GOING IN-WORLD

Exploring Multi-User Virtual Environments for Online Teaching and Learning

Nemah N. Hermosa
University of the Philippines

ICODeL 2012
icodel.upou.edu.ph

Aim of the Paper

Share initial experiences and impressions about multi-user virtual environments, especially Second Life

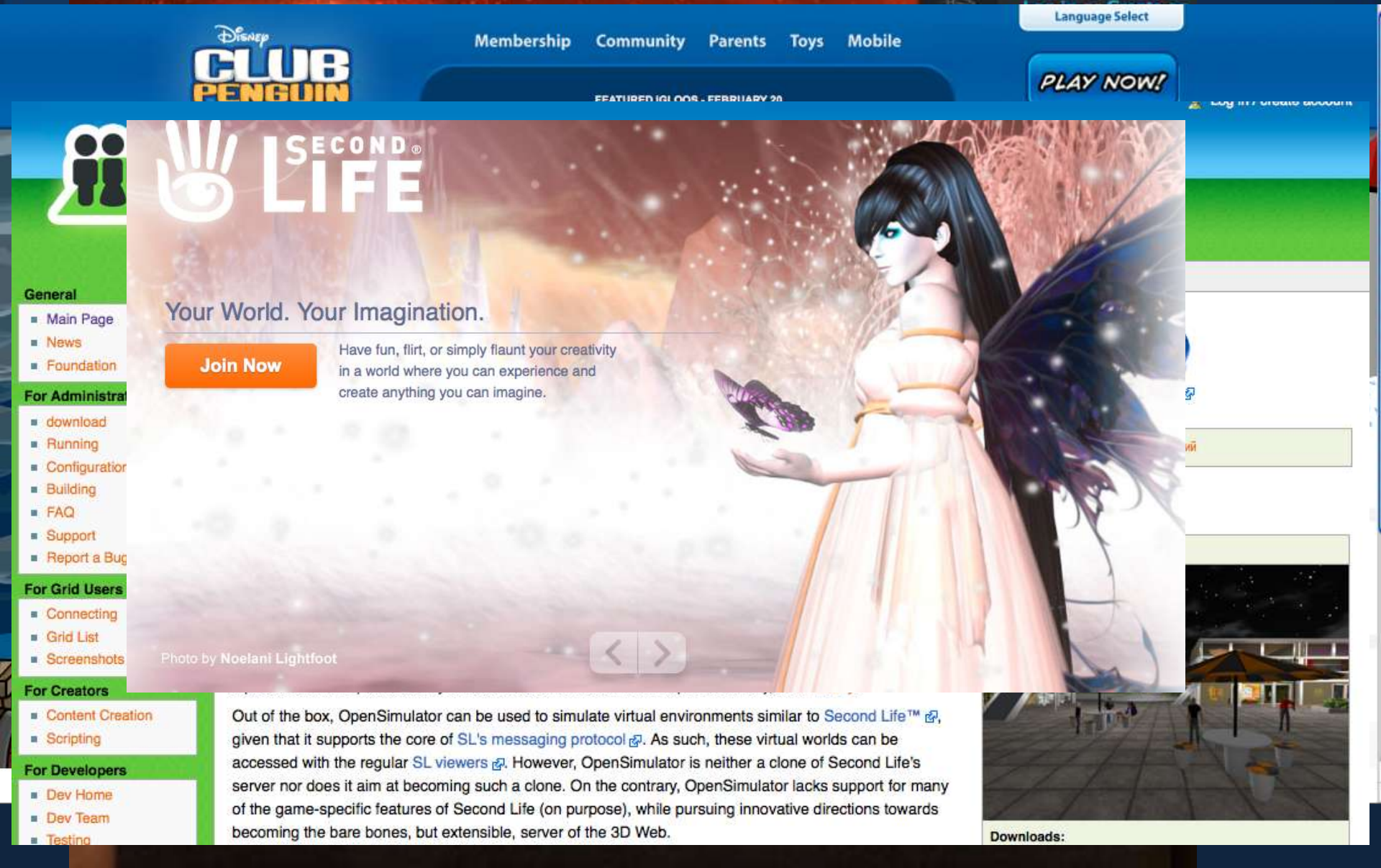
Draw some implications to online teaching and learning

What is a MUVE?

A multi-user virtual environment (MUVE) is an interactive computer simulation of a geographical area where features of the environment are represented by computer graphics. A player uses a mouse to lead an avatar into and navigate within that world.

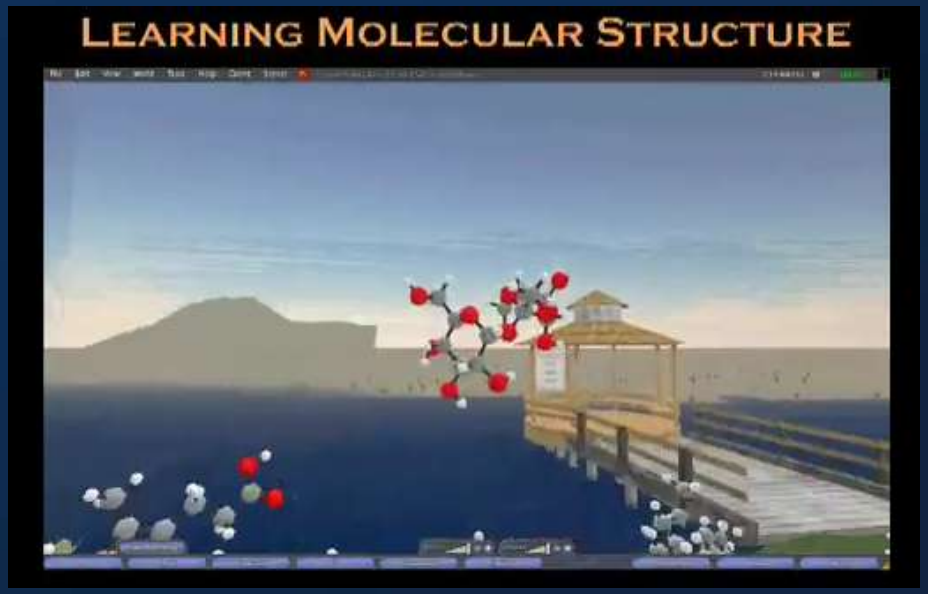
Blaisdell, 2006

Examples of MUVEs



MUVEs for education

Typical Video game: Enemies attack your avatar



Educational MUVE: Characters answer questions or give information

MUVEs for education

With educational MUVEs, instead of warding off opponents, searching for gold, or racking up points, players have only one goal: learning.

Blaisdell, 2006

Second Life

- Launched in 2003 by Linden Lab
- Residents explore the Grid and interact through avatars
- For people aged 16 and over
- Over 100 regions dedicated to education
- Most preferred virtual world (76% in 2010)

Second Life Features

Communication Tools

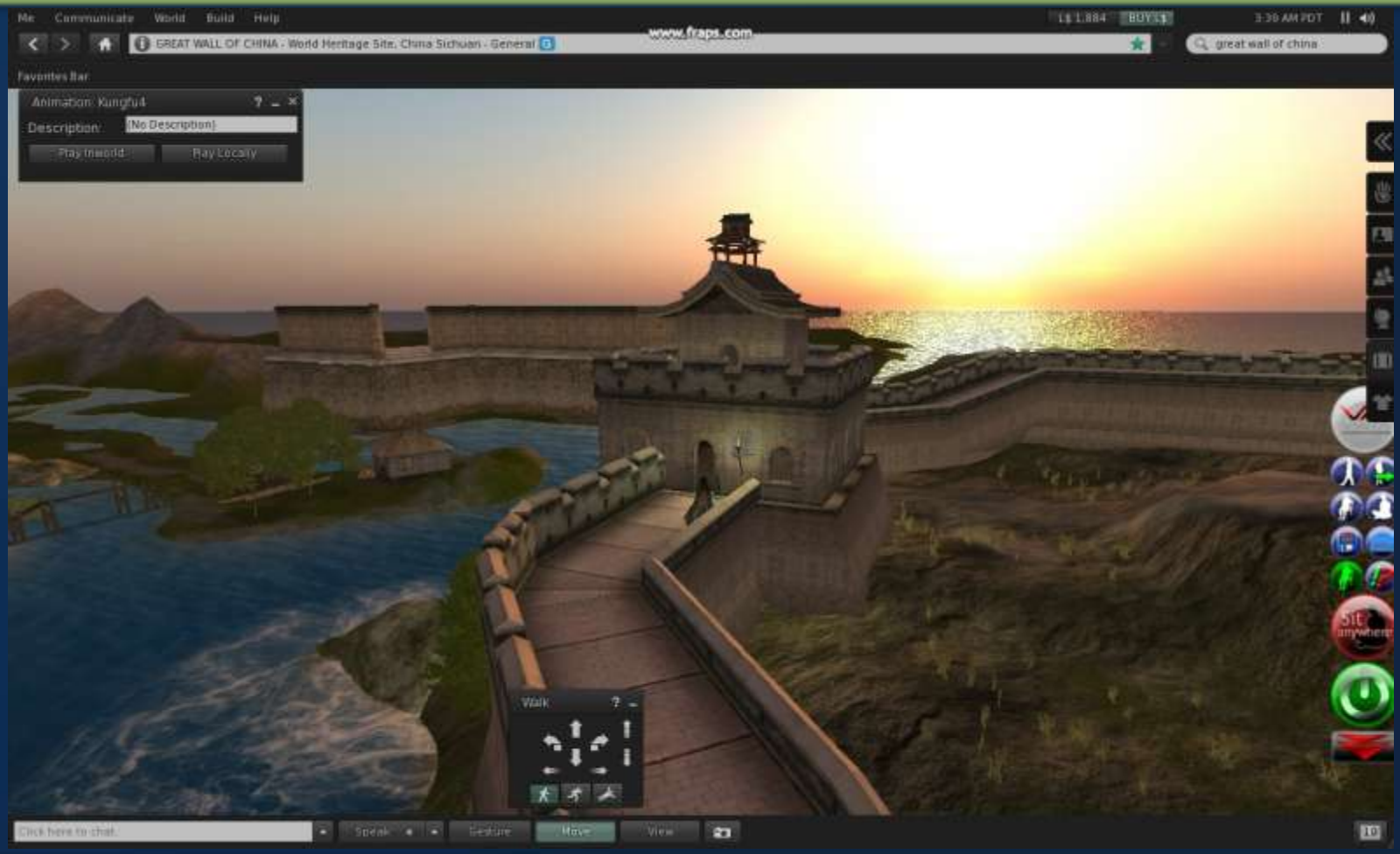
- IM, Chat, and Voice Chat
- Friends and Groups

Creation Tools

- Appearance
- Terraforming and Building
- Programming / Scripting

49 Major categories
3200 + destination sites

Second Life Basics



in world

Second Life Basics

avatar
alt
noob

Second Life Basics

wear

detach

clothes

shoes

hair

skin

shape

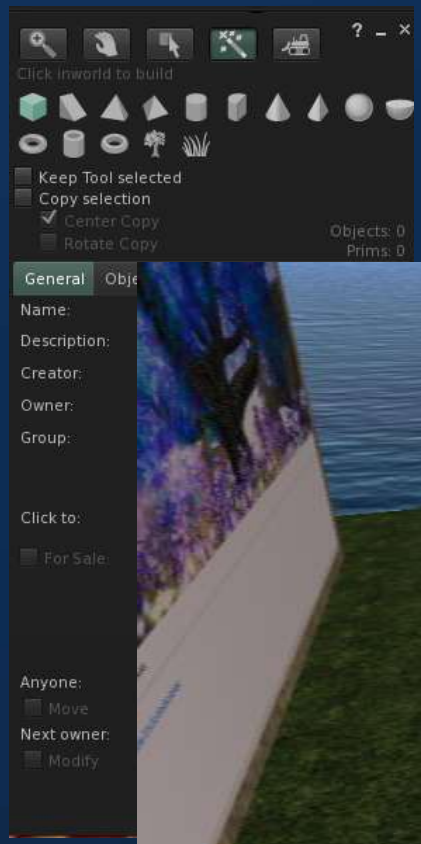
Second Life Basics

Second Life Basics

prims

sculpties

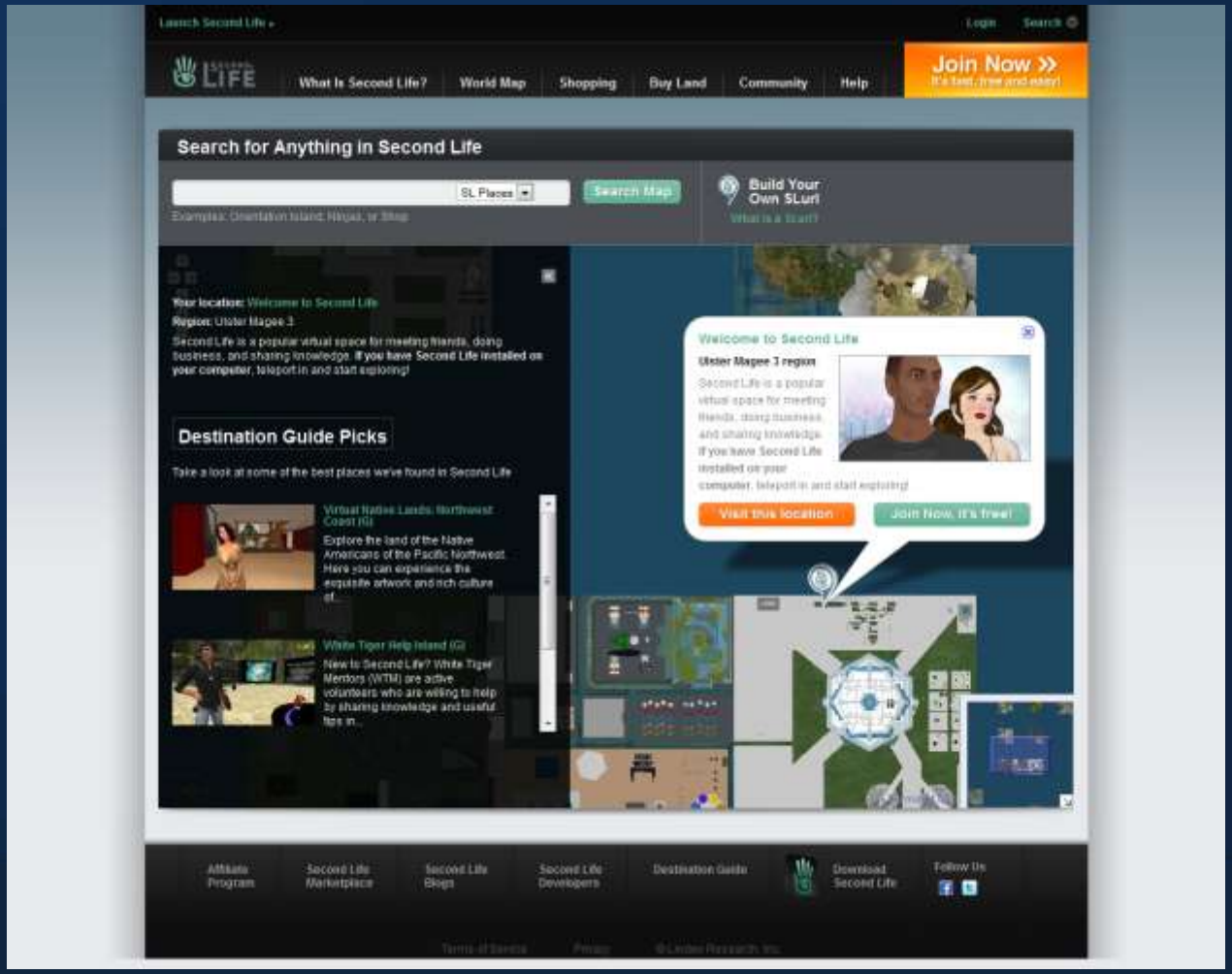
scripts



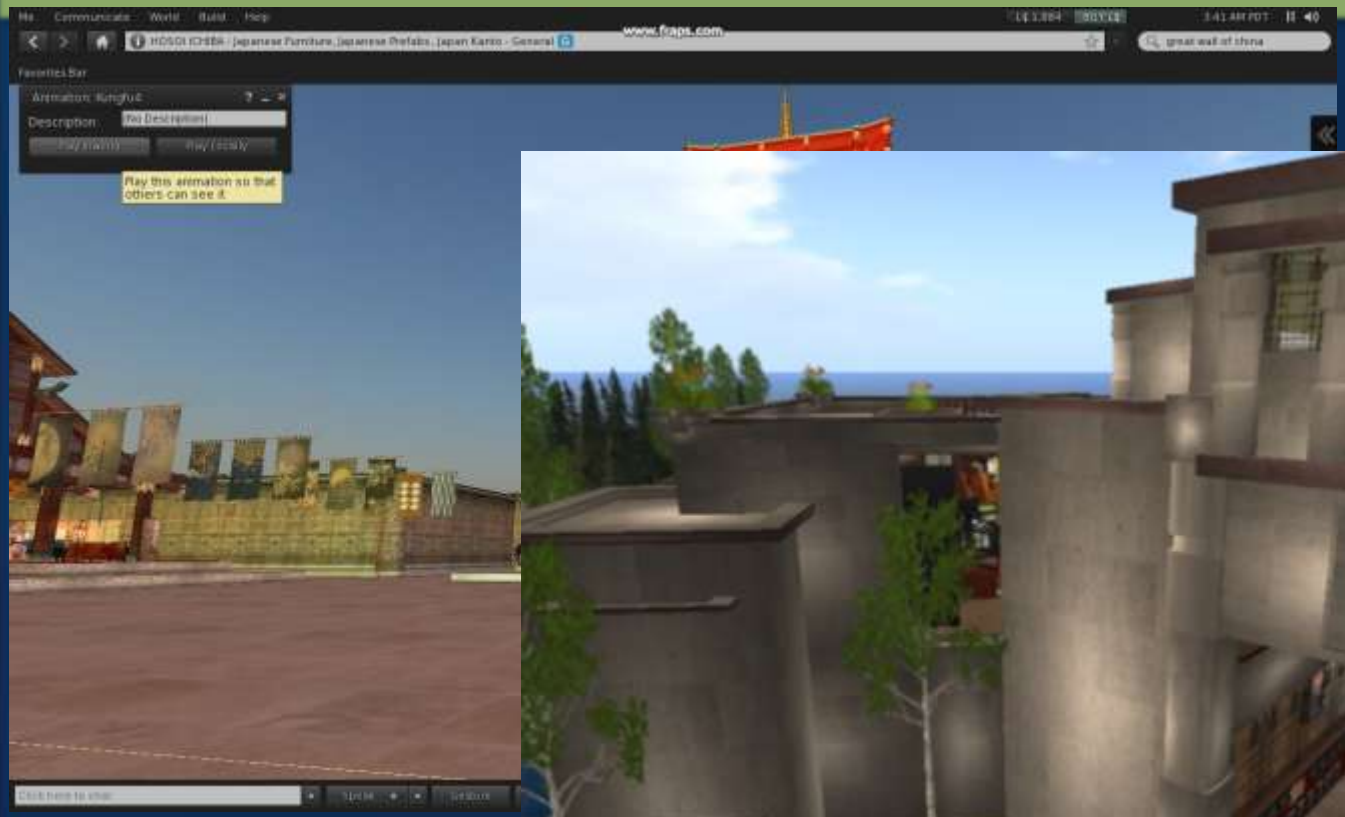
Second Life Basics

teleport

“tp me”



What do residents do in SL?



explore sims

What do residents do in SL?

dance

What do residents do in SL?

shop

What do residents do in SL?

read

What do residents do in SL?

fly

What do residents do in SL?

sail

What do residents do in SL?

scuba dive

What do residents do in SL?

tell, read, listen to stories

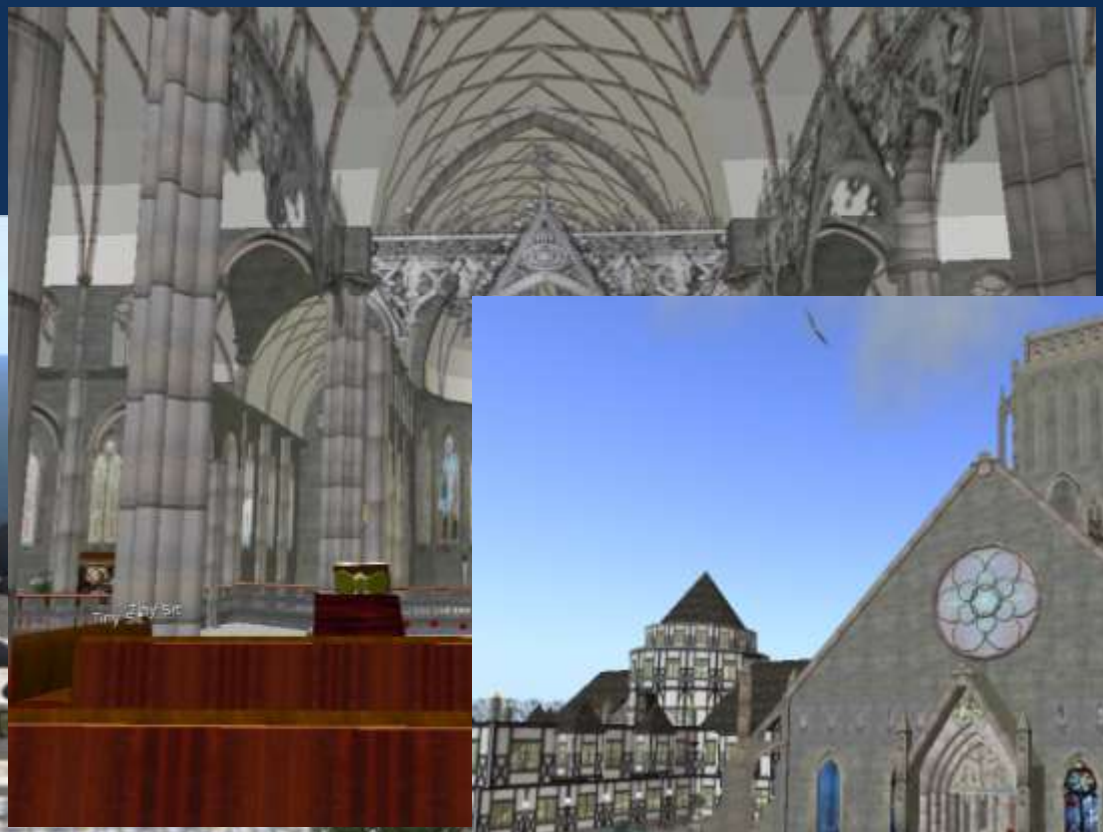
Going In-World: MUVEs

QuickTime™ and a
H.264 decompressor
are needed to see this picture.

What do residents do in SL?

practice religion

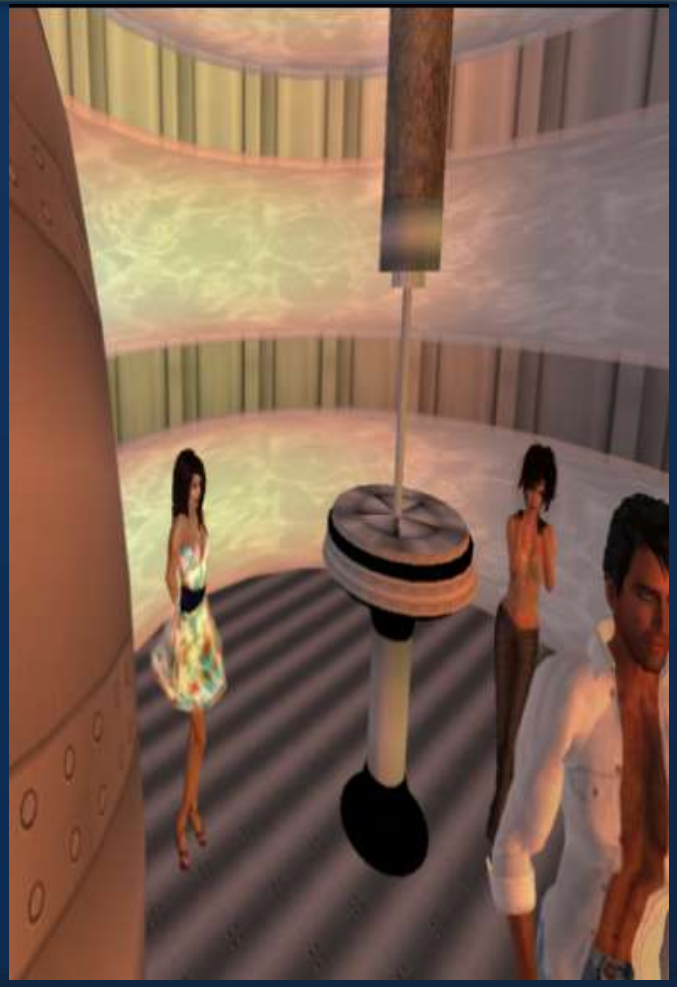
What do residents do in SL?



What do residents do in SL?

attend conferences

What do residents do in SL?



build and script

What do residents do in SL?

make friends

What do educators do in SL?

virtual campus

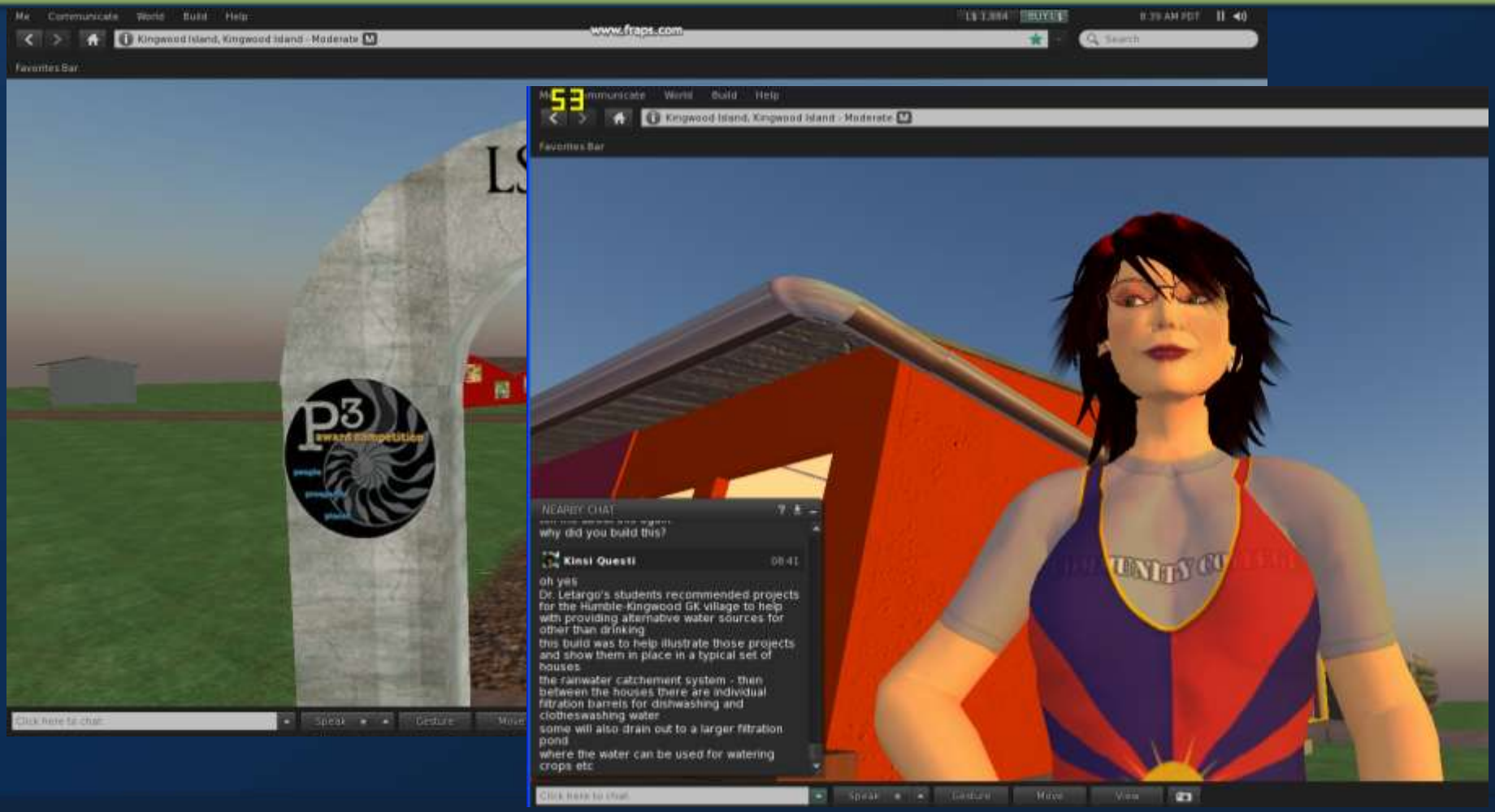
What do educators do in SL?

online class

What do educators do in SL?

simulation

What do educators do in SL?



service learning

What do educators do in SL?

virtual field trip

What do educators do in SL?

exhibit student work

What do educators do in SL?

network

What do educators do in SL?

professional development

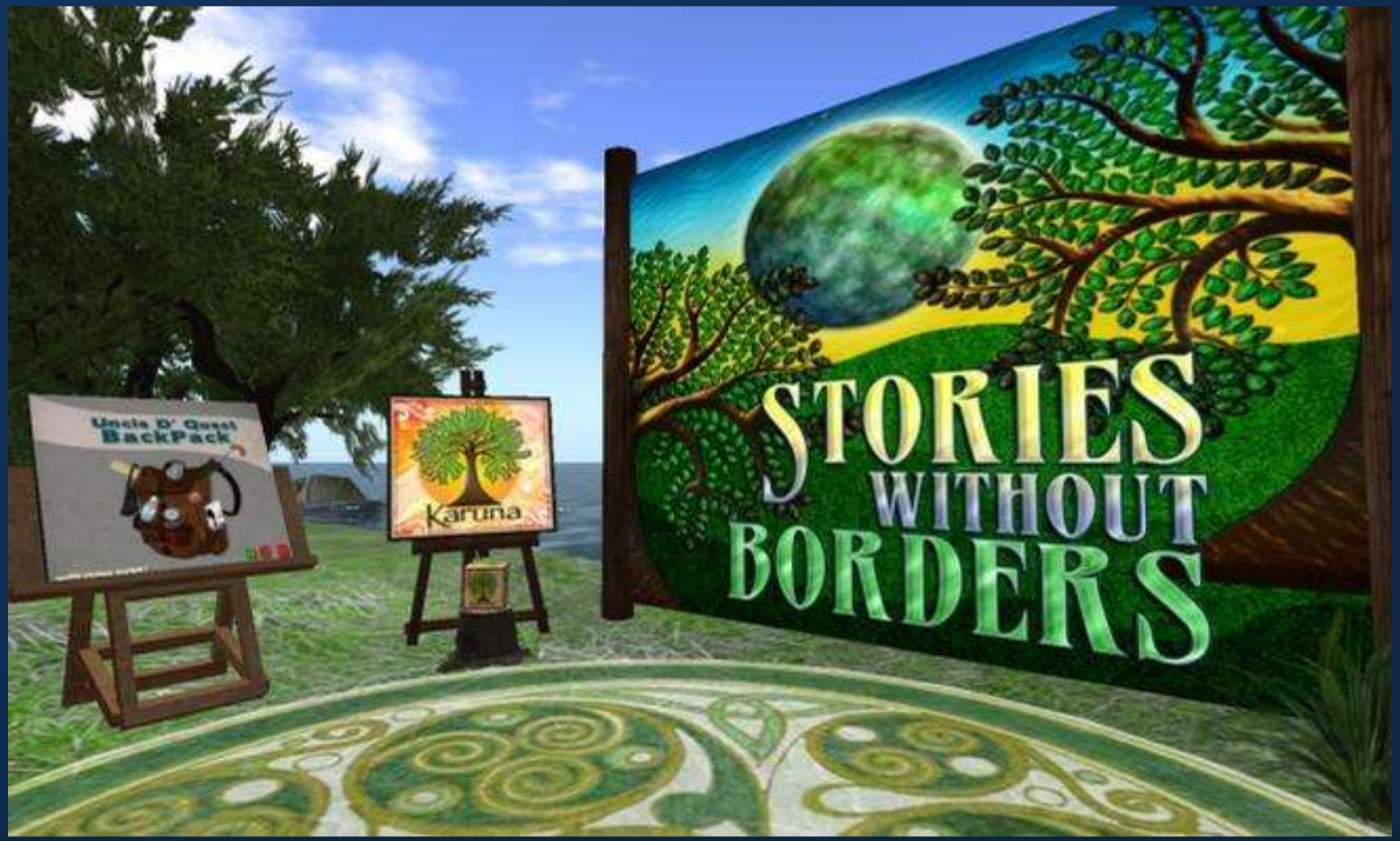
Some academic showcases

Shakespeare's Macbeth in Second Life

Some academic showcases

ARCHI 121

Some academic showcases



The Life and Times of Uncle D

Some academic showcases

Etopia Eco-Village

Some academic showcases

Medical Examiner's Office

Some education sites

Bio-Medicine Research Labs

Some education sites

Rockcliffe University Consortium

Some education sites

ISTE Island

Some education sites

Mayo Clinic

Some education sites

Post Graduate Medical School

Some education sites

Virtual Africa

MUVEs and LMS

Learning Management Systems
(e.g., MOODLE)

- features allow for scaling to very large deployment if students
- enables course content delivery through multiple resources such as uploaded files and links to internet-based resources
- has performed well in discharging the functions of online DE learning

MUVEs and LMS

Learning Management Systems
(e.g., MOODLE)

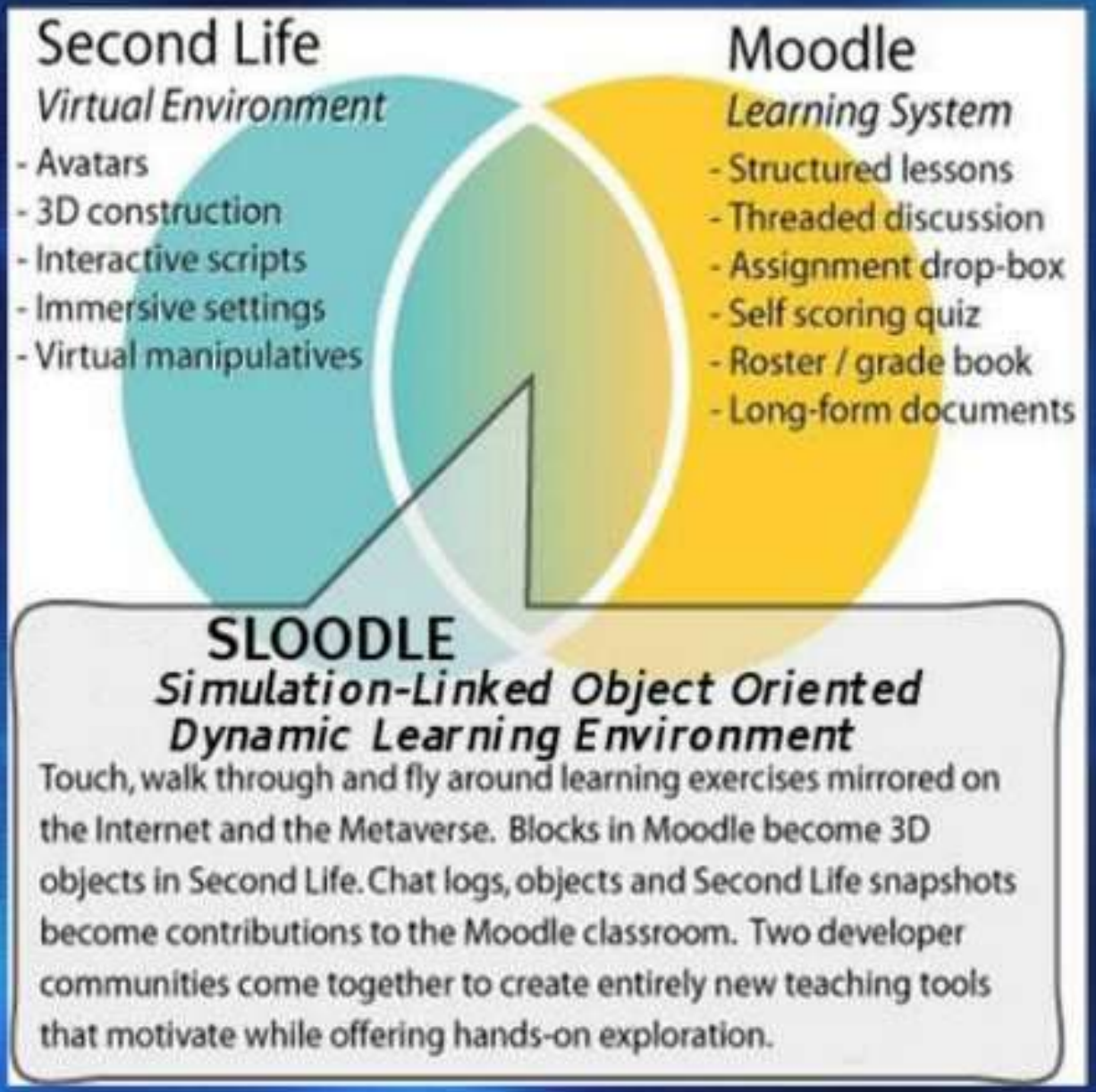
Limitations are apparent in courses with laboratory, clinical, or practicum requirements

SL + MOODLE = SLOODLE

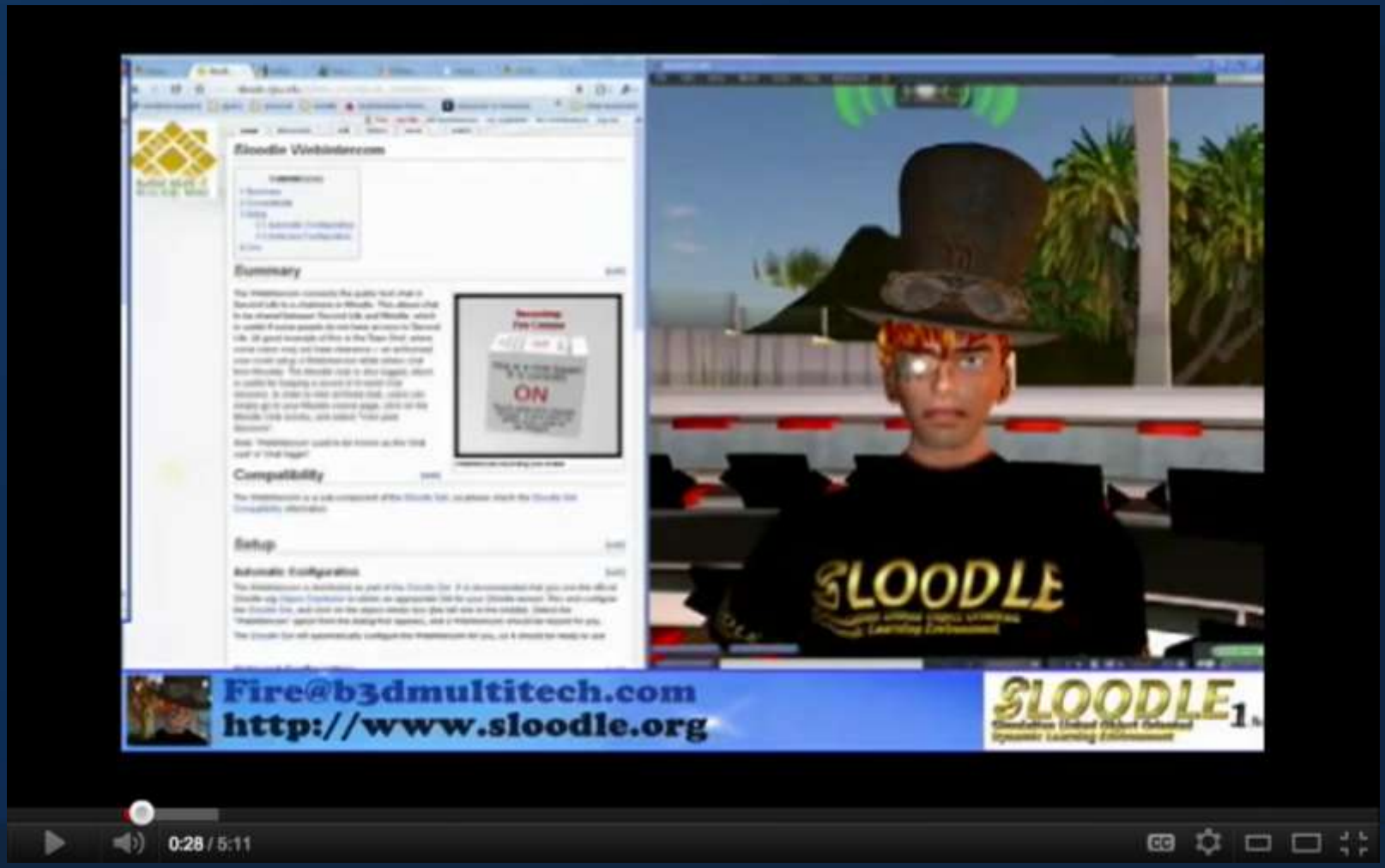
What is SLOODLE?

Simulation Linked Object Oriented Dynamic Learning Environment

What is Sloodle?

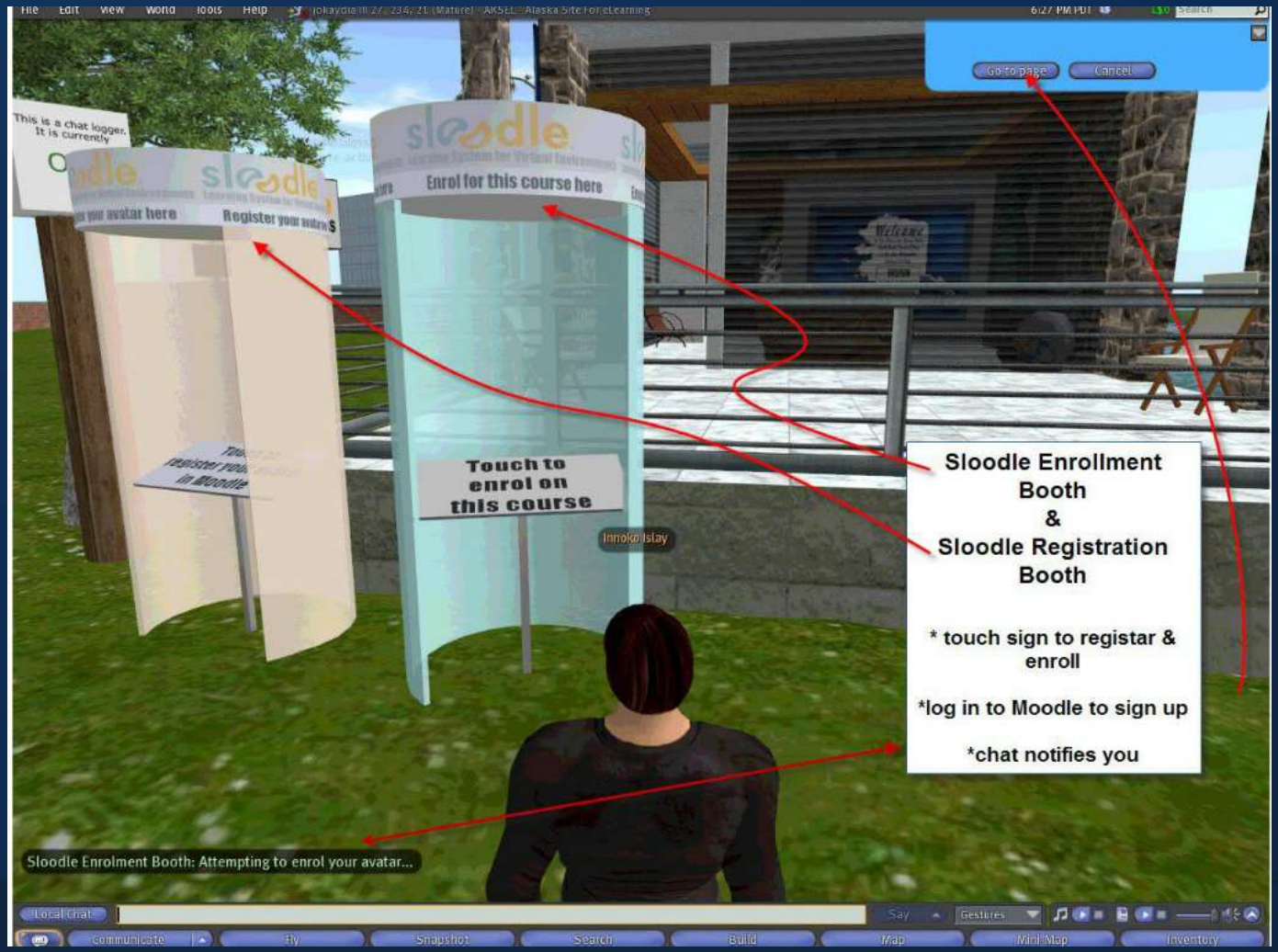


What does SLOODLE do?



Web-intercom

What does SLOODLE do?



Registration Booth

What does SLOODLE do?

Quiz Tool and 3D Drop Box

What does SLOODLE do?

SLOODLE Tool Bar

Concerns/Questions

When do we use MUVEs?

What kind of environment and artifacts are essential for teaching in a MUVE?

What learner factors influence the teaching and learning process within MUVEs?

Concerns/Questions

Requirements/challenges in setting up such a learning environment:

- instructional design
- technology, access, cost
- faculty development
- student support

Thank you from Namaste Island, SL