

# The what and why of Second Life

The fourth revolution in communication—online communication—has produced parallel changes in both learning pedagogies and teaching technology tools.

## ***Pedagogies***

from **Instruction paradigm** to **Learning paradigm** to **Active and social learning**

Resource: “Minds on Fire: Open Education, the Long Tail, and Learning 2.0” Brown and Adler

## ***Technology Tools***

from **Web 1.0** to **2.0** to **Social media technologies** to **Virtual communities/virtual worlds/Second Life**

Resource: The Future of Learning Environments,  
<http://www.youtube.com/educause#p/u/4/NtPVGn04sDk>

## **Second Life—A game**

Defined by PC Magazine, Second Life is “a virtual world on the Internet from Linden Research, Inc., San Francisco, CA (<http://www.lindenlab.com>), in which “residents” create an identity, meet people, buy land and build their own environment or purchase an existing one. It is a “massively multiplayer online role playing game” (MMORPG), but one that offers users total freedom to create and interact as if they were living another life . . . . Launched in 2003 by Philip Rosedale, alias Philip Linden in Second Life, first-time residents make up a first name, choose a last name from a list and choose a graphic identity (an avatar). The name cannot be changed, but the avatar can be. The Second Life ‘world’ is a group of islands in the tropics. Using the keyboard, one can move around at will and even fly over them. You can instantly teleport from one location to another.”

## **Second Life—An educational tool**

An educational island on Second Life is an island created by a school, university, or library for learning activities. The islands range from complete reproductions of college campuses (Figure A)



Figure A. Princeton University's Second Life campus



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to more experimental spaces (Figure B) constructed by individual professors and students.

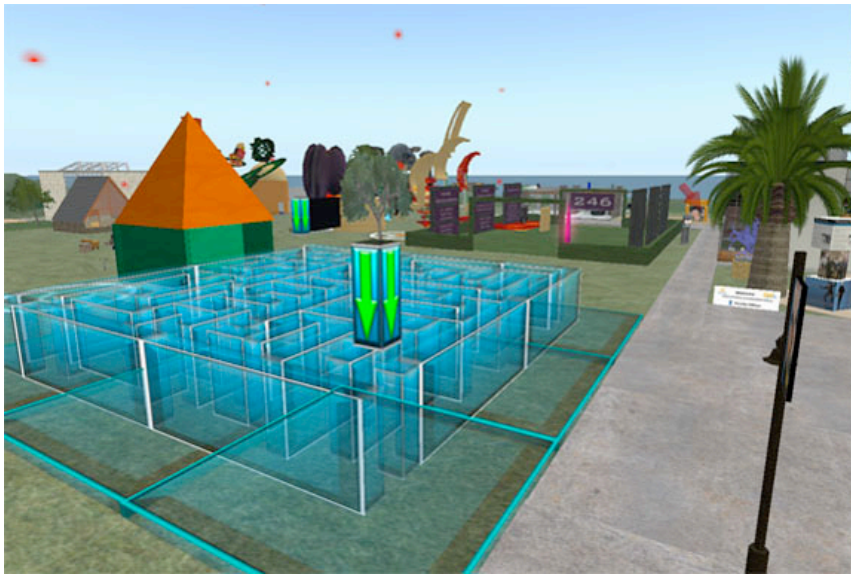


Figure B. The educational island of California State University, San Jose

Most educational islands have similar features: a public sandbox for building objects that are erased within a short time period; an outside amphitheater for public speaking, usually open to the sky so the audience can fly in and out; small offices and areas for small group meetings; informational notes or billboards of explanatory material; and links to other islands.

## Resources

Ohio University Second Life Campus

<http://www.youtube.com/watch?v=aFuNFRie8wA&feature=related>

What's going on with Virtual Worlds in Education today?

<http://www.emergingedtech.com/2009/06/whats-going-on-with-virtual-worlds-in-education-today/>

New Media Consortium SL Campus

<http://www.youtube.com/watch?v=S9VZKTT6gZ8>

New Media Consortium Publishes Results of Educators in Second Life Survey

<http://www.nmc.org/news/nmc/sl-educator-survey>

## BGSU Virtual Campus in Second Life



The university's presence in Second Life has developed substantially because of the efforts of the Office of the CIO; faculty members, Anthony Fontana and Bonnie Mitchell; student developers; and the Center for Teaching and Learning.

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For a tour of BGSU SL Campus, watch a video at <http://www.bgsu.edu/secondlife/> or learn more at the BGSU Second Life Wiki, <http://secondlife.bgsu.wikispaces.net/>

Additionally, the faculty consultants at the Center for Teaching and Learning will be happy to provide an individual consultation about SL; contact the Center for an appointment.





### BGSU Virtual Campus in Second Life

Second Life Home

Getting Started

Get Involved

SL Events

- ▶ Current/Upcoming
- ▶ Past

BGSU Virtual Campus

- ▶ Creation Island
- ▶ Collaboration Island
- ▶ Community Island
- ▶ Interaction Island


BGSU Community

- ▶ Virtual Campus Staff
- ▶ Students
- ▶ Alumni
- ▶ Faculty
- ▶ Administrators and Staff

Courses

Learning Community

### BGSU Virtual Campus in Second Life



Second Life is a 'multi-user virtual environment' (MUVE) in which users of an online 3d space can interact through avatars using voice and text chat. Also called 'Residents', users can explore, meet other Residents, socialize, participate in individual and group activities, as well as create and trade virtual items and services.

Second Life offers educators and students an online environment to meet face to face, dramatically changing the dynamic of online meetings and education. Since Second Life is used by people all over the world, it presents an opportunity to engage in cross-cultural networking and research within a global community. The Second Life virtual world is a dynamic 3d space and immersive learning