



# Learning in Second Life

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## **What is Second Life?**

Harvard Law School Class performed in Second Life

# Second Life

- Second Life, developed by Linden Lab, and launched in June 2003, is a tool for building virtual worlds and is accessible on the Internet.
- In January 2010, 18 million accounts were registered, This tool supports MUVES and MMOs and is a platform of choice for education. A set of 3D virtual world environments without a script. Second life provides tools for users to create 3D virtual worlds.

# Immersion & Digital Presence



- Users interact within Second Life, with objects and other users, through their virtual representation known as an avatar. It is through this avatar that one can customize their own appearance.
- The "residents" of Second Life create content and can communicate via text chat or through voice communication. Interactive objects are built by using a scripting language.

# Second Life New User Tutorial Video



# Intrinsic & Extrinsic Learning in Second Life

- Intrinsic goal of individuals (e.g. interests, attitudes and desires) to affect individual actions and change behavior.
- While motivations are the inner process, which empowers individuals to do something.
- Extrinsic goal orientations are the external factors that affect the learning motivations of students.
- Working toward good grades or class honors are extrinsic goal orientations.
- Behaviors are external activities.

# Skills learned in Second Life

- Students cultivate intrinsic motivation.
- Critical thinking skills.
- Autonomous learning skills.
- Knowledge/skill transfer between learning domains and applications.

# Constructionist Pedagogy in Virtual Worlds

- Virtual worlds stimulate the digital native.
- Students are immersed in explorative, fun learning environment.
- Students facilitate autonomous actions via using avatars.
- Virtual worlds foster social and group participation and demonstrate learning process and outcomes.



# Virtual World Environments

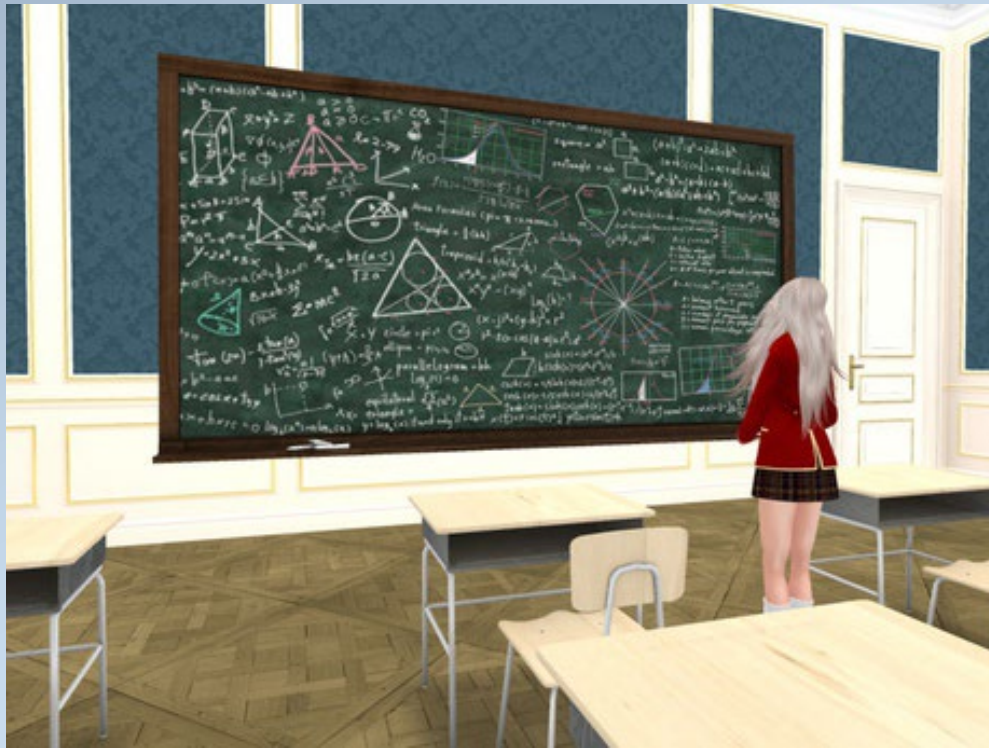
- 3D Virtual World Environment
- Scripting in Second Life
- Second Life
- Virtual Reality



# Second Life For Education



# Second Life For Education



# Radiology Class in SL



# Second Life for Meetings



- Second Life is often used for meetings by a variety of companies, universities, and technology organizations.

# Second Life for Learning



# Second Life Culture

- Faculty members
- Professionals
- Educators
- Fantasy
- Imaginative
- Creative
- Innovative
- Personal

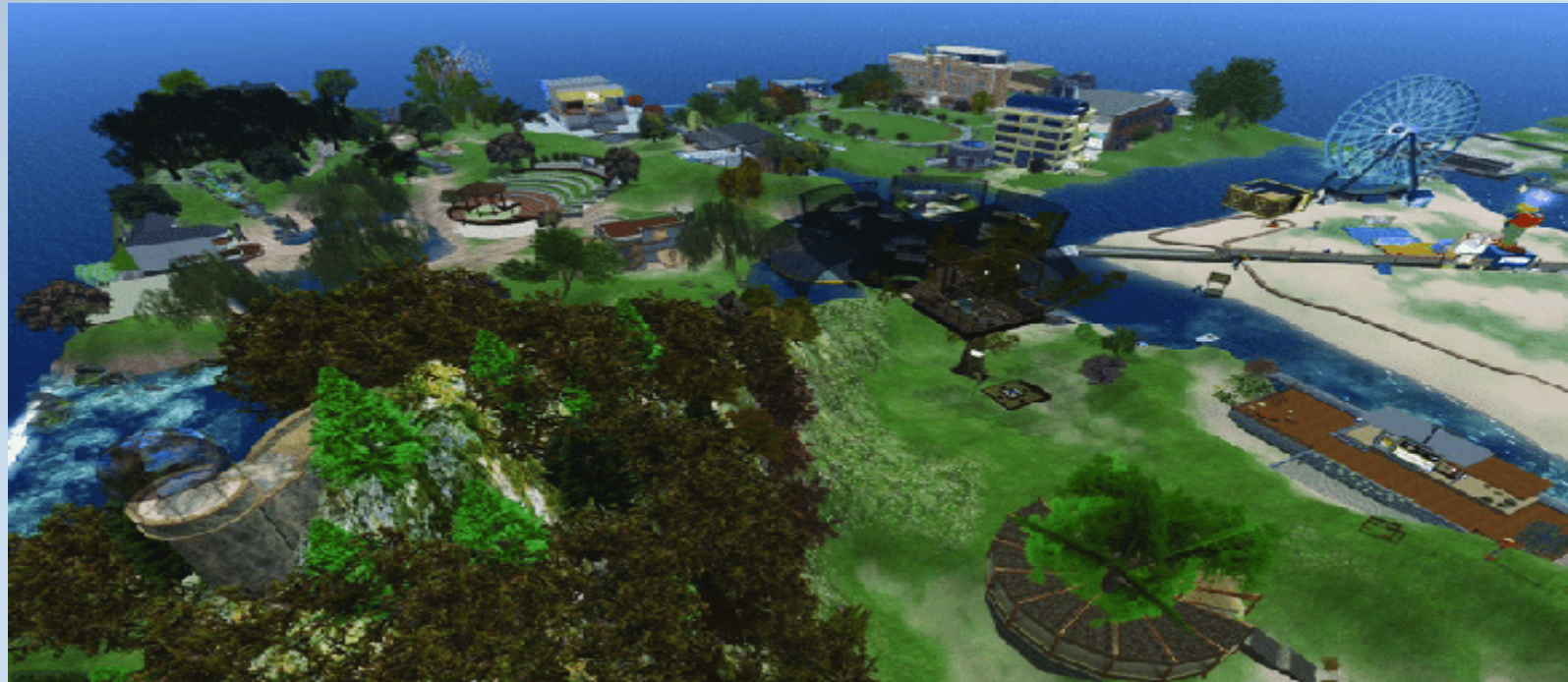
# Use Second Life for Academia



Academic Building & Sully Statue, part of Texas A&M's Virtual SL Campus



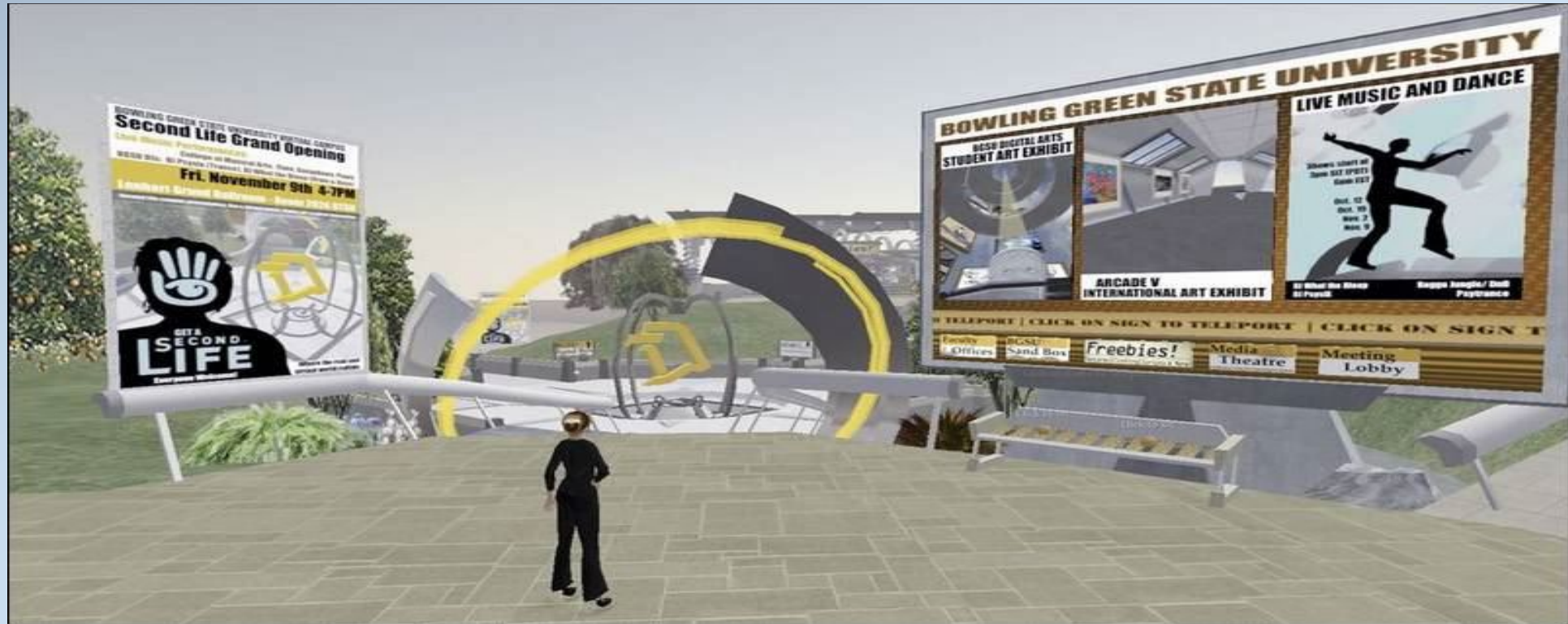
# Kennesaw State University SL Campus



# Valdosta State University in SL



# Bowling Green State University



# Colorado Technical University SL Campus

## Colorado Tech Island



Student projects are displayed  
on the Boardwalk and on  
Lyr Lobo's class islands

An NMC Virtual Worlds design

Virtual learning spaces  
Collaborative classes  
and live music festivals at  
Colorado Tech



# University of Delaware SL Campus



# Bryant & Stratton Virtual Campus



# University of Idaho SL Campus



# University of Cincinnati





# Advantages of Using Second Life for Education

- Simple to use for classes
- Office hours
- Meetings
- Students feel less awkward as in Zoom
- Normative communicative actions



# Using Second Life Advantages for Education

- 3D environment
- Free
- Highly adaptable
- Social Interaction through dialogue and collaboration
- Discovery learning
- Facilitates an interactive distance learning.
- Encourages the development of distance communities.
- Good tools to create virtual context, objects and people.
- Simulation and experiential learning/Role playing.
- Quests and problem-solving ability (i.e. games).
- Ability to remain anonymous.

# Disadvantages of Using Second Life for Education

- Learning Curve
- Distraction factors
- High hardware requirements: speed Internet connection, a quick microprocessor, and a good video/graphics card
- Do not offer tools to monitor and track students
- It isn't easy to store digital documents

# How can you use instructional technologies for students in Second Life?

- Design one or more course activities to be carried out in Second Life.  
Train students in the use of Second Life (avatar customization and control).  
Observe students' activities in Second Life.  
Interact with students in Second Life.
- Evaluate student performance through the evaluation of students' project reports.

# The Advantages Have it

- As you can see the disadvantages are outnumbered by the advantages.
- Students can also use either the Second Life viewer or Firestorm Viewer.

# Conclusion



- We live in an emerging technological society that calls for virtual world simulations and application. Why not apply it to academia and watch it grow.



## Questions

Are there any questions?

# References

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