

What is Happening in Virtual Worlds?

Examples from the NMC Survey of Virtual Worlds conducted in February 2010

The following examples of virtual world projects was shared by participants in our February 2010 Two Minute Survey on What's Happening in Virtual Worlds. For the full results, see <http://www.nmc.org/2minute-survey/virtual-worlds>

Who: University of California- Los Angeles (UCLA) hosted seminars

What: 9 Mellon Seminars in Digital Humanities held simultaneously in RL at UCLA, once a month during 2008/2009, and in SL (on Entropia, the Digital Library Federation's island):

Where:

http://www.digitalhumanities.ucla.edu/index.php?option=com_content&task=category§ionid=11&id=26&Itemid=46

Who: Association for Educational Communities and Technologies (AECT)

What: Virtual World Committees. Augmented reality on multiple devices. They're more ubiquitous, lower learning curve for students, and lighter weight technology, so fewer places for a class to go off the rails.

Where: The Second life information is listed on this homepage.

<http://www.aect.org/default.asp>

Who: Chia-Ying Pan at University of Pennsylvania

What: Chia-Ying Pan who works here at UPenn is working with the United Nations to train diplomats in other languages using Second Life.

Where: Scroll down to see Dr. Pan's work for Second Life

<http://wic.library.upenn.edu/wicideas/success.html>

Who: Opensource Obscure

What: Chromutate. Interactive SL installation that let's users change colors, rez objects, send in-world messages, proximity interactions, etc.

Where: http://wiki.secondlife.com/wiki/User:Opensource_Obscure/Chromutate

Who: Florida Virtual School and 360 Ed (edu game developer)

What: Conspiracy Code. Online virtual world American History Course

Where: <http://www.flvs.net/areas/flvscourses/ConspiracyCode/Pages/default.aspx>

Who: Knowledge Foundry

What: Cosma. Cosma is an experiment in creating a visual 3D interface to knowledge. It is a dual Web 2.0/Virtual World 3D project. The Web 2.0 aspect uses Wikispaces software. The Virtual World 3D aspect uses SecondLife and consists of 5 islands. The project is still under development, but ready for release soon. Both the Wikispaces and SecondLife sites are available for exploration now.

Where: <http://cosma.wikispaces.com>

Who: VRHacks

What: Crime Scene Recreation in Second Life. Although this build is no longer in SL, the developer is looking at doing the build in blue mars.

Where: <http://www.youtube.com/watch?v=HTKbsC18tjk>

Who: Deakin University School of Education

Deakin University School of Education

Where: Some info can be found here in an abstract about workshops related to Second Life. <http://www.deakin.edu.au/itl/workshops/documents/abstract-secondlife.php>

Who: East Caroline University (ECU)

What: East Carolina University runs a virtual high school where students receive high school credit and university credit for the courses they are taking. We were not able to bring students on campus for f2f courses, so this was a wonderful alternative. Students meet in-world with instructors 4 times a week while remaining at their own high school in a DE room with computer

What: <http://www.ecu.edu/cs-acad/academicoutreach/projects.cfm>

Who: East Caroline University (ECU)

What: ECU also runs several classes on the main grid, depending on the semester. This semester we are piloting a Sociology/Social Work course. The students will do several simulations to see how they react to various types of real world problems. A supervision and management class also meets in SL to go over real world scenarios, visit other places, display and present presentations.

Where: This link is to ECU's Virtual Reality and Education Library
<http://vr.coe.ecu.edu/vrel.htm>

Who: The Center for Advanced Technology in Education at the University of Oregon.

What: Eduland in Second Life

Where: Eduland website looks like it down and redirected to this Wiki page for the Salamander project, A Second Life Resource maintained by The Center for Advanced Technology in Education at the University of Oregon.
http://www.eduland.net/salamanderwiki/index.php?title=Main_Page

Who: Financial Accounting Standards Research Initiative

What: FASRI, a weekly conference for accounting professors and standard setters, using technology similar to Metanomics but with a focus on financial reporting regulation and research.

Where: <http://fasri.net> and <http://fasri.net/index.php/live/>

Who: Global Kids and Global Kids Online Leadership Program

What: Use of Teen Second Life for training and interaction

Where: <http://www.globalkids.org/?id=30>

Who: Gloria Clark, Penn State University, Harrisburg.

What: Clark uses a virtual hacienda to teach Spanish language in a more naturalistic environment. She has several years of practical experience in the environment, some sound pedagogical approaches, and recently published a book chapter titled "These Horses Can Fly! and Other Lessons from a Virtual Hacienda," in the book "Second Language Learning in the Next Generation."

Where: You can also download a podcast on her work at <http://lt.its.psu.edu/about/news/2009/egcworks3>

The Hacienda is at <http://slurl.com/secondlife/Penn%20State%20Isle/193/48/36>

Who: Doug Danforth, Ohio State University

What: Testis & Ovary Tours is one example of how SL can be used to create an immersive learning environment. Also see, the many simulation projects by hospitals for medical and nursing projects in SL. Genome Island, architecture islands, the amazing art projects by AM Radio.

Where: <http://www.sloog.org/places/id/5411>

Who: University of Auckland, New Zealand

What: Second Life simulation of haemorrhage management. It is also good to see that at this university, that Scott Diener, Associate Director, IT Services (Academic & Collaborative Technologies) has led the development of the University of Auckland's simulation island in Second Life. While this might be repeated elsewhere in the world, more generally in Australia, SL developments are not lead by senior members of the university. The Auckland report was refreshing. Scott was a keynote at the 2009 annual conference of ascilite in Australasia.

Where: <http://www.healthinformaticsforum.com/video/university-of-auckland-in>

Who: Learning Technologies Group at the University of Oxford, UK

What: First World War Poetry in Second Life. The sim is almost haunting in its use of visuals and sound to provide a glimpse into an event that NONE of us has experienced. This blog post has a write-up as well

Where: <http://primperfectblog.wordpress.com/2009/11/02/the-first-world-war-poetry-digital-archive-in-second-life/>

Who: IBM Academy of Technology

What: Use of Virtual Worlds within IBM for all meetings, presentations and a very large annual event.

Where: http://www-03.ibm.com/ibm/academy/meeting/ws_j_article_08192009.shtml

Who: Bryn Oh, Second Life artist

What: Immersiva

Where: <http://brynoh.blogspot.com/2009/06/immersiva.html>

Who: Science and Technology based organizations (Genome Island, Exploratorium, NOAA, etc.)

What: SciLands in Second Life

Where: <http://scilands.wordpress.com/> (Note: there is a new blog URL, but it directs to an empty page)

Who: Ed Lamoureux, Bradley University Multimedia Program

What: Introduction to Field Research Methods in Virtual Worlds: MM 333

Where: <http://im.bradley.edu/ell/333/mm333ja09.html>

Who: Duke University

What: Open Cobalt. New virtual worlds platform. It has some interesting ties to the real world like VNC access to machines in world

Where: <http://opencobalt.org>

Who: Jokaydia group

What: Islands of Jokaydia in Second Life. Area dedicated to education in Second Life.

Where: <http://jokaydia.com> and <http://jokaydia.wikispaces.com/>

Who: Beth Ritter-Guth, Eloise Pasteur, Laura Nicosia, PhD and Sue

What: Literature Alive. Interactive builds of novels. Especially see Dante's Inferno.

Where: <http://literaturealive.wikispaces.com/>

Who: Angela Thomas, Kate Richards and Kerreen Ely-Harper, from an original idea by Kerreen Ely-Harper.

What: Macbeth. Second Life treatment of the play.

Where: <http://virtualmacbeth.wikispaces.com>

Who: Jackie Gerstein

What: Maslow's Hierarchy built in Second Life

Where: <http://educatorsecondlife.blogspot.com/2009/07/maslows-hierarchy-in-second-life.html>

Who: Metanomics. Virtual Worlds Seriously

What: A weekly conference covering the opportunities and challenges of virtual worlds and related technologies, with plenty of case studies and interviews with the people who are taking virtual worlds seriously.

Where: <http://metanomics.net>

Who: Mike Demers, New Mexico State University

What: Using it to teach geology students about GIS and present posters.

Where: See Aggieland on Second Life and here: <http://www.koinup.com/rheyden/work/225534/>

Who: Second Life in Education New Zealand, Nelson Marborough Institute of Technology

What: Multiple Intelligences build on Koru Island in Second Life.

Where: <http://slenz.wordpress.com/koru-activities/>

Who: Calisto Encinal

What: Interactive Mexican village has been receiving positive reception from language instructors. It was a featured location for the Teaching Languages in a Virtual World for TESOL EVO 2010. This project also got a nice shout-out along with languagelab.com and Daf Smirnov as one of "the people" to talk to about Spanish education in SL on SLED.

Where: <http://slurl.com/secondlife/GCCAz/73/64/24>

blog: <http://calistoencinal.spaces.live.com>

Who: National Ocean and Atmospheric Administration (NOAA)

What: Weather Experience in Second Life found in SciLands

Where: <http://slurl.com/secondlife/Meteora/177/161/27>

Who: Pacino Hercules and Sugar Seville

What: Odyssey Island. Art and Performance Simulator in Second Life

Where: <http://odysseyart.ning.com>

Who: Ohio State University

What: Nutrition Game in Second Life

Where: <http://slurl.com/secondlife/Ohio%20University/189/171/28>

Also see: <http://slhealthy.wetpaint.com/page/Nutrition+Game+-+Ohio+State+University>

Who: University of California at Berkeley

What: Okapi Island in Second Life

Where: <http://slurl.com/secondlife/Okapi/26/203/22>

Who: Ontario, Canada Government

What: The Digital Ontario website is designed to support the Ministry of Government Services' (MGS) ongoing investigation into the challenges and opportunities of broadband technology.

Where: <http://www.digitalontario.mgs.gov.on.ca/en/about-digital-ontario>

Who: University of California - Los Angeles (UCLA) undergraduate English classes

What: English Comp class that meet in SL, while simultaneously meeting in a computer classroom in RL. Instructors have indicated that students tend to participate more and are more engaged when using a virtual world.

Where: Annelie Rugg's and Leigh Harris' Sloan Consortium Conference slideshow: <http://www.slideshare.net/annelierugg/sloanc-2009-leigh-harris-and-annelie-rugg>

Who: University of the Sacred Heart, Department of Natural Sciences

What: It is a beginning-level development built to help science students and foster science study.

Where: <http://stemmed.sagrado.edu>

Who: St. Edwards University

What: Plato's Allegory of the Cave in Second Life

Where: <http://slurl.com/secondlife/Teaching%203/88/212/23>

Who: Play2Train

What: Play2Train is a 3D virtual place where geographically separated learners, subject matter experts and content builders meet as avatars to create collaboratively immersive learning experiences for the health care, emergency preparedness and educational services industry. Our mission is to lower barriers for access to 3D virtual learning environments. (from the Play2Train website)

Where: <http://www.play2train.org>

Who: Doctoral Communications Media and Instructional Technology Students at Indiana University of Pennsylvania

What: Plymouth Settlement - historical interactive build in Second Life

Where: See YouTube: <http://www.youtube.com/watch?v=04jlyb4XD8A>

In Second Life at: <http://slurl.com/secondlife/Comm%20Media/230/223/21/>

Who: St. George's University of London, Coventry and Kingston Universities, UK

What: PREVIEW project. Problem-based Learning (PBL) has become a central learning approach in many curricula, but in collaborative style of learning is threatened by the movement towards more self-directed and distance learning. This project will investigate, implement and evaluate a user-focused approach to developing scenarios and materials, linking the emerging technologies of virtual worlds with interactive PBL online, to create immersive collaborative tutorials. The project team will create (i) specific PBL environments within Second Life, (ii) PBL scenarios (iii) strategies, guidance materials and good practice guides, all of which will be evaluated under the guidance of users, and made available to the higher education community. (from their website)

Where: See info. about Paramedic simulations at

<http://www.elu.sgul.ac.uk/preview/blog/>

Who: Peggy Sheehy, MetaVersEd Consulting Ltd. and Suffern Middle School

What: Ramapo Island on the Teen Grid in Second Life

Where: <http://ramapoislands.edublogs.org/>

Who: Reaction Grid

What: virtual world based on OpenSimulator software

Where: <http://reactiongrid.org>

Who: Steven Hornik, PhD, University of Central Florida, in the Kenneth G. Dixon School of Accounting

What: Really Engaging Accounting

Where: <http://mydebitcredit.com>

In Second Life: <http://slurl.com/secondlife/Teaching%204/67/160/22>

Who: National Public Radio

What: Science Friday talk show discussion in Second Life

Where: <http://www.sciencefriday.com/> and in Second Life: <http://slurl.com/secondlife/Science%20Friday////>

Who: Second Life in Education New Zealand

What: SLENZ Midwifery Project

Where: <http://slenz.wordpress.com/slenz-project/>

Who: Laukosargas Svarog

What: Svarga game in Second Life. A fully-functioning ecosystem

Where: More info can be found at: http://nwn.blogs.com/nwn/2006/05/god_game.html

Who: Harvard University

What: The "Archaeology of Harvard Yard" course is using SL to assess student's understanding of 17th century student life at Harvard. The students are required to research the life of an actual student attending Harvard in 1665, then they will purchase objects in the "storehouse" on the SIM and use those objects to furnish that student's living space in the Old College. Since it is a shared space (students often sleeping two to a bed in large rooms) they will have to negotiate with other students about how that space will be used.

Where: In Second Life at: <http://slurl.com/secondlife/iCommons%202/98/99/25>

Who: Rochester Island Institute

What: RIT has built a number of locations on their Second Life island that demonstrate a dual understanding of education and of the platform.

Where: This PDF has more: <http://online.rit.edu/secondlife/RITIslandGuide.pdf>

Who: The University of Richmond, VA

What: Currently working on a simulation of Edgar Allan Poe's House of Usher on our island (Richmond) in Second Life. A class of Rhetoric students will interact with Roderick and Madeline Usher as a new way of experiencing the narrative

Where: Joe Essid (jessid@richmond.edu), also known as Ignatius Onomatopoeia in SL, has worked with The Center for Teaching, Learning, and Technology on the project. Joe's blog about his experiences in Second Life and other virtual worlds may be found at: <http://iggys.blogspot.com>

Who: Marc R. Stephens and Chris Chapman, Office of Medical Education, University of Michigan Medical School

What: The Virtual First Responder

Where: Pictures of the project are here:

<http://www.flickr.com/photos/marqueea2/3738912173/in/set-72157621813968960>

Who: Peter Yellowless, MD, Univ. of California Davis, School of Medicine

What: Work on Schizophrenia patient simulation in Second Life. UC Davis Health Sciences is introducing SL within medical health informatics. For one of the online courses, The Internet and the Future of Patient Care, it is identified as one of many options online for training and use within the medical community. To increase understanding we hold a couple of the sessions in SL and the remainder of the class is offered online using Moodle.

Where: News piece outlines the project

http://www.dateline.ucdavis.edu/dl_detail.lasso?id=9787

Who: Univ. of California Davis, Health System

What: Virtual hallucinations in Second Life (also see project above)

Where: <http://www.ucdmc.ucdavis.edu/ais/virtualhallucinations/> This project is also discussed here http://secondlife.blogs.com/nwn/2004/09/in_the_minds_ey.html

Who: Tracy Villareal, PhD, University of Texas at Austin Marine Science Institute (Port Aransas)

What: Project NEREUS Nautical Environment for Research, Exploration and Understanding of the Seas in Second Life

Where: Additional info. here: <http://blogs.utexas.edu/triggrg/> and here <http://gamesplusblog.com/?p=2670>

Who: University of Hawaii

What: Developed to help faculty and students explore virtual reality environments.

Where: <http://www.hawaii.edu/secondlife/>

Who: Harvard Graduate School of Education

What: Virtual Assessments Project. The Virtual Assessments Project is to develop and study the feasibility of using immersive technologies to assess middle school students' science inquiry learning. (from their website)

Where: <http://virtualassessment.org>

Who: Johnson and Wales University

What: Virtual Casablanca, Morocco in Second Life

Where: NMC Observer article about the project <http://sl.nmc.org/2006/12/14/immersion-in-virtual-morocco/>

Who: Texas State Technical College
What: Digital Signage program taught in Second Life
Where: <http://v.tstc.edu>

Who: Bucks County Community College
What: We teach a team-taught course on Technology Evolution, where we have the students investigate virtual worlds and their usefulness and then present their findings on team blog. It works for a good project on collaboration as each student group was responsible for creating a Second Life Blog. Each Student is responsible for visiting at least five places on SL and writing about their experiences. As a group they were to answer three questions posed to them somewhere in the body of the blog.
Where: Links to team member blogs <http://4cornerssecondlife.blogspot.com>
<http://secondlifefordudewheresmyblog.blogspot.com>
<http://www.workingclass2146sl.blogspot.com>

Who: Case Western Reserve University
What: Nebraska project in Second Life. Experiments with developing contained world within Second Life for educational use. SL work by Sue Schick
Where: Case news story about the project is here <http://blog.case.edu/case-news/2009/05/07/secondlifeannouncement>

Additional Examples, Uses and Impacts of Virtual Worlds

Jungian Archetypes build (Lit Alive island, I think), the Poe, Mask of the Red Death, and Sploland.

Organizations in Second Life such as NMC Virtual Worlds, Educator's Co-op, Alliance Library, Second English, Second Health, Music Island

Using the 3D virtual environment for students to practice their 3D design skills.

In my personal life Second Life has had a huge impact on my 17year old son with Aspergers Syndrome. It has allowed him to virtually experience life without the fear of social awkward situations.

Interface design students are going to compare visiting a sistine chapel museum website to second life museum field trip. They will also compare experiences in http://www.lascaux.culture.fr/index.php#/en/02_00.xml to second life.

My project is not earth shattering but it works well - I do CPD for teachers on e-safety. I run it regularly over 1 month at a time - 6 times last year and hopefully the same this

year. We watch a presentation board, watch videos, have discussions in small groups, amalgamate responses and share.

The Global Kids in NY is using it most effectively. Higher ed should learn from their pedagogical use of SL. Sometimes higher ed symposium/conference in SL is very boring, presenter-oriented, and talking-head. Basically, it lacks substance. Yes, you can do things in SL, so what? To truly maximize SL as a learning space, one should analyze types of curriculum/content that will suit better in the vWorld than real world and promote the depth/substance of the work that benefits learners, not the academia that make a living out of just "talking" about the phenomenon.

Spanish Instructor Dr JT Abraham at Glendale Community College, Glendale, AZ has effectively and consistently utilized second world to teach Spanish.

An institution (a university, I believe, but can't recall which one) that has recreated the Sistine Chapel in Second Life. An instructor here at Drexel University, Jean-Claude Bradley, has also set up 3-D models of chemical compounds and such that his students can walk around, float above and below, etc. Pretty neat.

Several hundred K-20 educators statewide will gather in Second Life to share the knowledge. Conference director is Dr. Anthony Curtis at UNC-Pembroke.

University of North Carolina Teaching and Learning with Technology Conference April 13-15, 2010, produced in Second Life by the University of North Carolina at Pembroke.