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

Conference or Workshop Item

How to cite:
Minocha, Shailey and Reeves, Ahmad (2009). Bringing educators and students into Second Life: Design of socialisation and skills development activities. In: The 4th and FINAL Open CETL Conference, The CETLs: Celebrating Teaching and Learning, 15-16 Dec 2009, The Open University, Milton Keynes, UK.

For guidance on citations see FAQs.

© 2009 The Authors

Version: Version of Record

Copyright and Moral Rights for the articles on this site are retained by the individual authors and/or other copyright owners. For more information on Open Research Online’s data policy on reuse of materials please consult the policies page.
Bringing educators and students into Second Life: Design of socialisation and skills development activities
Shailey Minocha and Ahmad John Reeves, Department of Computing

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