SAIT Second Life: Moving learning to a new dimension

CIDER, March 2009

Purpose of the Presentation

Explore SL use in Education:
Learning new dimension
Educating the Net Generation

SL Research possibilities

SL for SAIT: the SLAIT initiative.
Research Framework

What is it?

SL is a Web-based multi – user 3D virtual world designed by Linden Lab, San Francisco

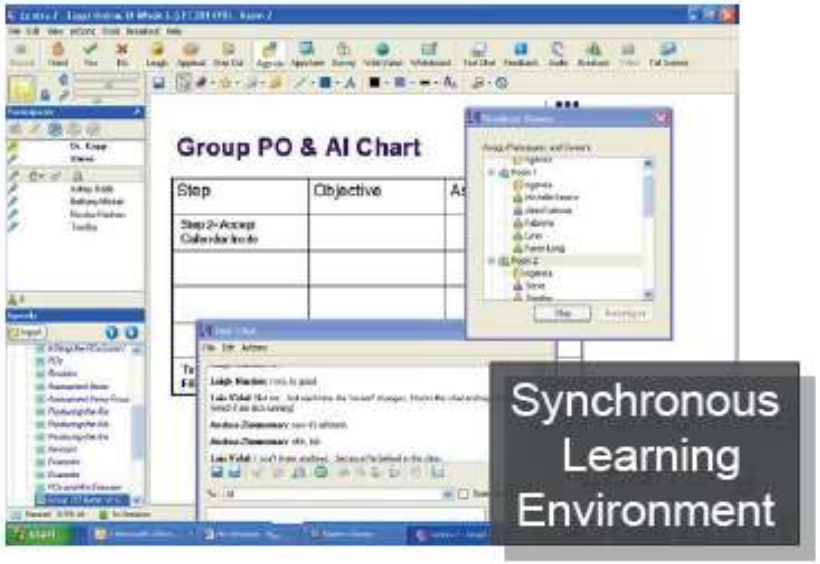
SL was first released in 2003 and has become the most popular virtual reality world

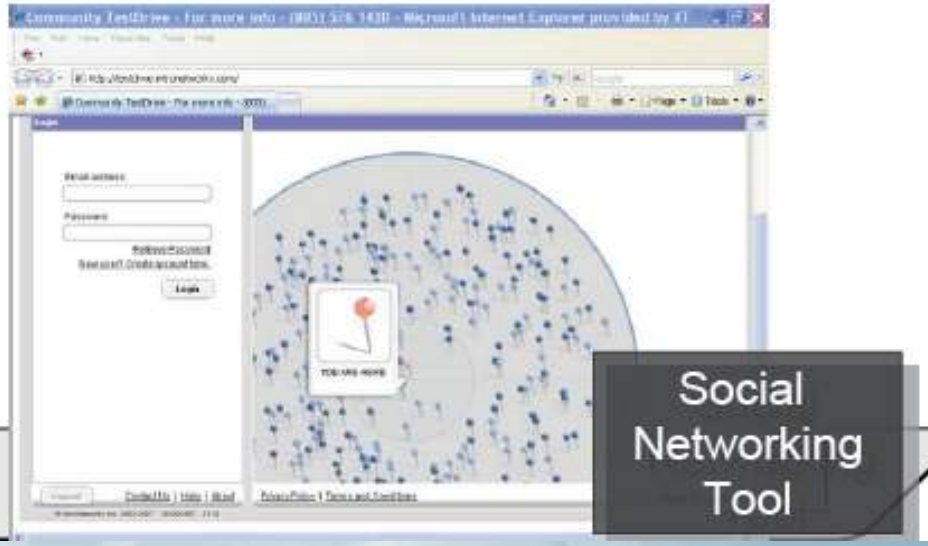
Statistics show that over 122 educational institutions have established their virtual campus on SL.

Education in Second Life

- Latest figures:
  - Total residents: 12,913,624
  - Costs: islands are priced US $1,675 for 65,536 square meters (1/2 discount for educators)
- Virtual reality simulations are becoming more prevalent in curricula and research (Stott, 2007; Yellowlees & Cook, 2006)

Combining Technologies





The virtual world of Second Life

Collaboration

Networking

Participatory culture

Immersive experience

Professional development

Simulations and Gaming

Second Life Literature Review

Collaboration: (Conklin, 2007; Cross et al, 2007)

Collaborating in SL for student's engagement

SL as a platform to Software development

SL as a open source to promote collaboration

Second Life Literature Review

Networking (Andrew Rothery, 2008)

SL as an online meeting place

A virtual place for a classroom

Social and academic networking

Second Life Literature Review

Working with children

Participatory Culture (Kate Farell,2008)

Cultural connections

Second Life Literature Review

Simulations and Gaming

Novel learning Platform: "being there"

Encouraging the Learning process

Immersive Experience (Antonacci & Modaress, 2005

The "net generation"

(Oblinger, Prensky, Kennedy…)

Technology-rich environment

Digitally literate ← **Environment** → Multiple representations

Connected

Task orientated ← **Learning approach** → Experiential

Multi-tasking

Group activities ← **Approach** → Fast responses

Advantages of SL use in Education

- Innovation, creative project development
- Immersion in course domains
  - Literature Alive!
- Simulations
  - Lab learning
  - Construction
- Students' involvement: Visual platform
- Students' interaction with instructor: appealing and productive

Challenges of SL use in Education

- In a Polytechnic environment: Provide a virtual environment for students to use and test tools, machines…
- Engage students the same way as if they were using cables and tools in real life

Research in SL: is your avatar a better researcher than you?

- Research framework in Second Life:
  - 3D multi-user virtual environment to research teaching and learning
  - Researchers connected with each other, as they explore the potential possibilities of SL
  - Construction of lab and classroom environments following pedagogical principles in a participatory research framework

Research in SL: the SLED community of researchers

- SLED: Real life education in Second Life
  - Created in 2005 by John Lester: a basic infrastructure for educators to find each other and collaborate
  - Join SLED at: **http://www.sl-educationblog.org/**

SLAIT ongoing Research Projects: Multimedia studio

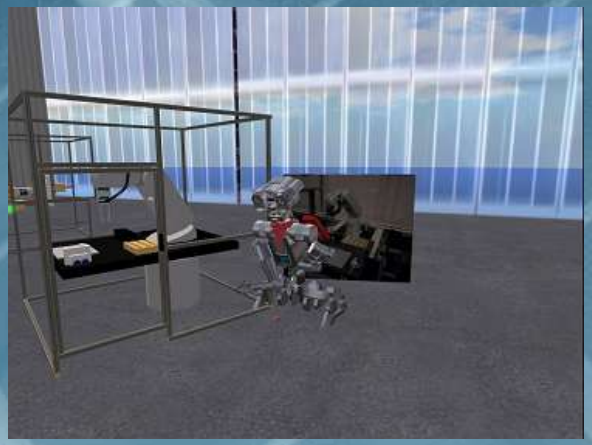
School of ICT:

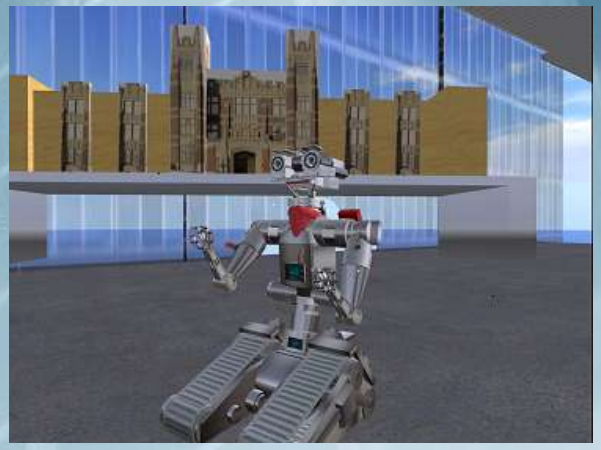
A studio where students can learn:

1. How to operate expensive TV equipment
2. Learn the basics of light management

SLAIT ongoing Research Projects

A robotics factory where students learn the principles of physics and mechanical movement

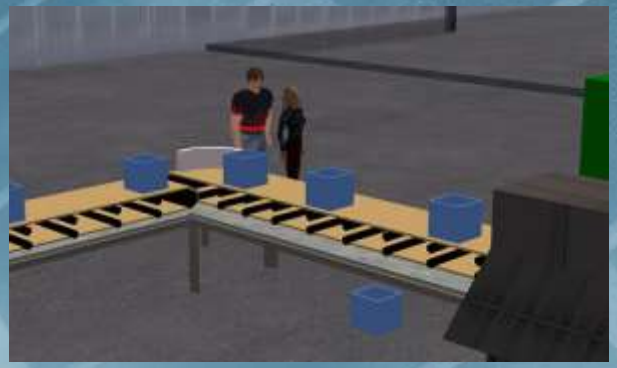




School of M&A
- Ongoing research with 15 students Physics Program and students in the Robotics program

SLAIT future Projects

- SCHOOL OF CONSTRUCTION:
  - Building sites
  - Testing materials
  - Developing skills



SLAIT future Projects …

- SCHOOL OF BUSINESS:
  - Meeting opportunities
  - Presentation forums
  - Dynamic environments

SLAIT future Projects …

- SCHOOL OF H&PS:
  - Paramedic emergency simulations
  - First aid simulations
  - Hospital care simulations

Meet SLAIT Team!

- Avatars from left to right:
  - Craig (yes, the robot!)
  - Dick Bourne
  - Rand Ayres
  - Martha Burkle
- Meet us at Second Life: SLAIT MA for a tour!
- (Look for Lindsey Melnik)

Key Resources

- Everything under the virtual sun!
  - http://healthcybermap.org/sl.htm
- Education wiki:
  - http://www.simteach.com/wiki/index.php?title=Second_Life_Education_Wiki
- International Society for Technology in Education
  - http://www.iste.org/
- Second Life basics
  - http://www.storyofmysecondlife.com/?p=621#more-621

Discussion/Q&A

SECOND LIFE VIDEOS IN YOUTUBE:

- For Paramedics Program:
  - http://www.youtube.com/watch?v=RwQlHNlpVcE
- For sites building:
  - http://www.youtube.com/watch?v=KruzH82Z2qQ&feature=related

Some examples of SL for Training and skills development…

- Thomson Netg Training: training in Cisco and Microsoft Certification

http://www.nantucketyachtclub.org/high.cfm

- **Learning to sail in SL:** exhibits and events about real-world spacecraft, rockets, and space travel

… for Self paced tutorials…

- Ohio University: Multiple "learning kiosks" at the "Learning Centre"

http://blog.games.oln.org/2007/01/ohio_university.html

Martha in Ohio Univ. Students' Centre

… for Displays and Exhibits…

- **The International Spaceflight Museum:** exhibits and events about real-world spacecraft, rockets, and space travel

http://slurl.com/secondlife/Spaceport%20Alpha/48/83/24

http://www.exploratorium.edu/

- **Exploratorium Museum** in San Francisco: Allows residents to explore art and science whilst having fun.

… for Role plays and simulations…

http://www.gippstafe.vic.edu.au/

- GippsTAFE's Paluma Resort: SL use to achieve real life learning outcomes

- UC Davis, Sacramento: Health informatics Program

http://www.ucdmc.ucdavis.edu/informatics/