

All Fun & Games?



EduNation - The Consultants-E

August / 2007

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1 Second Life Education Statistics

- physical presence
- discussion lists, communities
- events, conferences

2 What's Being Taught?

- some examples
- why use it?
- why not?

3 Future possibilities

- where is education in SL going?



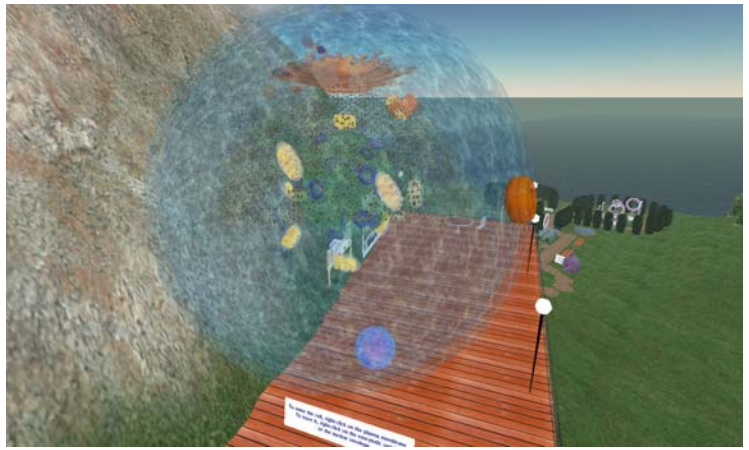
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Some statistics...



Human biology...



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Psychology...



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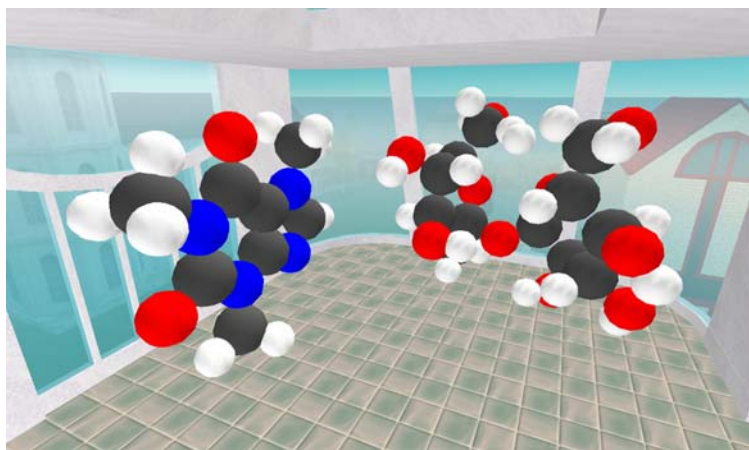
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Architecture... [video](#)



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Chemistry...



Awareness campaigns...



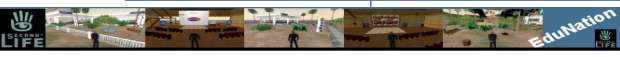
English...



Fashion Design...



Geography, tourism...



EduNation

History...



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Journalism...



Modern Languages...



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Music...



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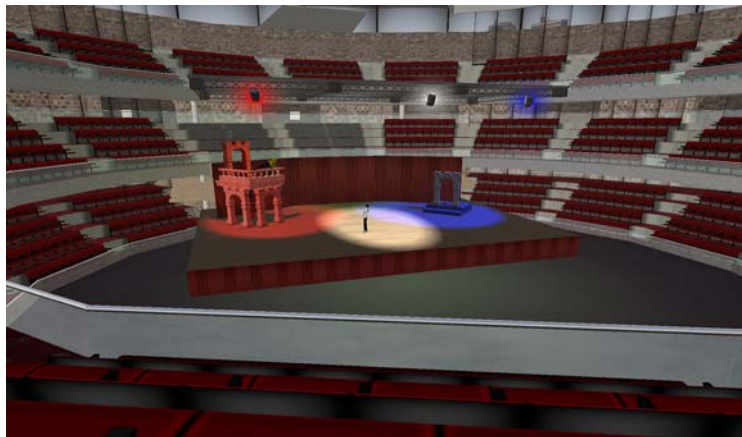
Physics...



Political Science...



Theatre Studies...



Art...



Educational projects...



[avatar@school EU project](#)

Fruit Fly Genetics Experiment



[Science experiments](#)

Why...

collaboration, creativity, engagement, authenticity

Real-time interaction

global alliances

Learner styles

roles & responsibilities

Active involvement

Content based

Flexible learning pathways

Mark Prensky, James Gee, Mihaly Csikszentmihalyi



Why not...

Tech specs and updates

Interface, learning curve

Digital divide

E-safety

100% attention



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The future...

Moodle + SL = Sloodle
[mambo and joomla]

Grants & Research Projects...

Voice + Translation

Open Source Server

Teaching Communities



from organic to professional

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← Dudeny Ge [in Second Life]

Education, 69, 44, 22