOX
WILL BE AUTO-RETURNED
EVERY 6 HOURS.

Focus Move Edit Create Land
Click in the world to create, shift-click to select

☐ Copy Selection
☑ Center Copy
☐ Rotate Copy
☐ Keep Tool Selected
《 Less

General | Object | Features | Texture | Content

Edit object parameters:
☐ Locked   Building Block Type
☐ Physical   Box
☐ Temporary   Path Cut Begin and End
☐ Phantom   B ⬍ 0.000 E ⬍ 1.000

Position (meters)   Hollow
X ⬍ 32.764   ⬍ 0.0
Y ⬍ 240.120   Hollow Shape
Z ⬍ 300.300   Default

Size (meters)   Twist Begin and End
X ⬍ 1.599   B ⬍ 0   E ⬍ 0
Y ⬍ 1.599   Taper
Z ⬍ 1.599   X ⬍ 0.00 Y ⬍ 0.00

Rotation (degrees) Top Shear
X ⬍ 0.00   X ⬍ 0.00 Y ⬍ 0.00
Y ⬍ 0.00
Z ⬍ 322.00

Material
Wood

Brianne Jennings

Prims (Primitives): simple objects used as building blocks in Second Life.

Sandbox: an area of a sim where all residents are given permission to build. Sandboxes can be set to return objects automatically after a specified period of time.

Vocabulary

Griefing: the harassment of other Second Life residents through offensive actions, in violation of the SL community standards.

This is preventable and reversible!

The SOM in SL

- Began experimenting in September 2006
- Created Steering Committee in November 2006
- Purchased island in December 2006
- Began building in January 2007

Purchasing the Island

- Premium account subscription: $10/month
- Island: $980 (with educational discount)
- Maintenance: $150/month (with discount)
- First year total: $2,900
- Subsequent years: $1,920

Developing the Island

Develop:
- A plan
- The island
- Project approval process

Select:
- Steering committee
- Project manager
- Developer

Promote the island!

Managing the Island

- Training
- Administering rights
- Holding events
- Collecting data

Video: School of Management in Second Life

What We're Doing Now

- Marketing
- Information sessions
- Faculty research
- Guest lectures
- Collaboration with other departments
- Collaboration with other institutions

Faculty Research

• Dr. Ernan Haruvy and Dr. Marina Fiedler researched business transactions by conducting the Trust Game in Second Life.

• Another professor did not fare as well with an experiment

Experiment - Fielder

University Collaboration

- Development of UTD library space on SOM island

- Collaboration with ATEC program to build shared meeting space spanning our islands

- Development of virtual interview spaces for the Career Center

Collaboration with DCCCD

• Allowed the Dallas County Community College District to locate "next-door" in Second Life

• Supports collaboration, networking, and existing articulation agreements

A Resounding Success?

- Depends on your definition of success
- Professors haven't showed much interest
- Mostly seen as a curiosity
- Approximately 200 visitors per month

What We've Learned

- Need to promote island to faculty and students
- Need to train faculty
- Need to hold events frequently to keep up interest
- Need to take advantage of all the possibilities!!!

Content Delivery – Don'ts

Description: Moby Dick - Herman Melville

CHAPTER 1

Loomings.

Call me Ishmael. Some years ago--never mind how long precisely--having little or no money in my purse, and nothing particular to interest me on shore, I thought I would sail about a little and see the watery part of the world. It is a way I have of driving off the spleen and regulating the circulation. Whenever I find myself growing grim about the mouth; whenever it is a damp, drizzly November in my soul; whenever I find myself involuntarily pausing before coffin warehouses, and bringing up the rear of every funeral I meet; and especially whenever my hypos get such an upper hand of me, that it requires a strong moral principle to prevent me from deliberately stepping into the street, and methodically knocking people's hats off--then, I account it high time to get to sea as soon as I can. This is my substitute for pistol and ball. With a philosophical flourish Cato throws himself upon his sword; I quietly take to the ship. There is nothing surprising in this. If they but knew it, almost all men in their degree, some time or other, cherish very nearly the same feelings towards the ocean with me.

There now is your insular city of the Manhattoes, belted round by wharves as Indian isles by coral reefs--commerce surrounds it with her surf. Right and left, the streets take you waterward. Its extreme downtown is the battery, where that noble mole is washed by waves, and cooled by breezes, which a few hours previous were out of sight of land. Look at the crowds of water-gazers there.

Circumambulate the city of a dreamy Sabbath afternoon. Go from Corlears Hook to Coenties Slip, and from thence, by Whitehall, northward. What do you see?--Posted like silent sentinels all around the town, stand thousands upon thousands of mortal men fixed in ocean reveries. Some leaning against the spiles; some seated upon the pier-heads; some looking over the bulwarks of ships from China; some

Save

- Second Life is not an LMS
- Text is clunky
- No Flash
- No embedded HTML

Content Delivery – Do's

- Interactive simulations
- Constructivist learning
- Images and video
- Lectures and audio
- Text and voice chat
- Presentation slides

Thursday's Child
Dancer Morris

Rick Liebknecht

Click here for Assignment 1

Week 1
Lecture 3/3

Week 1

Week 1
Lecture 2/3

Chat History
Mute resident   Rick Liebknecht (resident) ▼   ☐ Show Muted Text

[16:38] Rick Liebknecht: I see it!!
[16:38] Dancer Morris: you see the same one on all the screens, not

Movie control

Harvard's Berkman Island – U2Katrina

Pedagogy

Discovery-based learning:

- Immersive
- Social
- Interactive
- Collaborative

Virtual world activities:

- Virtual field trips
- Chat, voice chat, animations, video
- Simulations and learning objects
- Projects

Morocco, Casablanca – U2Katrina

Dictator Game

- A "proposer" determines an allocation of a cash prize

- A "responder" receives the remainder of the endowment

- Will the proposer share the wealth, or keep it all to him/herself?

Dictator Game

- Practical demonstration of experimental economics

- Results indicate that proposers often share with responders, indicating altruism often supersedes the ability to maximize profit

- How did our experiment go?

Where We're Going

- Increase faculty involvement
  - Demonstrations
  - Training
  - Research
- More events
- More promotion
  - At university
  - Within Second Life
- Collaboration
  - DCCCD

Additional Resources

For more information about virtual worlds and higher education, and to download a copy of this presentation, please visit our blog:
www.higherworlds.blogspot.com

And our wiki:
www.higherworlds.wikispaces.com

More resources:

SimTeach wiki: **www.simteach.org**

Sloog HUD for educators:
http://www.secondlifeinsider.com/2007/10/30/salamander-sloog-arrives-for-educators/

SL Browser: **http://slbrowser.com/**

Spaceport Alpha – U2Katrina

Visit us at:

- **http://slurl.com/secondlife/UTD SOM/141/70/22/**
- Or search: UTD SOM