



Benefits of Second Life for Education

Stephen A. Mohr

Software Engineer

Pan Starrs Observatory

Senior Instructor

Collier Computing

Second Life Project Manager

Collier Computing



Overview

- Collaborative Environment
- Immersion
- Collegiality
- Networking



Collaborative Environment

- Team work and Role Play
- College Biology – DNA
 - Teams assemble DNA molecules in 3D space
- Modeling IT computer centers
 - Customer, sales rep, field engineers
 - Power, air conditioning, network, equipment placement, accessibility

The Point

Immersion

- 3D interactive environment
- College level American Literature
 - Edger Allen Poe:
 - Students create the environment in his novels
 - Avatars sit within environment, read and discuss as they experience it

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Collegiality

- Social leveler
 - K-12: easier to role play
 - Conducive environment
 - May even be sitting next to 'the class bully'
 - Adult Education: uninhibited
 - Independence from one's avatar
 - Able to ask that 'dumb' question
 - Openness to explore concepts

The Point

Networking

- Communication tools
 - One to one, one to many, and group
 - Text and voice
- Allows for group collaboration within a larger group
- Promotes networking
 - Before and after meeting/class

networking



References

- Second Life
 - <http://work.secondlife.com/>
- International Society for Technology in Education (ISTE)
 - <http://www.iste.org>

The Point

Summary

- Second Life is very well suited for most areas of education
 - K-12, College, Adult Education
- Evolving as we speak
 - Mixed reality presentation
- Educators have been using SL for over 3 years
 - Lot of literature and help available

Education follows
the path of least resistance