

Workshop: Real World for In-World: Second Life Fundamentals for Educators

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ABSTRACT

Virtual spaces hold many possibilities for transforming educational and professional development practices by providing a platform for an enriching interactive experience. Second Life is an expansive virtual environment where users can create, own property, interact synchronously all in-world. This workshop will introduce audience members to the possibilities of using Second Life as a resource to supplement classes or a primary platform to teach a class. It provides example activities designed to introduce individuals to this environment: fundamental tools for communication, managing class groups, navigation and interaction. It also introduces educators to other endless possibilities, which includes using Second Life to teach introductory programming and facilitate student computer clubs.