

Teacher Training Lab in Second Life – a concept for teacher education in the 21st century?

Initial considerations

- our students = experts in media education
- students: educational science, teacher education and master program educational media
- gain experiences with Second Life

Main objectives

- testing didactical settings and ideas
- advantages of Second Life:
 - creating different virtual classrooms
 - creating a didactical environment
 - creating infeasible rooms and areas
 - integration of role-playing elements

The virtual world of Second Life

- a persisting 3-D online world
- each inhabitant = individual avatar
- user created world
- no background story, no quests
- actually about 10 million users overall, but only one million active users
- learning and education = aspects of high interest

Getting started

- experimental: testing possibilities
- general concept: two hour-long lessons
- content: Web 2.0 and its implications for e-learning
- educational media students
- first challenge: a classroom?
- social experience: helpfulness



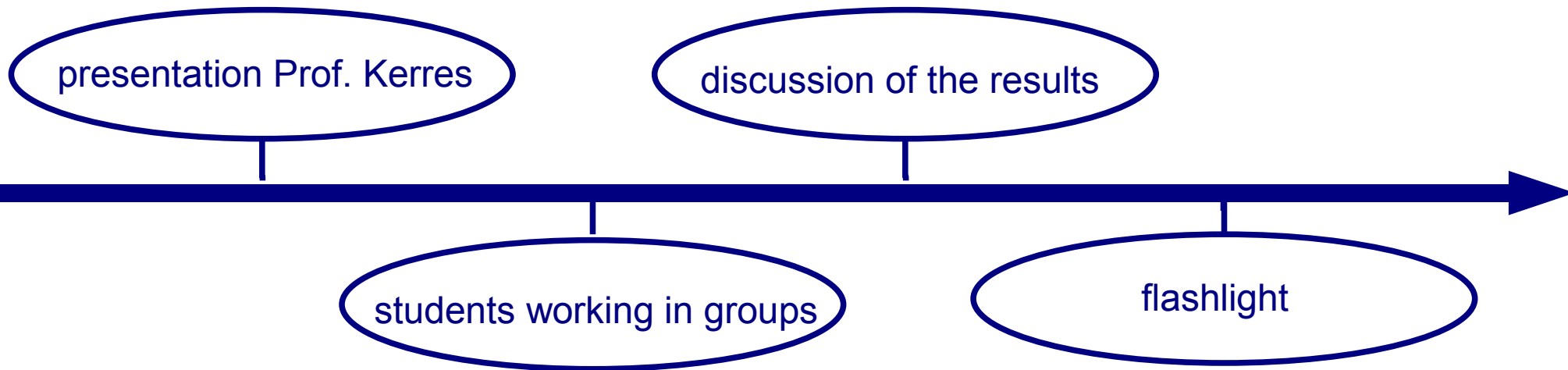
Our classroom in Second Life



First lesson in Second Life on the 9th of October 2007 - concept

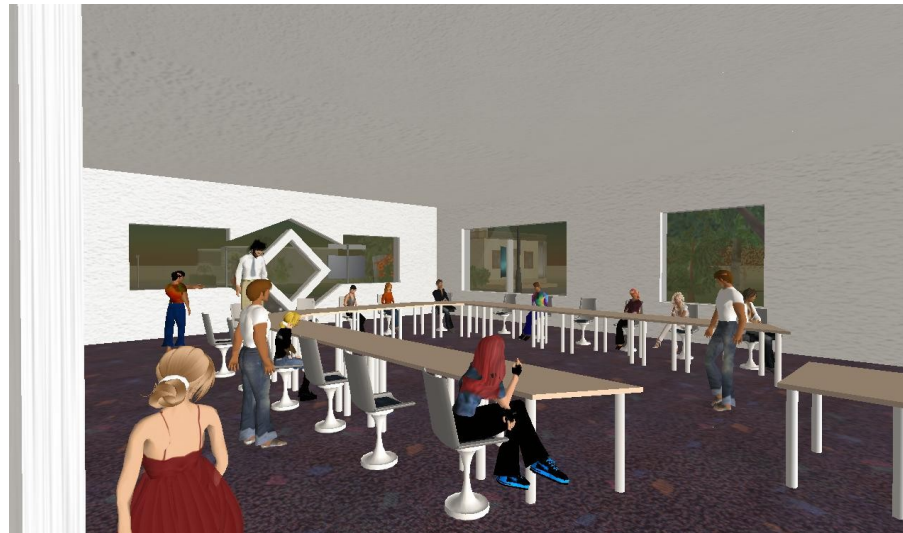
- a first insight
- in world tutors
- students' tasks:
 - partner interview
 - private voice chat conference
 - expedition

Second lesson in Second Life on the 11th of October 2007 - concept



- topic: „Web 2.0 and its implications for e-learning“
- using google-docs for collaborative work

Second lesson in Second Life on the 11th of October 2007 – impressions (pictures)



Second lesson in Second Life on the 11th of October 2007 – impressions (movie)

- “classroom“-situation
- students' group work

Reactions

- students = newbies, highly interested and committed
- a short TV-report
- technical and control problems
- interest and help offerings
- students' webblogs

Feasibility study: first results – restrictions

- navigation and avatar's control as hurdles
- essential: tutors and detailed instructions
- necessary: voice-chat
- difficult: creating groups and communicating

Feasibility study: first results - chances

- more possibilities for active learners
- support of group-dynamic processes
- students' higher immersion

Feasibility study: first conclusions

- teacher education in SL?
- still curious and sceptical
- chances: didactic contexts (creation and role playing)

Next steps and open questions

- persisting representation in SL
- presenting and saving results?
- appropriate tasks?
- developing and testing didactical settings
- advantages and constraints
- requirements and obstacles

Thank you for your attention.

Questions?

Comments?

Contact:

tanja.adamus@uni-duisburg-essen.de
or Lillyth Janus in Second Life