

An Introduction to Second Life for Educators

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An Educator's Perspective on Second Life

This introduction to Second Life examines the networking tool from an educational perspective focusing on using second Life as a medium to promote professional development and collaboration. It is intended to provide an introduction for educators to begin exploring Second Life

Second Life

What is Second Life? It is a communication tool, a social networking site, a presentation medium, a place for collaboration. Technically speaking, it is a MUVE (MUVE is a multi-user virtual environment). The users interact in these online worlds in real time. The residents, as they are called in Second Life (SL), create everything in this virtual world. Residents are represented by a 3D avatar. There are two versions of SL, the teen grid for 13-17 year olds and the main grid for adults 18 and up.



Many who have not experienced Second Life refer to it as a game. Though some residents have created games within SL, it is more accurately described as an interactive social network where users engage in a variety of social and educational activities. There are many aspects of SL and, as in all places on the Web there is good and bad, appropriate and inappropriate. For our purposes we will examine the educational landscape of Second Life and its role as a medium to provide professional development and collaboration among educators.

Lighthouse Learning



Lighthouse Learning Island was created to explore Second Life as a medium to provide professional development for teachers in a variety of topics. The technology directors of the school districts in southeastern MA, meet regularly to provide themselves professional development and share ideas and resources. From this group 4 districts have decided to take the plunge and experiment with SL and collaborative professional development. Nauset Public Schools with Kathy Schrock as lead, Barnstable Public Schools, Plymouth Public Schools and Dennis-Yarmouth Regional School District make up this group.

Kathy has done the hard work-- raised an island, erected buildings, created a lighthouse, and developed some awesome presentation areas. We hope to be in full swing in September offering professional development on more traditional topics in education as well as the use of Second Life as an instructional medium. In the future as our teachers become familiar using SL for their own growth and learning we hope some will choose to explore ways to use SL with their students.

SL Culture and Etiquette

Second Life has its own unique culture and etiquette. In fact, each region in Second Life has its own special way of doing things, just like the real world. We will take a look at culture and etiquette as it applies in the educational landscape. If you have ever traveled in a foreign land you may have experienced “culture shock.” Some people have similar experiences in Second Life. The more time you spend in Second Life, the more familiar you will become with the sights, sounds and culture of this virtual world. The key to success is to remember you are communicating with real people and politeness and respect are important.

Chatting vs IM



Currently there are two ways to communicate in Second Life; chat and instant message (IM). Voice is an optional feature currently available on the main grid. Chat is done by typing text into a text box on the bottom of the screen. It can be read by all the avatars in the immediate area. IM is a private communication between people. If the individual is not online an email will be sent to them.

Keep in mind that anything ‘said’ in Second Life is never really private so pay attention to what you say. Many people in the educational settings save the chat history and print it up for later reference or post it to the web. It is often polite to ask if someone has time for a conversation. Some people are busy working, though it may not seem obvious, others have time to shoot the breeze.

Places & People



In real life, most of us understand people’s need for personal space. Research has shown that this is also true in Second Life. When communicating with someone, it is important to face each other and keep a comfortable distance. You will be meeting people from other countries so this may vary a bit with avatars you meet.

It is quite comical at times watching avatars move into proper position as they bump each other around. This is affectionately called “bowling for avatars”. Avatars can be on the ground, in the air or underwater. If someone is chatting with you and you can’t see them, look all around. SL is not the real world and avatars are not always where you expect them to be. It takes a while to learn to walk and move around, so take your time. Remember, everyone was new once.

Making Friends



Second Life is a community and communities are made of friends. You can ask avatars to be your friend and you will be asked to become friends with others. Friends can see each other when they are online. Some people offer friendship quite readily, and others rarely offer it at all.

If you have not had many conversations with an avatar or do not feel comfortable accepting offers of friendship it is okay to decline the request. If you feel uncomfortable declining, you can IM the individual and explain that you do not accept offers from people you do not know well or that your friends list is just too long.

After a while you will be surprised how close you will be to some of the friends you make in SL, people you have never met in RL.

The Basics

There are some basics every new member needs to begin their second life experience. When you do enter Second Life take your time going through Orientation and Help Islands. *Do not be in a hurry* to get to the main grid. There are also many basic how-to-tutorials on the Second Life Web site. Here are a few things to be aware of.



Getting Around

There are different ways to get around in Second Life. When you only have a short way to go, you can walk. It takes time to learn how to walk. If you have a greater distance to go, flying would be the method of choice. Flying can also give you a quick overview of the Island (Simulation) you are visiting. You can also use the map, search feature, and landmarks to teleport (TP) to a location. A friend can also send you a request to teleport you to their location. Take plenty of time learning how to use these three main modes of travel.



Editing Appearance

Avatars look the same when they are created. On Orientation and Help Islands there is information on how to change your physical appearance as well as your clothing. It is important to take the time to do this so you look like you belong and to set yourself apart. Many people get attached to their avatars and do not want to change their physical looks after a time, however you can change your looks at any time. There is also plenty of times to find clothes to suit your look. You can find different hair styles, clothes and skins for a very customized look in many places in-world. These can be purchased or you can find some for free.



Joining Groups

You can join up to 25 groups in SL. Some groups have open enrollment and you can simply join. Other groups, like Lighthouse Learning Island, have limited enrollment and members are invited to join. To join a group you can use the search feature and look for groups or right click on your name above your head and select groups. When you are a group member, you will receive group notices of events. Groups provide a way to help you stay connected and involved in learning opportunities in SL.

Money

Participation in Second Life does not require money, though you may find you will want to purchase items in-world. The currency of SL is the Linden. As of this writing \$4 USD would buy \$1,000 Linden dollars. Millions of US dollars are traded within Second Life.



Finding a Home

Many people find after being in-world for a while the need for a place of their own. They wish to have a place to try out their building skills, have conversations with colleagues, a place to change clothes, and to get away from the crowd. You can purchase land and build your own place or you can rent land and/or a house. It is best to ask around to find a neighborhood that is suitable for you. There are some areas that specifically cater to Educators. It is also possible to share a space with some friends, this may be a more economical solution.



Inventory

When you arrive in Second Life you are given an inventory of various objects and information. These include furniture, clothing, the information to make your avatar, notecards, landmarks and much more. Over time you will acquire many more items. Your inventory can get quite messy and overwhelming. It can be easily organized just like the hard drive on your computer. Feel free to make folders to aid in organization and move things around. You can also rename items so the list makes more sense to you. Items can be given to other avatars by dragging the item from your inventory to the avatar or to their profile.



Building and Scripting

Everything in SL was created by the residents-- land, trees, flowers, buildings, furniture, clothes, everything you see. Easy building and scripting are what set SL apart from other MUVES. Everything the user creates belongs to the user. These items can be bought and sold or shared with others. There are many in-world tutorials and classes that demonstrate building. Sandboxes are set up for you to practice your building skills and etiquette recommends you clean up after a building session. All objects are made from prims, simple geometric shapes linked together. Each Island (server) is only allowed 15,000 total prims.

Educational Institutions in Second Life

There are a variety of educational institutions participating in SL. Colleges, universities and libraries were some of the first to investigate using SL to facilitate online learning. Many K12 educators are now exploring SL for professional development opportunities. Others, like pioneering Suffern Middle School are examining how to use SL to enhance the learning of students on the Teen Grid. For a more comprehensive list of educational institutions in SL please take a look at simteach.com

ISTE



ISTE, the International Society for Technology in Education, has a very active membership in SL. ISTE island has a number of presentation and meeting areas. ISTE has a docent program and volunteers are stationed at the island headquarters and are there to welcome people to Second Life and ISTE. They are an invaluable resource to a new arrival and are great at answering questions and making people feel welcome.

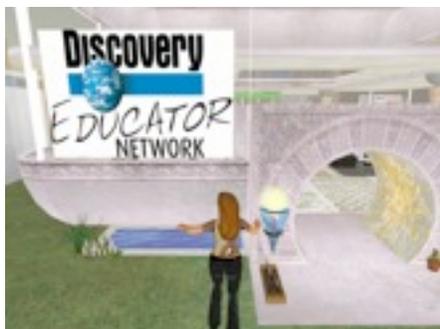
ISTE also hosts weekly gatherings. There is a Thursday Social 6p SLT (Second Life time, which is Pacific time.) The social is a great place to meet people and have discussions around the larger educational issues. On many Tuesdays, there is a show and tell, a great way to find out what is happening in the educational arena in SL. ISTE attracts a varied and international group of people.

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Angel Learning Island



Angel Learning Isle was developed by Angel Learning and the Second Life Educators community. There are tutorials on building and a sand box to experiment with. You can learn the basics of communicating and getting around in SL. It is a place worth exploring if you are new to SL.



DEN

The Discovery Educator Network, located on Eduisland II is a relative new comer to SL. The DEN provides a place for Educators to meet and collaborate. Enrollment is open. Join the DEN in SL to be informed of up coming events.

Bloggers Cafe



The Blogger's Cafe on Eduisland II was created by Existential Paine (Ryan Bretag) and Macsmom Alcott (Jen Wagner), and now run by MsTina. The cafe is open to all educators who wish to have a place to talk and reflect on educational issues. There are great conversations to be had on the roof or the second floor tiki bar. Please stop by and share your experience and expertise, everyone is welcome to contribute here. Some of the members are active bloggers. There are photo links to these blogs inside the cafe. It is a great way to add to your reading list. If you are not sure how to subscribe to blogs, just ask. You will find that many educators in Second Life are very eager and willing to help. Once you become comfortable in SL please be sure to share your expertise with others. See you there!

Places to visit

There is so much to see in Second Life, just like in the real world you will never get to experience it all. Each island is called a Sim (simulation). In reality, it is a server that contains the SL program and the memory of all that is created for the island. Everything is created by the residents using simple geometric shapes and scripts. Scripts are mini programs that can cause an action or animation. Take time as you visit to look at the creative talents of your fellow residents. According to the new Bloom's taxonomy, 'create' is the ultimate higher order thinking skill. Second Life is brimming with creative talent. In the resource section there are lists of references that review a variety of places worth exploring. As you explore Second Life, take time to soak in many of these sites-- they are quite enriching. If you are little hesitant to explore, bring a buddy along or ask someone to give you a tour. Exploring with someone else can be great way to build your confidence in participating in SL.

NOAA



NOAA, the National Oceanic and Atmospheric Administration has made an interactive simulation on the island Meteroa. This simulation, in collaboration with the Earth Systems Research Laboratory, provides many educational demonstrations. There is the tsunami simulation, and a real-time weather map. You can ride on an airplane into a hurricane or a weather balloon to the stratosphere. Interact with the globe that allows the user to change the display from the earth at night to ocean temperatures among others. Visitors can ride a submarine, look at ocean life and visit a glacier. There is much to see here at this virtual exhibit so be sure to set aside enough time for proper exploration.

Genome Project



The Genome project is a collaboration between two professors of Microbiology, one from New England and one from the Midwest. The island is designed to be used by students in these schools to develop an understanding of genetics. The island has a 3D interactive cell, a monastery devoted to Gergor Mendel, the Father of genetics' work with peas, a garden of procaryotes displaying the the genomes of various bacteria, and much, much more. The Island is a prime example of how 3D modeling and multimedia can be used to convey information in an interactive setting. Remember everything you see was created by building with simple prims. Residents have a great tool at their disposal.

Sistine Chapel



Vassar college has created a sim for exploring Second Life and its role in education. One of the highlights of the island is the recreation of the Sistine Chapel. The original Sistine Chapel was built in the 1400's and is located in Vatican City. The recreation, built to scale, was constructed by Steve Taylor (SL- Stan Frangible). It is an excellent example of construction in Second life and how textures and simple objects, prims, can be linked to create wonderful works of art. The entire sim is worth the time for a tour. There are other sims that re-create various settings. Imagine studying French poetry in Paris of the 1900's or walking the streets of ancient Rome. The possibilities are endless.

How to Participate in Second Life



The first step to participate in Second Life is the creation of an avatar. You will need to think about a name. You create your first name and choose a second name from the provided list. Take your time on Orientation and Help Islands. Spend time adjusting your appearance to something you are comfortable with. Next join a few groups, I would recommend ISTE, Lighthouse Learning Island, and K12 Educators to get you started. Remember, you are entering a new world and it will take some time to get comfortable with this environment. You will need to learn to walk, talk and get around. Do not hesitate to ask for help if you do not know how to do something. Everyone was new to Second Life once and felt

bewildered and disorientated. If you are so inclined, start a blog or keep some notes to document your experiences and what you are learning. The educators you meet in SL will become part of your learning community and share what you learn with the members of your RL learning communities. The following are a list of ideas to help your earliest days of SL be rewarding and not overwhelming.

- Set goals
- Visit one new spot a week
- Go to a presentation or a how-to class
- Set a time limit
- Share your expertise and experience with others
- Go with a buddy to explore SL

SLURL

Second Life Addresses

A SLURL is a direct link from the web to a location in Second Life. Clicking on a SLURL will take you to a SL login page and then, after a successful login, to the specified location. You must have the Second Life client installed on the computer. Here are the SLURLs for all the places mentioned in this document.

Angel Learning: <http://slurl.com/secondlife/ANGEL%20Learning%20Isle/128/128/0>

Blogger's Cafe: <http://slurl.com/secondlife/Eduisland%20II/250/138/22>

Discovery Educator Network: <http://slurl.com/secondlife/Eduisland%20II/95/101/22>

Genome Project: <http://slurl.com/secondlife/Genome/158/119/29>

ISTE: <http://slurl.com/secondlife/ISTE%20Island/134/44/22>

NOAA: <http://slurl.com/secondlife/Meteora/175/152/27>

Lighthouse Learning Island: <http://slurl.com/secondlife/Lighthouse%20Learning%20Island/5/135/23>

Paris 1900's <http://slurl.com/secondlife/Paris%201900/44/169/24>

Roma (Ancient Rome) <http://slurl.com/secondlife/ROMA/215/25/22>

Sistine Chapel Re-creation: <http://slurl.com/secondlife/Vassar/116/113/27>

Annotated Resource List

Annotated Bibliography of Second Life Educational Online Resources is also a great place to begin your exploration of Second Life. <http://web.ics.purdue.edu/~mpepper/slbib>

Beth's Second Life Resource wiki. This wiki was created to support this document and presentation. <http://www.bethknittle.net/pmwiki/pmwiki.php?n=Main.SecondLife>

ISTE has created a venue for presentations, discussions and collaboration. ISTE host events for educators working in Second Life to share their experiences.

http://www.iste.org/Content/NavigationMenu/Membership/Member_Networking/ISTE_Second_Life.htm

Lighthouse Learning Island. This blog by Kathy Schrock documents the development and activities of Lighthouse Learning. <http://nausetschools.org/lighthouselearning/index.htm>

Kathy Schrock has posted a list of places worth exploring in Second Life.

<http://kathyschrock.net/blog/2007/05/kathy-dryburghs-guide-to-sl-for.html>

Second Life has many links to resources to help you explore SL. <http://secondlife.com>

Second Life in Education has a variety of resources for educators in Second Life.

<http://slededucation.wikispaces.com/>

Simteach is another good resource that provides the Second Life Education Wiki and list of educational institutions with a presence in Second Life. <http://simteach.com>

SLED Picayune, a Second Life Educational related newspaper, provides a list of videos and tutorials for getting started in SL. <http://sledpicayune.blogspot.com/2007/06/fwd-sled-sl-tutorial-videos-and.html>

Sloodle, Moodle for Second Life, has many resources that facilitate learning and instruction within SL.

<http://www.sloodle.com>

Suffern Middle School (NY), has created 3 islands (Ramapo, Rockland and Suffern) that are private, their students and teachers can only access these islands and not the general teen area. Suffern MS are pioneers on using SL for student learning. <http://rampoislands.blogspot.com/>

TechSoup has a list of other virtual online worlds.

<http://www.techsoup.org/learningcenter/internet/page6759.cfm>

The Story of my Second Life a blog by Kevin Jarrett (KJ Hax in SL) is a wonderful resource about education and Second Life. <http://www.storyofmysecondlife.com/>

The Teacher Networking Center: a place in SL created by Pia Klarr and Tek Zeno. A great place to find free resources and tools to get started in SL. <http://slurl.com/secondlife/Eduisland%20II/33/27/22>

Ryan Bretag has posted a list of SLURL bread crumbs of places to visit in Second Life. He also authors a blog exploring the education and SL. http://www.bretagdesigns.com/technologist/?page_id=77