Bringing educators and students into Second Life: Design of socialisation and skills development activities

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Bringing educators and students into Second Life: Design of socialisation and skills development activities
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There are four specific issues related to socialisation and skills development of educators and students:

1. Educators and students require training to use the Second Life software
   - User guides (documents and links to resources on the Web) and Tutorials within Second Life involving presentations

2. Imparting communication and group-working skills
   - Group-tours within Second Life to introduce them to various islands and to train them in communication features
   - User guides for Second Life etiquette and norms
   - Conducting socialisation activities such as treasure hunting, shopping, role-playing in tours (time-keeper, photographer, note-taker)

3. Educators require awareness of and training to use the various educational tools and functionalities within Second Life
   - User guides (documents) and tutorials within Second Life involving presentations and demos of tools such as the Power Point presenter, note-card giver, survey tools

4. Educators need guidance for designing and conducting course-related learning activities within Second Life
   - Group-tours within Second Life to demonstrate the potential of Second Life and showing examples
   - Identifying learning outcomes that best match with the affordances of Second Life