**Education as a driver for SL**

- “I think five years, ten years from now, those few things that we couldn’t have even imagined, all of that innovation will come out of the educator community itself. They will experiment, they’ll push the boundaries, they’ll quantify how it’s being used as a learning platform and how it’s teaching students in ways that they couldn’t have been taught before.”
  
  • http://blog.secondlife.com/2008/06/inside-the-lab-podcast-a-discussion-on-education-in-second-life/

**Current trends - Orientation & training**

- **FOR IMMEDIATE RELEASE:**
  
  
  Second Life robots help real life instructors.
  
  State College, PA — Robotic motion developed by AIRQ, Inc. on a new revolution. Today, AIRQ released a Robotic Instructor simulation for use in new hire orientation and retraining.

  “Availability of our robotic motion engine for new hire orientation was the question that I’ve been asked most often from our clients,” said Alex Dufresne, PhD, CEO of AIRQ, Inc. retraining release of the new training simulation. “So working on this project came naturally.”

**Current trends - Health skills**

- MD to fight stress in Second Life:
  
  http://www.boston.com/business/technology/articles/2008/03/03/md_to_fight_stress_in_second_life/

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**Second Life Teacher’s Toolkit**

PF Anderson, pfa@umich.edu

a.k.a. Perplexity “Lexi” Peccable (SL)

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**Second Life as a Virtual Learning Environment**

- Presented by Theodore Wright, Inwegs/Interact
  
  November 19, 2008, 11:00 AM - 12:00 PM

Second Life is often referred to as a game, however, if that, Second Life should be a killer application of the virtual world, not a game. In a virtual world software, an avatar can be created, not just a avatar game.

Each of the real world educational technology, there’s now available and expected new opportunities for advancement and exploration.


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**Education as SL’s “killer app”**


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- Even up to present, much of distance learning has been made time convenient but impersonal. Avatar-based virtual world education is highly interactive, providing the same convenience of not having to travel while providing a richer, more effective and more enjoyable experience.

- Whether used for distance or classroom learning, the benefits of this rapidly expanding and adaptable virtual technology become manifest. The most common disadvantages that have plagued online education are now overcome. Theodore Wright, Second Life as a Virtual Learning Environment. <http://www.dokimos.org/secondlife/education/>

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**Current trends**

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**Health skills**

- MD to fight stress in Second Life:
  
  http://www.boston.com/business/technology/articles/2008/03/03/md_to_fight_stress_in_second_life/
Getting started

• 15 minutes a day

Getting started

• Search for groups that interest you

Getting started

• Search for places that interest you

Getting started

• Explore profiles

Getting started

• Explore profiles

Fundamental skills

• How to:
  – Make a notecard
  – Take pictures
  – Bring images inworld
  – Use textures
  – Use voice
  – Dress professionally
  – Make & present slide shows
Places to learn basics
- Academy for Second Learning
- New Citizens
- Rockcliffe University
- TeaZers

Groups to join to learn
- Academy for Second Learning
- New Citizens, Inc
- NMC (New Media Consortium)

Calendars
- http://fleeep.net/blog/sl-calendar/

Inworld educational communities
- College Professors
- Educator’s Coffee House
- Educators Coop
- EduSharers
- EduTwitterverse
- Immersive Education
- NMC Guests
- NMC Teachers Buzz
- Open Education in Second Life
- Open SLedware
- Picayune SLEDHeads
- * Real Life Education in Second Life
- Second Life Academics
- SLEdu Events
- Teacher Networking Center

Regular events
- ISTE
- Metanomics
- Immersive Education

Outworld Communities & Resources
- Blogs
- Wikis
- Email groups
- Conferences, events, meetups
Blogs

- Folks:
  - Fleep Tuque: http://www.fleep.net/
  - Desideria Stockton: http://bethssecondlife.blogspot.com/
  - KJ Hax: http://www.storyofmysecondlife.com/

Wikis

- Second Life in Education: http://sleducation.wikispaces.com/

SIMTeach

- 1 Getting Started: Frequently Asked Questions and Guidelines
- 2 Programs for Educators
- 3 Institutions and Organizations in SL
- 4 Competitions
- 5 Press, Blogs & Presentations
- 6 Second Life Mailing Lists, Blogs and Forums
- 7 In-World Groups
- 8 Educational Pricing on Private Islands
- 9 Academic Research
- 10 Classroom Management, Lesson Plans
- 11 Teaching Resources
- 12 Educational Locations in Second Life

Email groups

- SLED: https://lists.secondlife.com/cgi-bin/mailman/listinfo/educators
- More:

SLBPE

- Second Life Best Practices in Education

UM - Wolverine Island

- How to get access
  - Join: Wolverine-Community
  - Get an invitation from:
    - Memetic Projects
    - Perplexity Peccable
    - (drop a notecard in their inventory, or IM if they are online)
UM resources - Inworld groups

- Wolverine-Community
  - Gives access and notices
- SLUM Brown Bags
  - Gives notices, not access
  - Gathers groups for tours off of Wolverine
- UM in Second Life
  - Gives notices, not access

UM resources - Outworld

- Wiki:
  http://slum.wetpaint.com
  - Google calendar
- Blog:
  http://mblog.lib.umich.edu/slum
- Flickr:
  http://flickr.com/groups/slum/

More

- ISTE:
  http://www.iste.org
- NMC:
  http://www.nmc.org
- Future Forces Affecting Education:
  http://www.kwfdn.org/map/