Orienting & Preparing students to use second life

Cindy Tandy, LCSW, Ph.D.

Valdosta State University



Finding The right tools to deliver course content



Getting Started: p-r-e-p-a-r-e!

Your Goals for Students:

- To feel comfortable & competent enough to:
 - Carry out required tasks
 - Submit required assignments

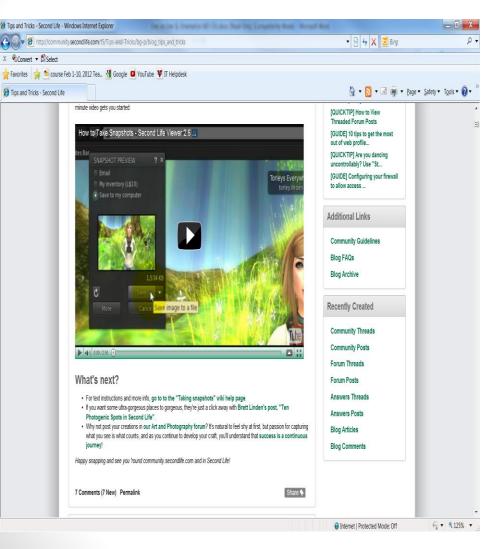
Survival Skills

- Moving Around
- Communicating
- Changing Appearance
- Searching
 - Places: Landmarks
 - Objects in Inventory
 - People: "Friends" (Contacts)

Blend these features for your course content & desired competencies

- Self: Customizing the avatar
- Exploration: Moving around
- Communication: Sharing info with others
- Navigation: Looking at 3D content
- Interaction: Using 3D objects
- Creation: Designing a class project
- Delivery: Giving the projects to the instructor
- Assessment: Evaluating Second Life projects
- Feedback: Progress/performance reports

First: Learn all you can!



Explore & Immerse Yourself

- Learn & discover SL
- Ask questions inworld
- View YouTube tutorials
 - Moving around
 - Communicating
 - Changing appearance
 - Inventory management
 - Etc!
 - (Search for Torley Linden videos)

Learning about tools: Sloan-C workshop "Pedagogy in Second Life"



Have Fun in Second Life!

My first week in SL 2008 (no lessons needed)



Sailing in 2010 (Several lessons needed!)



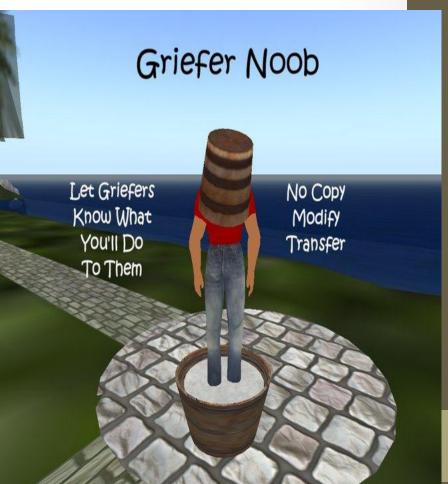
How a Newbie sees SL: a strange, new world

- Second Life is NOT intuitive!
- Sell it...Inflame their imaginations!
- Show students:
 - The benefits of SL
 - Cool technology
 - Entertainment
 - Exciting visuals



"griefers" are annoying but...





Yes, there are "strange" people in second life

Decline invitations to chat, "friend," or "bite"

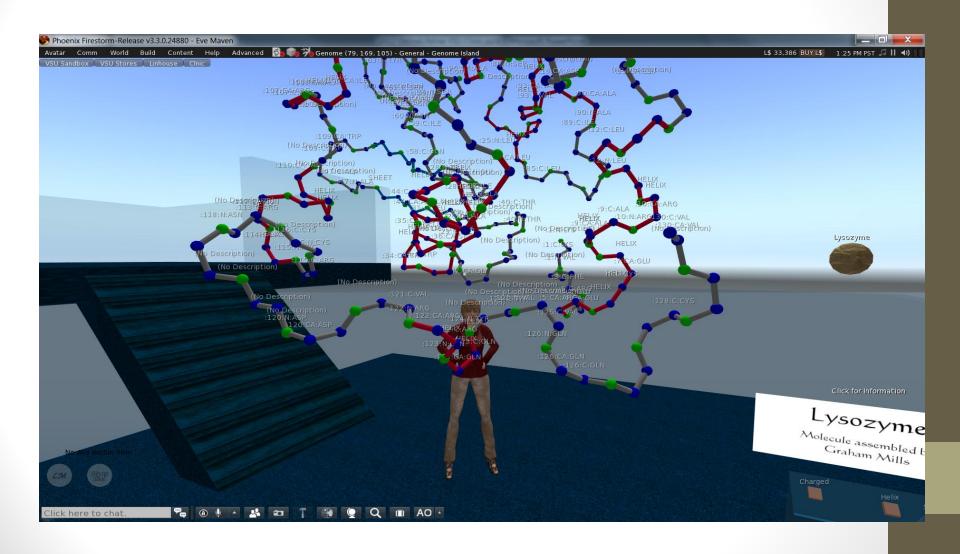
With my friend Milan



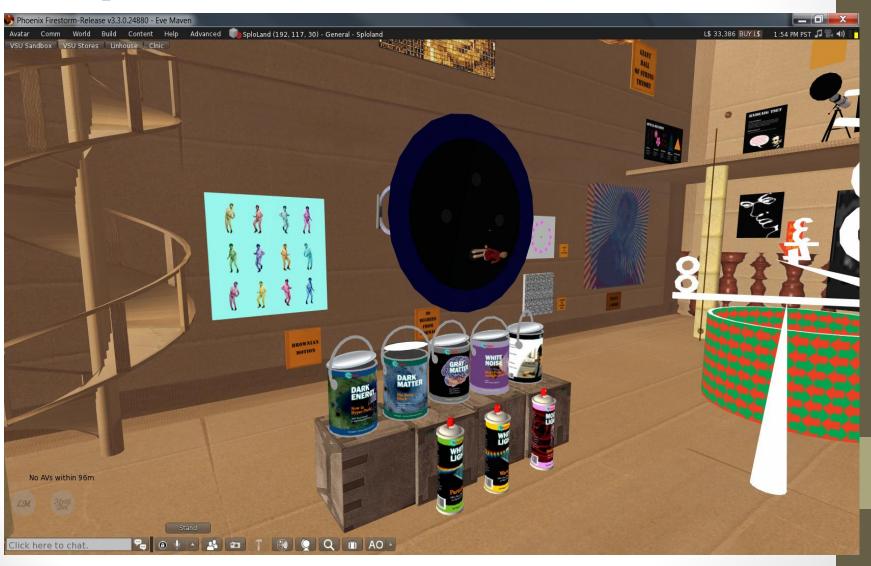
Genome Island



Genome Island: Lysozyme Molecule



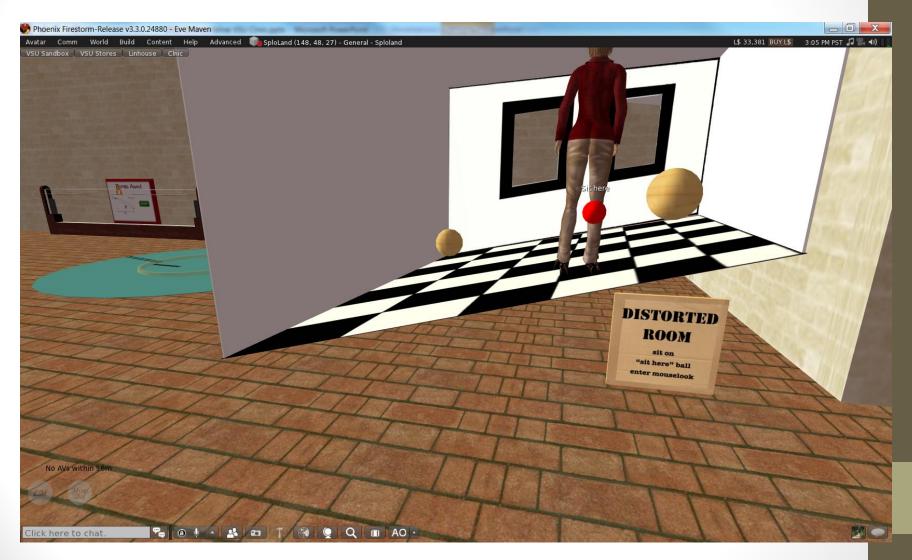
Sploland, Interactive Museums of Science & Perception



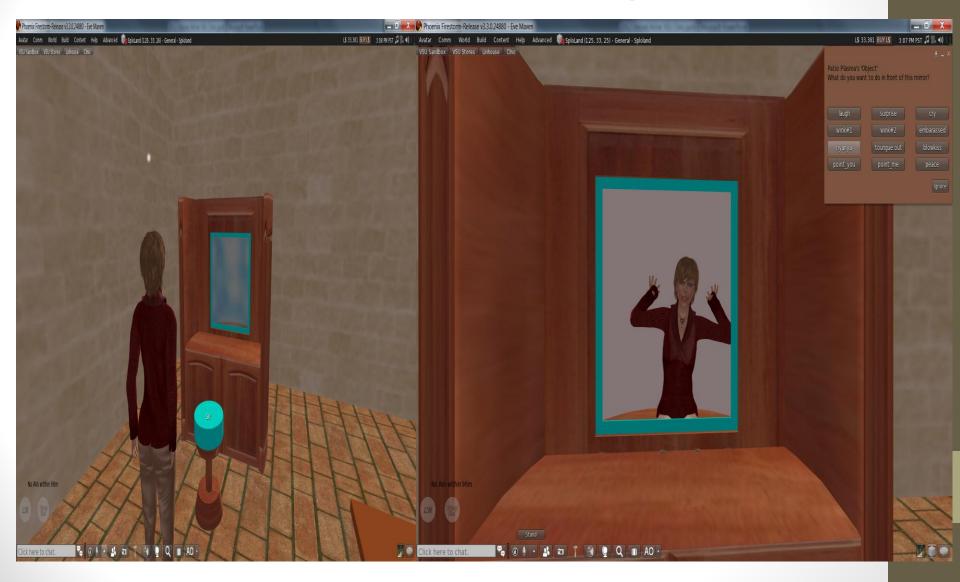
Sploland



Distorted Room



Select-a-Mood Dressing Table



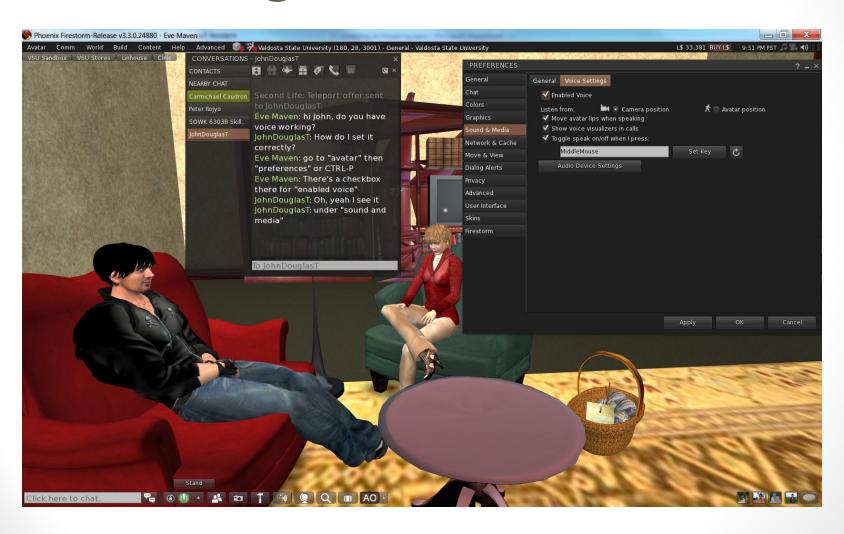
The Orientation

- Start on campus f2f, if possible
- Bring students inworld
- Instruct how to set up communication for the orientation:
 - SL voice
 - Local chat and private IM
- Teach an alternative way to communicate
 - Skype

Teach them to:

- Walk & fly
- Communicate
 - Voice
 - Private Instant Message (IM)
 - Local Chat
- Change appearance
- Use "Search"
- Find stuff in inventory
- Add "friends"
- Set "home" (VSU students need to first join the VSU group)
- Buy and open a box
- Change environment settings to and from "day"

Teaching about communication: f2f teaching



Teaching with PowerPoint Slides f2f or inworld

