

**VWEC Quarterly Meeting
on
Wednesday, July 5, 2023
at The VWEC Eduverse Welcome Plaza**

<http://maps.secondlife.com/secondlife/VWEC%20Eduverse/194/143/35>

“Your VWEC Projects - We are About You!”

- 1) **Yellow: Elli/Val** - Models of Teaching
VWEC Models of Teaching

<http://maps.secondlife.com/secondlife/VWEC%20Eduverse/92/130/31>

Elli and Val's chat is the same for all groups until we ask for questions?comments

[2023/07/05 08:11] Elli Pinion: The Models of Teaching is a permanent VWEC exhibit whose vision is to provide InWorld examples of using VWs to teach and is located at the Eduverse Plaza for instructors who are thinking of teaching in a Virtual World to have experienced models to explore.

Expert instructors who have used Virtual Worlds as a technology to teach their classes have created an exhibit to share their approaches.

They will share their classrooms and why they chose that approach.

Instructors will share examples, models, notecards, posters, video and provide a SURL to see their full classroom experience.

These are diverse in content and include primarily Higher Ed, but also K-12 and soon Lifelong Learning instructors.

Today, Val and I will share a bit about the Minecraft Exhibit for K-12 and University of New Mexico grad class, that I teach.

On Friday, July 28, we will be hosting the other Models of Teaching instructors that have exhibits here in a panel for our Expert Series at 1:00 pm.

We hope you will be able to join us then.

Feel free to get a notecard sharing these amazing Instructors' credentials.

They are Renne Emiko Brock/Zinnia Zauber – Peninsula College, Doris Molero/Pionia Destiny - Universidad San Pablo Tucuman,

Erik Moore/Medi Martian –Regis University, Mary Ann Clark/Max Chatnoir – Texas Wesleyan University, and Scott Grant/Kaylee West – Monash University

Elli Pinion: We are sure you will want to check out each exhibit to see their unique approach to teaching in Virtual Worlds.

It is so interesting to understand that there are many ways to use this helpful technology as an immersive environment that supports teaching and learning so well for all the reasons we all are here.

It's naturally a social environment that allows students to work together even with people they don't live close to, as well as the ease at which it allows students to be creative, to build and express their ideas, and construct things around the content they are trying to learn. So you will see different approaches, there isn't really a wrong way! But we also want to show that teaching here is so much better than a podium and chairs in rows. There are Teleporters on the wall to get to each one, but let's walk around to my "classroom" exhibit, University of New Mexico. Please follow me.

I teach for the Department of Organization, Information and Learning Sciences and the class is "Exploring Virtual Worlds & Virtual Reality in Online Learning Environments." This is a full credit academic course offered as a trial in 2014, and is offered annually at UNM. It is taught fully online, in Second Life supported by the University's Learning Management System (LMS).

The three credit course includes Master and Doctoral students who are interested in Instructional Design, and Teaching and Training, but also draws students from Communication and Journalism and the College of Business. The program offers courses in 8 week formats.

This is a small representation of our SL Campus Classroom, which as you can see is an outdoor seating area that promotes interaction between the students.

Also, please find a syllabus and schedule on the coffee table.

The signs on the wall go over what is taught each Module. These walk you through how I scaffold their learning.

While they learn about the pedagogy of teaching, they create a teaching environment here in SL, as a final project.

There are three videos at the end of the module signs. The top is a brief overview by me and two videos done by two student groups, as an example of their projects.

And across the room, by Stan Lee sitting on a bench, is the SURL to our SL Campus.

I hope you will be able to come back and get a good sense of how the class goes.

Now I'll turn it over to Val.

[2023/07/05 09:16] MellisugaVal Resident (Valibrarian): Follow me to the Minetest exhibit! VWEC Minetest Model of Teaching springs from my own work with 5th grade students in Minecraft.

Minecraft is a great way to show students how to blend the creativity of creating in 3D alongside curriculum objectives in any subject!

Click on this "Minecraft Bookshelf Box" to get handouts that include research on using Minecraft for Education, links to my own work and a video of my 5th grade students building a Digital Citizenship Game in Minecraft, as well as information on our VWEC Minetest Summer Camp which is going on right now!

The video of my students who met serious learning objectives using Minecraft is on youtube <https://youtu.be/BQiBtD7fD1k>

Why MINETEST instead of MINECRAFT? What is the difference?

Minetest is an open source “Minecraft-like” 3D environment and we have access to a FREE version! Educators need not spend any money downloading Minecraft until they learn the basics in Minetest which will transfer to Minecraft.

If you are interested, it is not too late to join us in the Minetest Summer Camp. Our next session is on Saturday July 15th at 9am Pacific Time. Instructions are in the handouts.

Now we would like to open up time for questions.

Questions or feedback?

Have any of you tried Minecraft?

GROUP ONE AUDIENCE COMMENTS:

[2023/07/05 09:21] Max Chatnoir: no [2023/07/05 09:21] Kip Yellowjacket: yes

[2023/07/05 09:21] Zzri Avian (zri.portal): yes

[2023/07/05 09:21] Bruce (cooper.swizzle): I've never seen Mindcraft

[2023/07/05 09:21] Kip Yellowjacket: not longterm though

[2023/07/05 09:21] Elli Pinion: Any ideas of how this total exhibit...the Models of Teaching can help someone?

[2023/07/05 09:21] MellisugaVal: Mind

[2023/07/05 09:21] MellisugaVal: Mine!

[2023/07/05 09:22] Elli Pinion: :-)

[2023/07/05 09:22] Elli Pinion: So do Models give you ideas?

[2023/07/05 09:22] Max Chatnoir: Is there anything like reading tutoring in mindcraft?

[2023/07/05 09:23] Elli Pinion: Great question.

[2023/07/05 09:23] Kip Yellowjacket: :)

[2023/07/05 09:25] Ardith Delvalle: Thank you!

[2023/07/05 09:25] Kip Yellowjacket: very much depends on group dynamics, individual initiative etc i can imagine

[2023/07/05 09:26] Kip Yellowjacket: (‘•.(‘•.,.,•’)•’)

[2023/07/05 09:26] Kip Yellowjacket: APPLAUSE!!!

[2023/07/05 09:26] Kip Yellowjacket: APPLAUSE!!!

[2023/07/05 09:26] Kip Yellowjacket: (.,•(.,•”`•.,.)’•.)

GROUP TWO AUDIENCE COMMENTS:

[2023/07/05 09:36] MellisugaVal Resident: Now we would like to open up time for questions.

[2023/07/05 09:37] Elli Pinion: Yes, and please let us know what you think about the Models of Teaching.....in general.

[2023/07/05 09:37] Beth Ghostraven: Can teachers use Minetest for free with their students?

[2023/07/05 09:37] Elli Pinion: How can you use this?

What would be helpful for you or your colleagues?

Do you have other suggestions?

[2023/07/05 09:37] Roy Sutton (penutbutterjellyman): Why do you choose Minecraft over SL?

[2023/07/05 09:38] Sitearm (sitearm.madonna): Minecraft actually has more daily concurrent users, as does Roblox, than SL *coffleesVal'swrath*

[2023/07/05 09:38] Elli Pinion: Also, Mindcraft/Minetest is great for K-12.

[2023/07/05 09:38] Elli Pinion: Right, Site.

[2023/07/05 09:38] Sitearm (sitearm.madonna): that is why Marie's and Elli's rojects catch my interest

[2023/07/05 09:38] Beth Ghostraven: many students already use MInecraft, and most are at least familiar with how it looks

[2023/07/05 09:38] Elli Pinion: We aren't really suggesting INSTEAD of....it's a good addition.

[2023/07/05 09:39] Breila Jenvieve: Not to mention kids love it (including mine)

[2023/07/05 09:39] Elli Pinion: Our other exhibits here are about SL....or Kiteley..

[2023/07/05 09:39] Sitearm (sitearm.madonna): building on that, Beth, after minecraft SL is not complicated

[2023/07/05 09:39] Elli Pinion: Yes, Kids love it.

[2023/07/05 09:39] Sitearm (sitearm.madonna): 20 somethings are USED to complex UI's if they do any "maker" activities

[2023/07/05 09:39] Elli Pinion: Adults might not be as interested....we need both

[2023/07/05 09:39] Lyr Lobo: Great

[2023/07/05 09:39] Elli Pinion: Exactly, Site.

[2023/07/05 09:40] Beth Ghostraven: people who have used Minecraft see the advantage of knowing who built something and who owns it, since the lack of that in MC can be problematic

[2023/07/05 09:40] Beth Ghostraven: hope I'm not repeating what you're saying, I don't have my headset on

[2023/07/05 09:40] Sitearm (sitearm.madonna): :) Beth

[2023/07/05 09:40] Elli Pinion: Yes, Beth is a real expert in Minecraft, I believe.

[2023/07/05 09:40] Sitearm (sitearm.madonna): interestingly some Roblox marketers want to disassociate from "the M word"

[2023/07/05 09:40] Sitearm (sitearm.madonna): because the sports partnerships blah blah

[2023/07/05 09:40] MellisugaVal: metaverse?

[2023/07/05 09:41] Elli Pinion: Would the Models of Teaching be helpful for you or your colleagues?

[2023/07/05 09:41] Sitearm (sitearm.madonna): true val but "the m word" is a nice disparaging way to diss us *grr*

[2023/07/05 09:41] Sitearm (sitearm.madonna): also the more they protest "we're not a metaverse we're erm... spatial computing yes that's it!"

[2023/07/05 09:41] Breila Jenvieve: Or "influencers" go out and disparage words.

[2023/07/05 09:41] Sitearm (sitearm.madonna): good exhibit!

[2023/07/05 09:41] Sitearm (sitearm.madonna): however

[2023/07/05 09:42] Elli Pinion: TY :-)

[2023/07/05 09:42] Sitearm (sitearm.madonna): it has a LOT of classroom seating *coff old ways still good ways *

[2023/07/05 09:42] Beth Ghostraven: I love all these Minecraft props! Would it be possible to get copies? or learn where you got them?

[2023/07/05 09:42] Breila Jenvieve: :)

[2023/07/05 09:42] Beth Ghostraven: I have a few, but I don't have the plants

[2023/07/05 09:42] Beth Ghostraven: thanks

[2023/07/05 09:42] Breila Jenvieve: This is so cute

[2023/07/05 09:42] Elli Pinion: we have just one more minute....then you'll move to the next one....

[2023/07/05 09:43] Sitearm (sitearm.madonna): the exhibit also shows architectural freedom

[2023/07/05 09:43] emilioch: y

[2023/07/05 09:43] Breila Jenvieve: Yes

[2023/07/05 09:43] Sitearm (sitearm.madonna): why

[2023/07/05 09:43] Beth Ghostraven: I want to put MC lilypads in the VWBPE Social Wetlands area next year

[2023/07/05 09:43] Roy Sutton (penutbutterjellyman): Familiar but not used it

[2023/07/05 09:43] Sheila Yoshikawa: y - a bit

[2023/07/05 09:43] Elli Pinion: Thanks for joining us and please share any further comments that you may have about this project.

[2023/07/05 09:43] Roy Sutton (penutbutterjellyman): Thanks Meli

[2023/07/05 09:43] Beth Ghostraven: thank you both!

[2023/07/05 09:43] emilioch: minetest as well, but i didn't find vwec sim, i'll check your instructions

[2023/07/05 09:43] Sheila Yoshikawa: A nice addition to the island!

GROUP THREE AUDIENCE COMMENTS:

[2023/07/05 09:55] MellisugaVal Resident: Now we would like to open up time for questions.

[2023/07/05 09:56] Elli Pinion: Yes, we want to be inclusive with what works!

[2023/07/05 09:57] Elli Pinion: Maybe....How can you use this?

What would be helpful for you or your colleagues?

Do you have other suggestions?

[2023/07/05 09:57] Elli Pinion: and we mean the Models of Teaching. Would you bring someone here?

[2023/07/05 09:57] Buffy Beale: Original Metaverse, nice

[2023/07/05 09:57] Buffy Beale: yes

[2023/07/05 09:57] PI (pi.illios): I will bring my boss again :D

[2023/07/05 09:57] Elli Pinion: So cool, isn't it?

[2023/07/05 09:57] Buffy Beale: yes

[2023/07/05 09:58] Elli Pinion: Oh cool!!!

[2023/07/05 09:58] Elli Pinion: We will be moving to the next group in 2 minutes.

[2023/07/05 09:58] Buffy Beale: It's a perfect idea to teach the teachers, show them the potential

[2023/07/05 09:58] Buffy Beale: let them hang around you guys and catch your passion

[2023/07/05 09:58] Buffy Beale: yes pooling efforts

[2023/07/05 09:58] Elli Pinion: That's awesome!

[2023/07/05 09:58] Elli Pinion: Please feel free to share your thoughts with us if you think of things later, as well.

[2023/07/05 09:59] Buffy Beale: I played minecraft years ago with my nephews, it has it's own fun there too

[2023/07/05 09:59] Buffy Beale: but same sense of community in places

[2023/07/05 10:00] Elli Pinion: They love it because it seems like a game. Is a game!

[2023/07/05 10:00] Buffy Beale: yes, and challenges too, to find things, make them, put them together

[2023/07/05 10:01] PI (pi.illios): Thank you!\

GROUP FOUR AUDIENCE COMMENTS:

[2023/07/05 10:12] MellisugaVal Resident: Now we would like to open up time for questions.

[2023/07/05 10:13] MellisugaVal: yes Shiloh!

[2023/07/05 10:14] Elektra Panthar:
<https://www.vweconsortium.org/minetest-summer-camp-2023/>

[2023/07/05 10:15] MellisugaVal: good point

[2023/07/05 10:15] Elli Pinion: Q is How do you access Minetest. (for our chat archive)

[2023/07/05 10:15] Marly (marly.milena): For those of us not familiar with the Mine.... techs, can you tell us, in a few sentences, what it is and why it is a separate entity from simply building etc in SL?

[2023/07/05 10:15] Elli Pinion: Wow we only have 3 minutes..... Yes, how do the Models of Teaching work for you? How can you use this?

What would be helpful for you or your colleagues?

Do you have other suggestions?

[2023/07/05 10:17] Marly (marly.milena): No,I wanted toknow a bit about the actual process

- 2) **Red: Kreatya/Dex/Suemoon** -Databases/Directories
WVEC Info Center

<http://maps.secondlife.com/secondlife/VWEC%20Eduverse/149/151/31>

Group 1:

[09:15] Graceful (profgraceful): Thanks, Kreatya. How many vw have you been able to add since beginning your work on this project?

[09:15] Kreatya Shannon (kreatya): close to 60

[09:17] Kreatya Shannon (kreatya): Here is the Information Center. The globe contains the Landmarks area I mentioned.

[09:18] Kreatya Shannon (kreatya): If you click on the desk laptop, that takes you to more information about the directories.

[09:18] Suemoon Magic: The Community Virtual Library folks and other VWEC volunteers hang out here to greet and help visitors.

[09:19] Kreatya Shannon (kreatya): Forms to submit to the directories are on the two podiums.

[09:20] Kreatya Shannon (kreatya): Thank you,

[09:20] Kreatya Shannon (kreatya): Suemoon.

[09:20] Elektra Panthar: Thank you Kreatya

[09:21] Shiloh e. (shiloh.emmons): I will explore the databases..

Group 2:

[09:31] Bruce (cooper.swizzle): Is there voice as I hear nothing

[09:31] Max Chatnoir: It's in text

[09:31] Bruce (cooper.swizzle): thanks Max

[09:31] Kip Yellowjacket: nice to meet you kreatya

[09:32] Max Chatnoir: Where is the listing?

[09:35] Kreatya Shannon (kreatya): I am more than happy to field them to the best of my ability. Max, I believe you had some?

[09:36] Max Chatnoir: Nope, answered!

[09:36] Kip Yellowjacket: seems we need to see more merging of communities

[09:36] Max Chatnoir: Thanks.

[09:36] Kip Yellowjacket: instead of going it alone approaches

[09:36] Kreatya Shannon (kreatya): Kip, can you explain?

[09:36] Kip Yellowjacket: in order to concentrate more activity

[09:37] Suemoon Magic: Val would love to have the Info Desk covered 24/7 if anyone wants to be a greeter here 😊

[09:37] Kip Yellowjacket: and feed off each others activities

[09:37] Kip Yellowjacket: so as to constantly be busy ultimately with activity

[09:37] Kreatya Shannon (kreatya): My understanding is that is part of what VWEC hopes to do, but Suemoon and Dex are better equipped to speak to that

[09:37] Kip Yellowjacket: many solo communities are struggling

[09:37] Kip Yellowjacket: with numbers etc

[09:37] Kip Yellowjacket: seems smth has to be done differently

[09:38] Kip Yellowjacket: to ensure longer lasting projects

[09:38] Kip Yellowjacket: and active ones

[09:39] Suemoon Magic: We have Calendars here at the Info Desk to let folks know about activities happening

[09:39] Suemoon Magic: If you join the group an IM is sent with upcoming aactivities

[09:39] Kip Yellowjacket: we just lost ambient 101 for example...was a sim/community devoted to live ambient concerts, music events etc

[09:39] Kip Yellowjacket: received announcement today

[09:40] Zzri Avian (zri.portal): D:

[09:40] Suemoon Magic: So how can we support those communities?
[09:40] Kip Yellowjacket: symbiotic activities
[09:40] Kip Yellowjacket: win-win scenarios
[09:41] Kreatya Shannon (kreatya): Kip, more partnerships?
[09:41] Kip Yellowjacket: yes...collaboration
[09:41] Kip Yellowjacket: shared spaces
[09:41] Kip Yellowjacket: more concentrated activity
[09:41] Kip Yellowjacket: just thinking aloud
[09:42] Kreatya Shannon (kreatya): Thinking aloud is great! It's the first step to collaboration.
[09:42] Kip Yellowjacket: :) exatly
[09:42] Suemoon Magic: We host some community calendars and Non-Profit Commons hosts groups
[09:42] Kip Yellowjacket: *exactly
[09:42] Kreatya Shannon (kreatya): Again, thank you all so much for your patience and time.
[09:42] Bruce (cooper.swizzle): thanks Kreatya
[09:42] Ardith Delvalle: Thank you.
[09:42] Kreatya Shannon (kreatya): Dex sent out the link for your next stop
[09:42] Lyr Lobo: Thank you
[09:43] Zzri Avian (zri.portal): claps!
[09:43] Kip Yellowjacket: thx dex
[09:43] Kip Yellowjacket: (̀•.(`•.~.~•'')•'')
[09:43] Kip Yellowjacket: APPLAUSE!!!
[09:43] Kip Yellowjacket: APPLAUSE!!!
[09:43] Kip Yellowjacket: (•.~(•.~•' `•.~)•.~)

Group 3:

[09:44] Beth Ghostraven: oh this looks familiar!
[09:44] Sitearm (sitearm.madonna): if it's wednesday this must be Kreatya :)
[09:44] Suemoon Magic: ☺
[09:44] Beth Ghostraven: I missed my shift here yesterday due to 4th of July
[09:44] Sheila Yoshikawa: yes indeed @Beth!
[09:50] Roy Sutton (penutbutterjellyman): Cool, nice directory
[09:50] Breila Jenvieve: I'd love to go through it sometime.
[09:50] Kreatya Shannon (kreatya): Glad you find it helpful
[09:50] Suemoon Magic: Val would love to have the Info desk staffed 24/7 so if you would like to volunteer to greet folks here let me or Val know.
[09:51] Beth Ghostraven: the current volunteer schedule is on the VVEC website
[09:51] Suemoon Magic: The info desk will probably move soon across the way near the water in the Student area.
[09:51] Kreatya Shannon (kreatya): Right now I use my volunteer hour to check any entries submitted via the Google Forms to make sure locations are valid and then add them to the Airtable links you see
[09:52] Roy Sutton (penutbutterjellyman): I wonder if this could be made an interactive site in the future too like "What do you want to learn about?" then go into subtopics and eventually it teleports you to what you're looking for ... something like that would be cool in the future using a comprehensive directory
[09:52] Sitearm (sitearm.madonna): @Val do you have visitor tracker showing you have 24/7 traffic?
[09:52] Sitearm (sitearm.madonna): I mean @Kreatya

[09:52] Suemoon Magic: We keep a volunteer Calendar
[09:52] Kreatya Shannon (kreatya): Suemoon, can you take up Sitearm's question?
[09:52] Kreatya Shannon (kreatya): I specifically work on database entry
[09:53] Suemoon Magic: We have a calendar and there are statistical counters around to count traffic here
[09:53] Breila Jenvieve: @Roy, the Gateway to Thinking kind of does that... it's the spiral over on the side over there.
[09:53] Sitearm (sitearm.madonna): @Suemoon are they showing 24/7 traffic?
[09:53] Suemoon Magic: No
[09:53] Sitearm (sitearm.madonna): roger
[09:53] Suemoon Magic: I don't think so
[09:53] Roy Sutton (penutbutterjellyman): Cool
[09:53] Beth Ghostraven: are there higher-traffic times that aren't being staffed?
[09:54] Kreatya Shannon (kreatya): Hi all, we are getting the 3 min call: VWEC Eduverse (210,87)
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[09:54] Kreatya Shannon (kreatya): That is your next stop
[09:54] Suemoon Magic: Breila great reference to the Gateway
[09:54] Kreatya Shannon (kreatya): Thank you so much for stopping by
[09:54] Sitearm (sitearm.madonna): @Kreatya ty for your hard work !
[09:54] Roy Sutton (penutbutterjellyman): Thanks for making a directory Kreatya
[09:55] Breila Jenvieve: Thanks Kreatya! :)
[09:55] Roy Sutton (penutbutterjellyman): Sometimes it hard to find stuff, this will be very helpful
[09:55] Sheila Yoshikawa: Thanks Kreatya!
[09:56] Suemoon Magic: ☺
[09:56] Beth Ghostraven: agreed, I really appreciate your working on this! I've spearheaded two previous edu-landmark-gathering projects, and that's a lot of work too
[09:56] Kreatya Shannon (kreatya): Thanks, all

Group 4:

[10:03] Bilimsellik: (Hellos)
[10:03] emilioch: Hello
[10:03] Buffy Beale: waves hi
[10:04] Kreatya Shannon (kreatya): hello
[10:06] Bilimsellik: I don't understand why we fill the database. It does not have privacy even. I have to go for meal. Cya
[10:07] Kreatya Shannon (kreatya): Though the person asking the question has left, I am happy to answer it.
[10:07] Kreatya Shannon (kreatya): Though the person asking the question has left, I am happy to answer it.
[10:07] Kreatya Shannon (kreatya): Regarding the member directory, people are advised on the submission page that it is a public directory where they are being willing to make their information publicly accessible to others.
[10:08] Buffy Beale: That's the whole point isn't it, to have it accessible
[10:08] Kreatya Shannon (kreatya): As far as the community directory, that is why the listings direct to websites, social media sites, or other places to get additional information about the communities.
[10:08] Dex Euomat: and there is a filter on the database that shows only those people who gave the consent to show the information in.
[10:08] Kreatya Shannon (kreatya): Buffy, yes it is.

[10:08] PI (pi.illios): very good Kreatya
[10:09] PI (pi.illios): He comments and go I didn't like it
[10:09] emilioch: Sounded a bit like a troll...asking and leaving . Thank you for handling it with class
[10:09] Buffy Beale: it's ok Pi and yes, possibly a troll we've seen before
[10:09] Kreatya Shannon (kreatya): Dex, yes there is a filter. But Val and Elli and I when we were first looking at this., decided especially on the member directory form there needed to be more blatant disclosure.
[10:10] PI (pi.illios): @Buffy thanks
[10:10] Buffy Beale: awesome!
[10:10] Buffy Beale: the training, great idea
[10:11] Buffy Beale: What a perfect idea for sharing information
[10:11] emilioch: That database is very comprehensive. What about inserting it in this sim (similar to the teleportswall we've seen before?)
[10:11] Kreatya Shannon (kreatya): Suemoon, can you take this?
[10:12] Suemoon Magic: We have some teleports in the Gateway to Thinking here at the Info desk
[10:12] Kreatya Shannon (kreatya): I just work on manually vetting the submissions.
[10:12] Kreatya Shannon (kreatya): There are objects you can click on in the Info Center that do launch the tabs versus always needing the notecard.
[10:13] emilioch: I just don't know if there is a Second life "object" that could handle filters
[10:13] Suemoon Magic: We plan to move the Info Desk soon to a more visble area on this sim and I'm sure we will re-think the resources as well
[10:13] Dex Euromat: I believe emilioch asked if the databasce anc be accessible here from a media on prim, right?
[10:13] Dex Euromat: can*
[10:13] emilioch: (sorry I'm not an expert on SL building)
[10:13] emilioch: Exactly
[10:14] Suemoon Magic: We can certainly talk about it Dex
[10:15] Buffy Beale: that's a good idea to have it showing here if it can work
[10:15] Kreatya Shannon (kreatya): Thank you all very much.

- 3) **Green: Shandra/DeeDee-** Student Research
WVEC Student Research Showcase

GROUP 1

[09:07] Shandra (killashandra.lavendel): ok green group we are waling up the stairs to the arrival area

[09:07] Buffy Beale: thanks Z! great herding

[09:07] Shandra (killashandra.lavendel): Follow the chiles!

[09:07] Elli Pinion: So YELLOW please follow Val (MellisugaVal) and me.

[09:07] Zinnia Zauber: Your leader will send you the LM!

[09:07] Now playing: Tim Glemser - The Spirit of Montana

[09:08] Shandra (killashandra.lavendel): Have a seat or stand

Your preference



I thought we had a couple more

[09:09] Buffy Beale: sure Shandra

ok to wait

[SPEAKEASY TEXT]

Welcome to the Student Research stop. I will be using a SpeakEasy. So if I get a little ahead or behind sorry about that. 😊

Your hosts here are me, Shandra and DeeDee. We both volunteer here at VWEC and can be found around the grid. We're glad to see you this morning in Second Life.

First a little housekeeping.

VWEC is a community gateway. If you haven't visited the website yet please check it out here: <https://www.vweconsortium.org/>.

Something you will notice while you are there is that you can join Second Life directly from the website. <https://www.vweconsortium.org/sign-in/secondlife.php>. The avatar you create at the VWEC website comes right here to where we are now at the gateway island. If there is someone you think might be interested in learning more about instructor and student projects in virtual worlds, instructional design, and research in Second Life they can join right here at VWEC.

Lastly, the area for the student research is still in development, so if the floor is a little damp in places don't worry.

We are here to talk about why we have student work exhibiting here at VWEC.

<http://maps.secondlife.com/secondlife/VWEC%20Eduverse/211/65/46>

The posters behind me were originally presented at the Virtual Worlds Best Practices in Education Conference (VWBPE) 2023 at the poster exhibit this past March. You can learn more about the conference here <https://www.vwbpe.org/> next year's dates are already set March 14-16, 2024.

In collaboration with VWBPE, VWEC felt the posters made for the conference would benefit the educational community if they had a more permanent home. VWEC worked with VWBPE to bring you this exhibit.

These are real life students (some graduated) who did their academic research in a virtual world. These projects, including mine and DeeDee's and my doctoral research, are important to share with professional educators as they demonstrate the affordances that a virtual world offers for teaching and learning in environments like Second Life.

To learn more about the posters please click on the laptop. The laptop will open a pop up window with a youtube link to a short video about the project. We recommend watching that later, they are about 5 minutes in length.

You can also click the iPad for a notecard from exhibitors with references and additional contact information.

Our goal here is to highlight student projects (current and past) in Second Life. This will include highlighting the student challenge projects here in the same area. You can find the details about the VWEC programming challenge on the main deck.

If you have student projects you and your students want to share let us know!

As I finish up my talk we want you to think about:

How can you use this?

What would be helpful for you or your colleagues?

What would be helpful for your students?

Do you have other suggestions?

We want to save your ideas and suggestions about the student exhibit area. Please add them into the chat now. We will capture them and add them to the suggestion spreadsheet.

OR you can just click the mailbox right next to me, which will open a link taking you to a webpage where you can leave comments and suggestions there. These mailboxes are in each area here at VWEC please feel free to click them to leave your comments.

We have just a few minutes, is there any discussion before you move to the next exhibit?

[09:15] Shandra (killlashandra.lavendel): I think the schedule is ahead of time
[09:15] Buffy Beale: Great job!
I love the idea
sure
[09:16] PI (pi.illios): me too!
[09:18] Buffy Beale: talking about how to keep students engaged, it's so important and good for you for researching
[09:18] Now playing: Passage of Time
[09:18] Buffy Beale: I saw the presentation at VWBPE and was very impressed, especially that you've gone from there to here
yes
[09:19] Buffy Beale: Great idea, talking to students taking class why they don't stay
[09:19] Buffy Beale: it's not just a problem with students, Lindens are putting a lot of effort into retention
[09:20] Now playing: Gary Girouard - Aurora's Bed
[09:20] Buffy Beale: it's all relative :)
[09:21] Buffy Beale: so fascinating, love your research findings and future goals and having this space as a starter to showcase their art, it's a great step forward
hahaha Shadra the Second Life cheerleader
I get it, it's the passion coming out
we see and know the potential
[09:23] Buffy Beale: hahah great idea
no idea
[09:23] PI (pi.illios): Nope
[09:23] DeeDeeBeaker: SCSB (63,186,23)
[09:24] Buffy Beale: thanks again, great presentation
[09:24] Shandra (killlashandra.lavendel): Your welcome
[09:24] PI (pi.illios): sThank you both
[09:24] Buffy Beale: not me, I'm not a teacher
[09:24] DeeDeeBeaker: thank you
[09:24] Buffy Beale: or a prof
ha Shandra
[09:24] Buffy Beale: did you finish?
you do get a trophy
awwwwwwww
there's a trophy for most attempts
[09:25] Buffy Beale gave you JoinMeJoinUs Obstacle Course Trophy 2023.
[09:25] Buffy Beale: ha
off to the next one, but if students could only feel the friendships and comradely take care!
[09:27] Shiloh e. (shiloh.emmons): ^^

GROUP 2

[09:27] Shandra (killlashandra.lavendel): Welcome in!
[09:27] Elektra Panthar: hello hello
[09:27] Shandra (killlashandra.lavendel): Is this everyone i nyour group?
[09:27] DeeDeeBeaker: Good Morning all!
[09:27] Elektra Panthar: a couple more I think
[09:27] Marly (marly.milena): I arrived late and just put myself in a group I found on the map

[SPEAKEASY TEXT]

[09:27] Shandra (killashandra.lavendel): Sounds good Marly
[09:35] Marly (marly.milena): We can chat later
I am still not clear
[09:36] Shandra (killashandra.lavendel): shiloh-it would be helpful in the databases
about how to get published
shiloh-especially for students and for instructors
Shiloh- how to work with journals
Yes - Elli says that you can make recommendations to her and val
[09:38] Shandra (killashandra.lavendel): marly-wants to do work on research but not
sure how to learn how to do that
[09:38] Shandra (killashandra.lavendel): shiloh-importance of symbolic of learning and
learning about open ended questions
marly-would like to do more research and follow the process that the learner is in
[09:40] Marly (marly.milena): Are there students looking for research projects in SL who
could receive academic credit for it? *For general notes here
[09:41] Now playing: Ralph Zurmuhle - Leaving Home
[09:42] Graceful (profgraceful): waving hi to Shiloh
[09:42] Shiloh e. (shiloh.emmons): *waves back ^^
[09:42] Elektra Panthar: oh, interesting
[09:42] Marly (marly.milena): Spatial relationship of avatars and impact on learning
[09:43] DeeDeeBeaker: SCSB (63,186,23)
[09:43] Elektra Panthar: Thank you Shandra and DeeDee :)
[09:43] Shandra (killashandra.lavendel): ☺
[09:43] DeeDeeBeaker: lo
lol
[09:43] Shiloh e. (shiloh.emmons): ty very interesting... social presences
[09:44] Elektra Panthar: Take care
[09:44] DeeDeeBeaker: SCSB (63,186,23)

GROUP 3

[SPEAKEASY TEXT]

[09:44] Zzri Avian (zri.portal): :D
[09:48] Zzri Avian (zri.portal): claps!
[09:48] Now playing: Peter Vantine - Sanctus
[09:49] Lyr Lobo: Thank you *grins*
[09:51] Shandra (killashandra.lavendel): Bruce-adult learners that has instructional
designers and is an excellent place to do training. and one push back is how to set up a
course. and how to do that in 3D and how to set it up in RL
[09:51] DeeDeeBeaker: great question
[09:51] Max Chatnoir: Teaching models?
[09:53] Shandra (killashandra.lavendel): ardith - evidence of the effectiveness of
learning in second life in 3D
[09:53] Max Chatnoir: I think Elli might have data on that.
[09:54] DeeDeeBeaker: These are some wonderful questions, and possibilities for future
research
[09:55] Bruce (cooper.swizzle): Thanks Shandra

[09:55] Sitearm (sitearm.madonna): they gave us the bum's rush... erm the new landmark

[09:55] Zzri Avian (zri.portal): heheh

[09:55] DeeDeeBeaker: SCSB (63,186,23)

[09:56] Zzri Avian (zri.portal): thanks!

[09:56] Now playing: Paul Hovda - When I Survey the Wondrous Cross

[09:56] Zzri Avian (zri.portal): see you, Shandra and sure, hahah :D

[09:57] DeeDeeBeaker: SCSB (63,186,23)

GROUP 4

[09:58] Sheila Yoshikawa: Hi!

[09:58] Shandra (killashandra.lavendel): Hi everyone, we'll get started in one minute

[09:58] Beth Ghostraven: Hi DeeDee and Shandra!

[09:59] DeeDeeBeaker: Hello all

[09:59] Breila Jenvieve: Hi there!

[SPEAKEASY TEXT]

[10:04] Sitearm (sitearm.madonna): I recall there is an online datalist of phd theses done in SL

[10:04] DeeDeeBeaker: nice

[10:04] Sitearm (sitearm.madonna): is that still maintained by you guys Val et al

I give the links to Val

:)

there are phd's in progress as we speak !!!

[10:05] Now playing: Tim Neumark - Time's Arrow

[10:05] Sitearm (sitearm.madonna): it would be a good poster to add HERE

[10:05] Sheila Yoshikawa: not sure I knew about that?

[10:05] Sitearm (sitearm.madonna): with a click to open the URL

[10:05] Roy Sutton (penutbutterjellyman): Do you have the list of phd theses for SL research?

[10:05] Sitearm (sitearm.madonna): @Sheila Val told me awhile back

[10:05] Sheila Yoshikawa: actually an exhibit of past PhDs

[10:05] Sitearm (sitearm.madonna): is why I asked if it is still maintained it is an online list of URLs

[10:06] Sheila Yoshikawa: I had a student some years ago and he published a paper from it too

[10:06] Sitearm (sitearm.madonna): direct to online or download PDF's of dissertations @Shandra cool ty :)

[10:06] Breila Jenvieve: I'd love to look at that to present data to my school district.

[10:06] Sheila Yoshikawa: I mean a PhD student researching education in SL

[10:06] Sitearm (sitearm.madonna): it adds weight I feel to VWEC

[10:06] DeeDeeBeaker: great ideas

[10:07] Sitearm (sitearm.madonna): some of you have met WillowEstar - her phd's in progress - did her interviews with many of us in VWEC and other SL groups of practice :)
ends info

[10:11] Sheila Yoshikawa: is this permanenetly going to be a student research area? apologies if you already covered that thanks

[10:13] Breila Jenvieve: Thank you both!
[10:13] Shandra (killlashandra.lavendel): thank you everyone!
[10:13] Sheila Yoshikawa: Thanks for the presentation!
[10:13] Beth Ghostraven: thank you!
[10:13] Shandra (killlashandra.lavendel): thanks for listening to me be a cheerleader :)
[10:13] DeeDeeBeaker gave you VWEC Eduverse Deck and Fireside Chat.
[10:13] Beth Ghostraven: I need to head out, lunchtime here
[10:13] Shandra (killlashandra.lavendel): By beth!
[10:14] Beth GhostravenBeth Ghostraven 's tummy rumbles
[10:14] Shandra (killlashandra.lavendel): ♥
Thanks for coming.
[10:14] Beth Ghostraven: bye for now!
[10:14] Sitearm (sitearm.madonna): @Shandra, DeeDee ty !
[10:14] Roy Sutton (penutbutterjellyman): ugh im terrible with my camera controls, can I walk up here
[10:14] Shandra (killlashandra.lavendel): of course!
[10:14] Roy Sutton (penutbutterjellyman): ty
[10:14] Shandra (killlashandra.lavendel): Feel free to click the ipad for a notecard with information to read later :)
Ok I'm heading back down to the fireside area.
[10:15] DeeDeeBeaker: me too
[10:15] Roy Sutton (penutbutterjellyman): ok thank you

4) **Blue: Zinnia/Liss** - Student Challenge

VWEC Student Challenge Building Zone
<https://maps.secondlife.com/secondlife/SCSB/63/186/23>

[2023/07/05 09:11] Zinnia Zauber: **VWEC Second Life Student Challenge: Serious Simulations in the Metaverse: each time Zinnia gave the notecard with this information provided by Marie to the groups:**

Programming challenges (aka Hack-a-thons) are a popular way to quickly create content and applications in the fast-paced world of technology innovation. These events are typically run through academic institutions or high visibility technology companies like Google and Meta. These events usually run between 36 hours and 1 week, with most around 36 or 48 continuous hours. The final products of these challenges are typically prototypes that the schools or companies can use as proof of concept which may be taken up for fleshing-out later on. VWEC was approached to sponsor such a challenge but instead of being a continuous number of hours, **it will run for 2 months**, which would allow participants who are new to Second Life enough time to gain proficiency with the Second Life interface, building, and scripting.

This first annual challenge itself will be centered around educational institutions that maintain a presence in Second Life. They can open space on their regions for students to build an educational experience or they can use the area that Linden Labs has given VWEC for the purpose of allowing student teams to build these experiences. It will be somewhat open-ended to support any educational content, as long as it addresses the judging criteria.

The Challenge will start October 1, 2023 and continue until December 2. On September 30, there will be a kick-off event for instructors and student teams where the building site will be toured and questions can be addressed.

On December 2nd, there will be an inworld event where students present their entries addressing the criteria and qualified judges will grade each experience and rate them based on a preset rubric provided. The goal for this first Challenge is that students have a supportive opportunity to use a Virtual World to create a build while they find deeper understanding of the content they are learning.

Each institution is encouraged to form teams of students, each of which will design and implement the educational experience for the competition. We are also working with Virtual Ability for courses and videos on how to address accessibility in Second Life and Builder's Brewery for Absolute Beginner courses the first week in October and an intermediate course around October 29th. We are working with both organizations to determine whether videos can be posted of the instructional events. In addition, **a list of good examples of educational builds will be published so students/instructors can visit.**

Who can participate:

Professors & Instructors with their class

Sponsor Professors/Instructors already in SL and interested students at their institutions. Not necessarily associated with a particular course at their institution

The judging Criteria are based on a rubric where student teams can get between 1 and 5 points, 5 points being the highest

VR Challenge RUBRIC:

Authenticity/ Accuracy of Content

Balanced Sides-without Bias

Accessible/ Aesthetic Appeal

Interaction and/or Immersion

Presentation

Awards/Prizes will be based on the points.

Prizes have been generously donated by New Media Arts and include:

1st: 1 Year Premium Membership for school + \$100.00 Lindens:

2nd: 1 Year Premium Membership for school + \$50.00 Lindens:

3rd: 1 Year Premium Membership for school + \$25.00

Most Authentic \$25.00/3

Most Interactive \$25.00/3

Best Presentation \$25.00/3

Important Dates:

Registration:

Opens: August 15

Closes: September 25th

Opening Event: September 30

Closing Event: December 2

Student Exhibits taken down: January 31, 2024

Website available: August 1

VWEC website with additional information will be available by August 1st so that instructors have time to create curriculum if needed. More details on build sizes and prim counts will be available but may change based on number of teams registered.

Group 1

Zinnia Zauber: So, you can see this is an exciting opportunity.

Sitearm (sitearm.madonna): Very nice!

Breila Jenvieve: What kind of help is needed?

Roy Sutton (penutbutterjellyman): These students will be completely new to SL?

Beth Ghostraven: Are the prizes in L\$, or \$USD worth of L\$?

Sheila Yoshikawa: 25 lindens isn't much!

Beth Ghostraven: \$50.00 Lindens is confusing

Roy Sutton (penutbutterjellyman): Yes, under 16 is not allowed unless through a website and accounts that can't teleport out of the educational sim

Sitearm (sitearm.madonna): what catches my interest is Marie using SL for the contest - I know TUD and CAG are in dialogue with her (CSU) (Marie is teaching at CSU using VR worlds till now)

Roy Sutton (penutbutterjellyman): G sims is 16+

Beth Ghostraven: (CSU = Colorado State Univ?)

Roy Sutton (penutbutterjellyman): 13-16 needs institution locked accounts. Lindens can help set it up

Wisdomseeker (lissena): does anyone here have students who might be interested?

Sitearm (sitearm.madonna): my point being "SL is where the people are" might be an emerging trend for 20-somethings - who for now go to Roblox etc.

Sheila Yoshikawa: is it aimed at schools (K12 you might call it?) or university-level, or both?

Zinnia Zauber: Are your students motivated by money or points or doing something?

Breila Jenvieve: Oh that's good to know, Roy (I will be teaching 13 YOs starting this year.

Beth Ghostraven: The best kind of motivation is intrinsic, but extrinsic could help get them here

Sitearm (sitearm.madonna): second point - Inara's post mentioned another Linden contact in addition to Madori (SyFy?) who mentioned partnering for developer type events, like this, with uni's

Zinnia Zauber: Yes, my students are often motivated to do something they have never done before and a chance to show off.

Roy Sutton (penutbutterjellyman): My concern is the interface needs to be learned first before any kind of prototype can be built. I have been to various hackathons in RL, including US Government sponsored and one at Microsoft. Generally you have people who already know how to code go there. So if they are brand new, they might not be able to create the prototype. I might suggest interface lessons first and the hackathon at the end?

Sitearm (sitearm.madonna): one assumes Madori and SyFy are talking but... might be worth following up

Sheila Yoshikawa: do the educators have to be newish to virtual worlds? or can old-timers participate?

Wisdomseeker (lissena): Marie will read this, Site--and can check that out

Breila Jenvieve: I suppose that's a big reason why the event is so long.

Sitearm (sitearm.madonna): Third point: CAG is starting a new "Meta Entrepreneurship" class this October where the student teams will build and market products in SL - which is one reason CAG is talking to Marie ^ ^

Roy Sutton (penutbutterjellyman): Of course, at most hackathons the final product is never built. The ideas can still be shared but students will have better ideas when they know what can and cannot be done here

Sitearm (sitearm.madonna): Side point: Marie and one of her CSU students created a VR game now available on Steam called VR Vet - so again, Marie coming "back" to SL for this hackathon piques my interest :)

Beth Ghostraven: I'd be willing to donate some clothing and help them get dressed, if that's part of it

Sitearm (sitearm.madonna): *end of points*

Breila Jenvieve: I'd love to help how I can (I build a bit) but I do have limited time and a new job. :)

Zinnia Zauber: I know from my experiences, my students enjoy doing something that stretches their comfort zone.

Breila Jenvieve: It's exciting to see people come in for this kind of thing

Roy Sutton (penutbutterjellyman): Okay I see the hackathon goes on for the entire month, than I guess it is fine. I was trying to say that interface and abilities of the platform need to be understood before ideas come up

Zinnia Zauber: And, what a wonderful way to get them to connect with each other.

Wisdomseeker (lissena): maybe a question is how to get more instructors involved?

Roy Sutton (penutbutterjellyman): I can help volunteer depending on what you need

Breila Jenvieve: Perhaps through educational tech groups. We have TCEA in Texas.

Roy Sutton (penutbutterjellyman): I'm a scripter so I can answer scripting questions for students who might have ideas but not sure if it can be done with SL scripts

Group 2

PI (pi.illios): How did you contact the educators? I know someone who might be interested and recently finish her PHD

Buffy Beale: what a great idea though, encourage building in SL

PI (pi.illios): Is there a note with information for them? [we give out notecard] Thank you This will do. She can contact Marie

Zinnia Zauber: We all know how powerful you feel once you learn to build.

Buffy Beale: really nice idea, well done!

Wisdomseeker (lissena): we are wondering, for example, if some of us can volunteer to assist the students

Zinnia Zauber: What inspires your students to learn something new?

Wisdomseeker (lissena): and what do you find most interesting about this?

Buffy Beale: seeing someone's art or sculpture

Wisdomseeker (lissena): Zinnia, I am wondering if this can apply to lifelong learning students too?

Buffy Beale: I think would inspire them to want to create. It's a great idea and fits in with the Student Art areas: and good work landing the prizes too

Wisdomseeker (lissena): to make this successful what do you think we should focus on?

Buffy Beale: it's so fantastic that VWEC has Linden support: focus on making it easy to participate

Zinnia Zauber: We are grateful that Madori gets so excited about these opportunities.

PI (pi.illios): Having LL support They can be feature in the highlights

Zinnia Zauber: We need to take snapshots along the way. Document the process.

Buffy Beale: yes, document the process

PI (pi.illios): They would love to see themselves in the website

Zinnia Zauber: Yes, and a wonderful portfolio piece for employment.

Buffy Beale: having the classes will help

PI (pi.illios): great idea

Zinnia Zauber: We might need some folks help do posts along the way too.

Wisdomseeker (lissena): yes, if it helps for their future, that would be very motivating

Zinnia Zauber: build up excitement.

Buffy Beale: and also, it will help students from other schools to meet: great info Z and Wisdom, thanks

Group 3

Graceful (profgraceful): love landing in big spaces so full of potential

Zinnia Zauber: How do we motivate our students to try something like this or get other instructors on board?

Wisdomseeker (lissena): someone has suggested that Linden Lab will help with that

Shiloh e. (shiloh.emmons): well... how about... Use Social Media to help promote it

Zinnia Zauber: The last group discussed how we can document the process for future inspiration.

Elektra Panthar: good idea

Shiloh e. (shiloh.emmons): since there is a move to integrate social media, maybe access university libraries... to have the librarians know about it

Zinnia Zauber: I am already thinking of having students pose with hard hats to help marketing it.

Shiloh e. (shiloh.emmons): good idea

Graceful (profgraceful): I like the hard hat idea

Marly (marly.milena): "Educational experience" can be interpreted in so many ways. Could it have a non- literal basis such as exploring literary characters, ideas, feelings, spiritual development, etc?

Shiloh e. (shiloh.emmons): as an SL in world experience / example

Zinnia Zauber: Yes, so that idea of building something together.

Shiloh e. (shiloh.emmons): I would like to draw attention to Dae Miami's exhibits.. and his interaction with RL museums... as an impetus to students on where working with the blend of VR VW and RL can go

Marly (marly.milena): There could still be builds but based on intangibles

Graceful (profgraceful): for clarification - this is limited to institutions that already have a presence in sl?

Marly (marly.milena): Just want to make sure that "Design an educational experience" gets well defined

Zinnia Zauber: Okay, so sounds like it would be helpful to have examples to get people going. Visit some locations, I like that idea.

Shiloh e. (shiloh.emmons): Dodges has often brought up... in exhibit design... integrating curriculum needs objectives goals... in the planning.. I offer Dae Miami's exhibits as a go to place for instructors and students

Marly (marly.milena): Would scripting also be taught and be able to be used as additional element?

Max Chatnoir: Marly, Dodge and I have put together several tutorials on scripting.

Bruce (cooper.swizzle): Hi, what is Builders Brewery

Max Chatnoir: They'll be available down in the resources center.

Marly (marly.milena): It might help to have easily accessible examples of projects that already exist which instructors and students can get to for inspiration

Max Chatnoir: Like the Teaching Models?

Shiloh e. (shiloh.emmons): MOOCs

Marly (marly.milena): Yes, Models of Teaching, but also other creations around SL

Elektra Panthar: BB is a big group that offers classes on scripting, building etc

Max Chatnoir: Yes, there are so many! Oxbridge Caledon also.

Group 4

Max Chatnoir: So the students will have about six weeks to put something together? Oh, not, that's just registration. End of september to beginning of November?

Ardith Delvalle: What kinds of topics do you expect the student projects to focus on?

Max Chatnoir: Could be anything: I'd love to see projects in multiple disciplines. But the students do the building, with advice? It sounds like fun. So the projects would start at the beginning of the fall term? Students would be introduced to it then? Maybe get the instructors recruited earlier.

Ardith Delvalle: Just curious but have most of the students experience 3D worlds when growing up, so it's familiar to them already?

Max Chatnoir: We could recruit from our respective institutions.

Lyr Lobo: It has not been my experience, Adrith. Most if not all are usually new to virtual worlds

Zinnia Zauber: Well, we could expect this is new for the students and maybe the instructors.

Lyr Lobo: I've taught 58 classes...only had one student with prior experience

Max Chatnoir: That was my experience when I was teaching on genome. Most of the students had not been in virtual worlds previously.

Wisdomseeker (lissena): does game playing help them at all here?

Zinnia Zauber: I have had students share with me the other virtual gaming spaces they have built prior to my classes.

Max Chatnoir: SL not a game

Zinnia Zauber: Yes, it does.

Ardith Delvalle: I deal with adults in mostly corporate training, so expect people to be new to 3D worlds, but always assumed most college students (and younger) had some knowledge of 3D

Max Chatnoir: it's helpful for navigation, etc.

Zinnia Zauber: I love how even older students have more experience than younger ones working in a 3D space. And, it really helps build teamwork with the students.

Max Chatnoir: I think in my case it may have been because most students taking online courses are older and working during "regular" class times. So less likely to have been in virtual worlds previously.

END