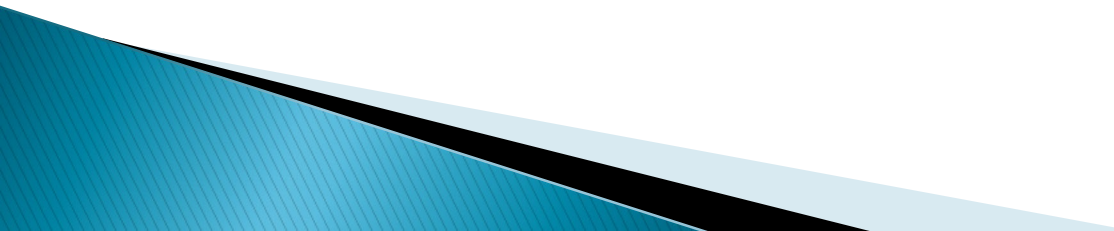


Get a . . .Second Life?:
Integrating the Avatar and Second Life into the
College Classroom and Campus

Trevor Setvin & Melissa Kampa
Illinois State University
School of Communication

Second Life Preview

- ▶ Overview of Second Life and avatars
 - ▶ Quality of virtual education
 - ▶ Criticisms of Second Life and virtual education
 - ▶ Benefits of Second Life and virtual education
- 

Second Life

A 3-D Virtual Environment

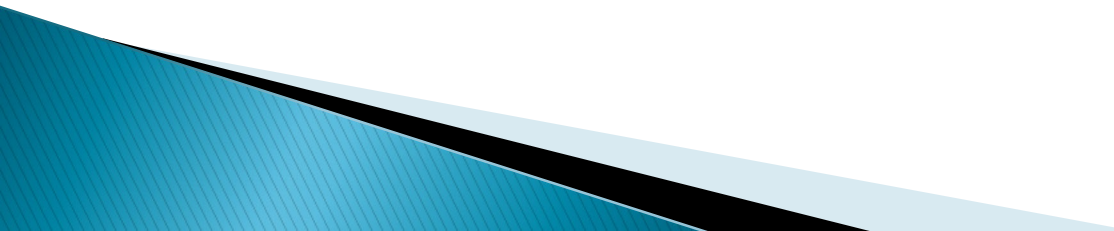
- ▶ Created by Linden Labs (CA) in 2003
- ▶ Avatar: 3-D virtual self-representation
- ▶ Total population: 16,671,245 (~ 500,000 active).
- ▶ Free membership (www.secondlife.com)
- ▶ Showcase includes:
 - Arts & Culture
 - Education & Non-profit
 - Fashion
 - Hot spots
 - Music
 - Photos and Machinima
 - Tutorials

Second Life Higher Education


- ▶ 150 colleges in U. S. and 13 countries are in Second Life
- ▶ Second Life Grid: resource for educators.
 - International Society for Technology in Education (ISTE island)
- ▶ The Immersive Education project
- ▶ Stanford University*
 - Stanford University Libraries and Academic Information Resources (virtual library).
- ▶ Princeton University
- ▶ Harvard Law School*
 - The Berkman Center for Internet and Society.
- ▶ New York University
- ▶ San Diego State University
- ▶ Texas State University*

* Virtual campus

Second Life Higher Education

- ▶ Campus tours
 - ▶ Speakers
 - ▶ Classes
 - ▶ Virtual tours of historical places
 - Alliance Library System
 - Learning Times
 - ▶ Research projects
- 

Second Life Higher Education

- ▶ University of Texas at Austin and University of California at Berkeley: architecture students.
 - ▶ Wharton School: business and marketing skills.
 - ▶ Trinity University in San Antonio: web design.
 - ▶ Cyber Practicum: classroom, avatar, lesson plans, teaching.
 - ▶ Virtual Human Interaction Lab– Stanford University
- 

Benefits of Virtual Education

- ▶ Immersive, interactive environment
 - ▶ Exploratory environment
 - ▶ Universal interaction
 - ▶ Creation of environment
 - ▶ Sense of community and presence
 - ▶ Teacher/student collaboration
- 