Jeremy Kemp, M.Ed, M.S.J.
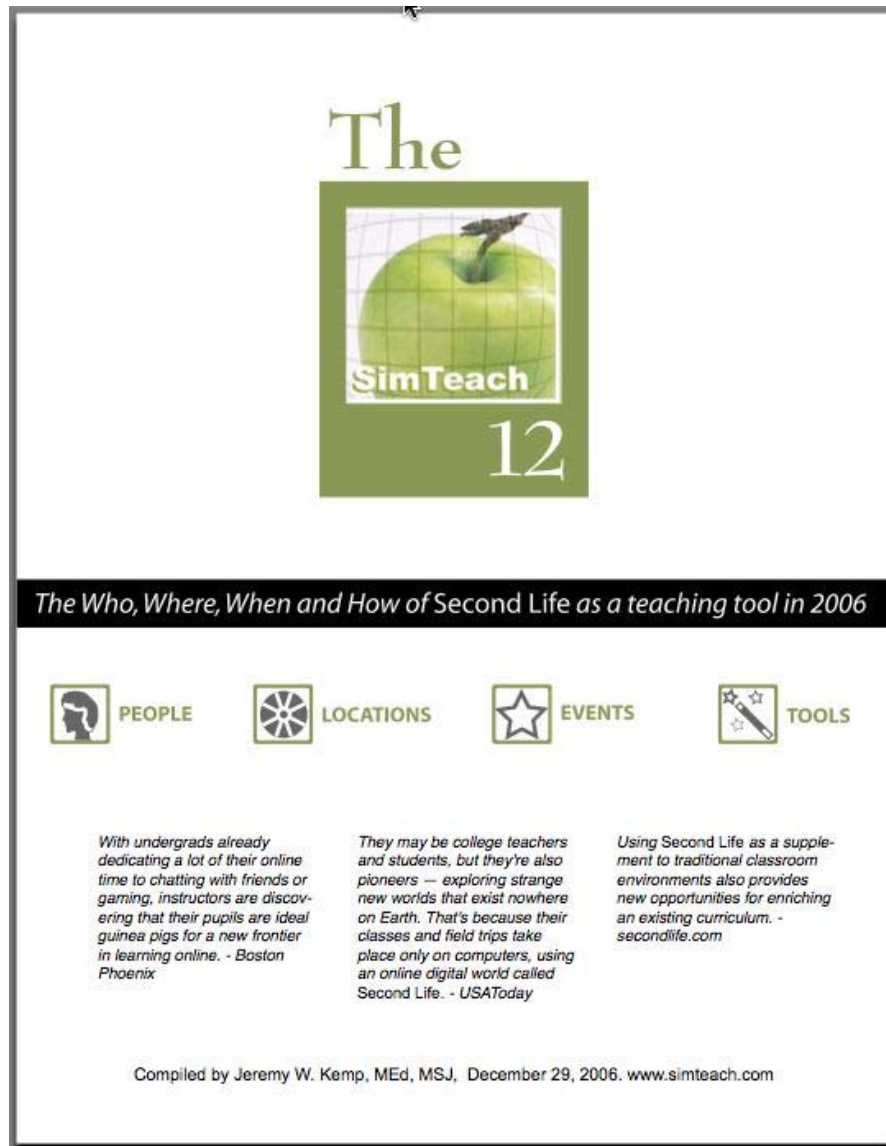
Assistant Director, *Second Life* Campus
San José State University

School of Library & Information Science

"A chocolate and peanut butter combination" of Second Life and Moodle

Who am I?

Product Manager	1996
Entered MUVEs (Bungie)	1998-
Online teaching (PCC)	1999-
Dosimetry Online (Stanford)	2001
WebCT Admin (SJSU)	2001-
Heart Murmur Sim	2006
Simteach.com Wiki	2006-
Second Life Campus (SLIS)	2007-

The Simteach 12

2006's most notable:

- People
- Places
- Tools
- Events

The Who, Where, When and How of Second Life *as a teaching tool in 2006*

PEOPLE   LOCATIONS   EVENTS   TOOLS

With undergrads already dedicating a lot of their online time to chatting with friends or gaming, instructors are discovering that their pupils are ideal guinea pigs for a new frontier in learning online. - Boston Phoenix

They may be college teachers and students, but they're also pioneers — exploring strange new worlds that exist nowhere on Earth. That's because their classes and field trips take place only on computers, using an online digital world called Second Life. - USAToday

Using Second Life as a supplement to traditional classroom environments also provides new opportunities for enriching an existing curriculum. - secondlife.com

Compiled by Jeremy W. Kemp, MEd, MSJ, December 29, 2006. www.simteach.com

http://simteach.com/simteach12_06.pdf

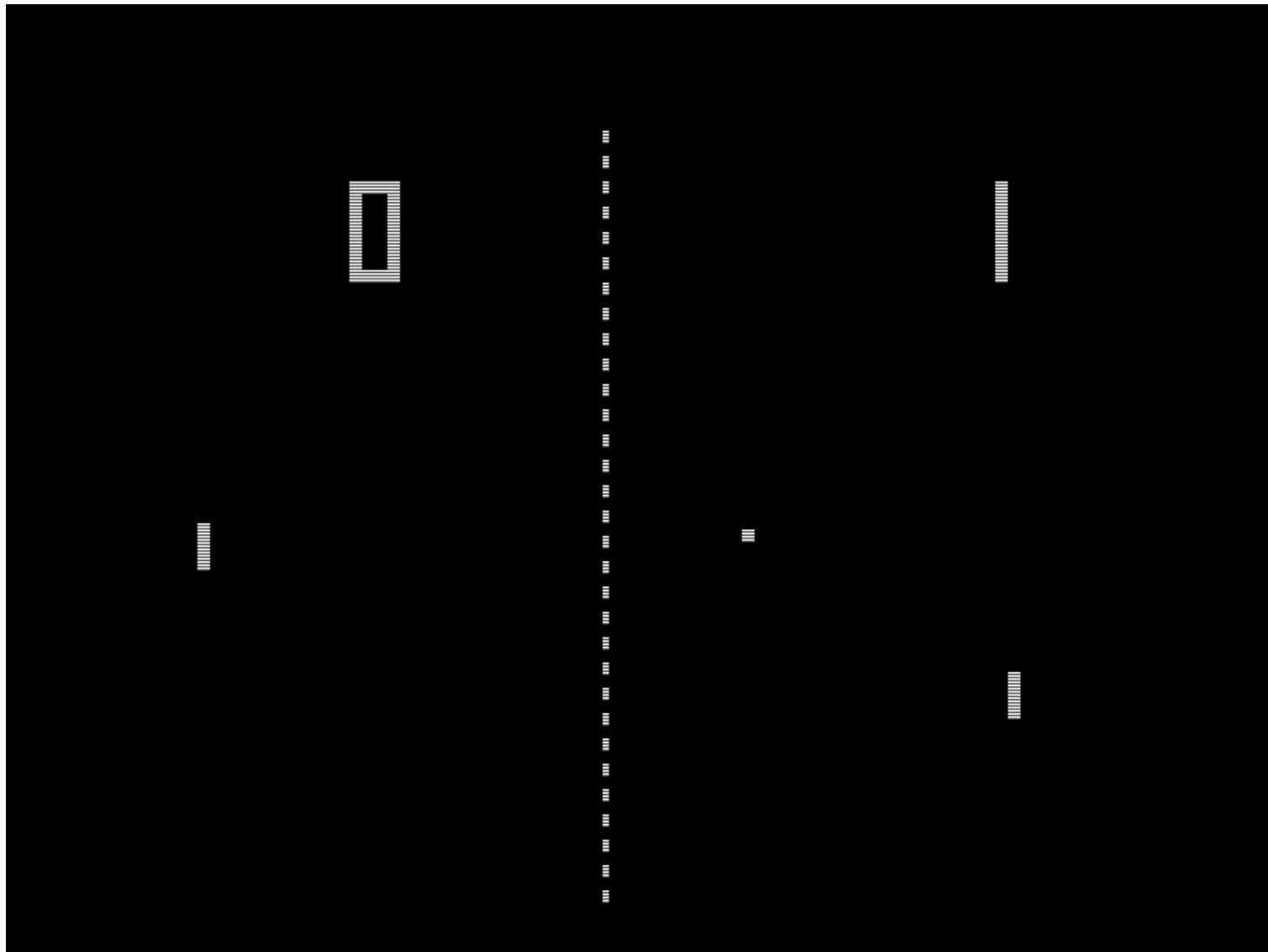# SLIS Movie

- SJSU Movie
  http://www.youtube.com/watch?v=ADE0 VSffgis

Today's Three Take-aways:

- *Second Life* is PONG decontextualized

- "Flatland U: My life as a Learning Management System" by A. Square.

- Communities will make Sloodle work

PONG Decontextualized

"O day and night, but this is wondrous strange"
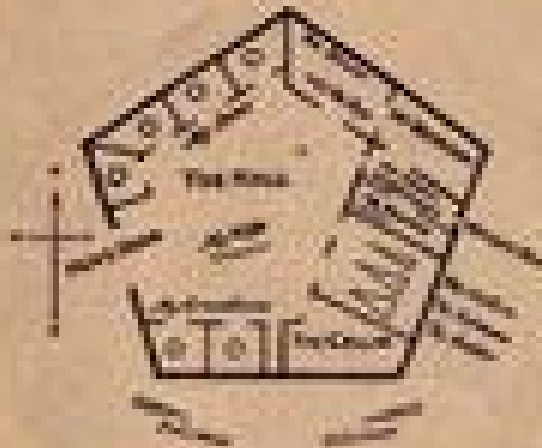
FLATLAND

A ROMANCE
OF MANY DIMENSIONS

By A Square

(Edwin A. Abbott)

"And therefore as a stranger give it welcome."

BASIL BLACKWELL · OXFORD

Second Life
Virtual Environment

- Avatars
- 3D construction
- Interactive scripts
- Immersive settings
- Virtual manipulatives

Moodle
Learning System

- Structured lessons
- Threaded discussion
- Assignment drop-box
- Self scoring quiz
- Roster / grade book
- Long-form documents

SLoodle
Second Life Object-Oriented Distributed Learning Environment

Touch, walk through and fly around learning exercises mirrored on the Internet and the Metaverse. Blocks in Moodle become 3D objects in Second Life. Chat logs, objects and Second Life snapshots become contributions to the Moodle classroom. Two developer communities come together to create entirely new teaching tools that motivate while offering hands-on exploration. Join us!
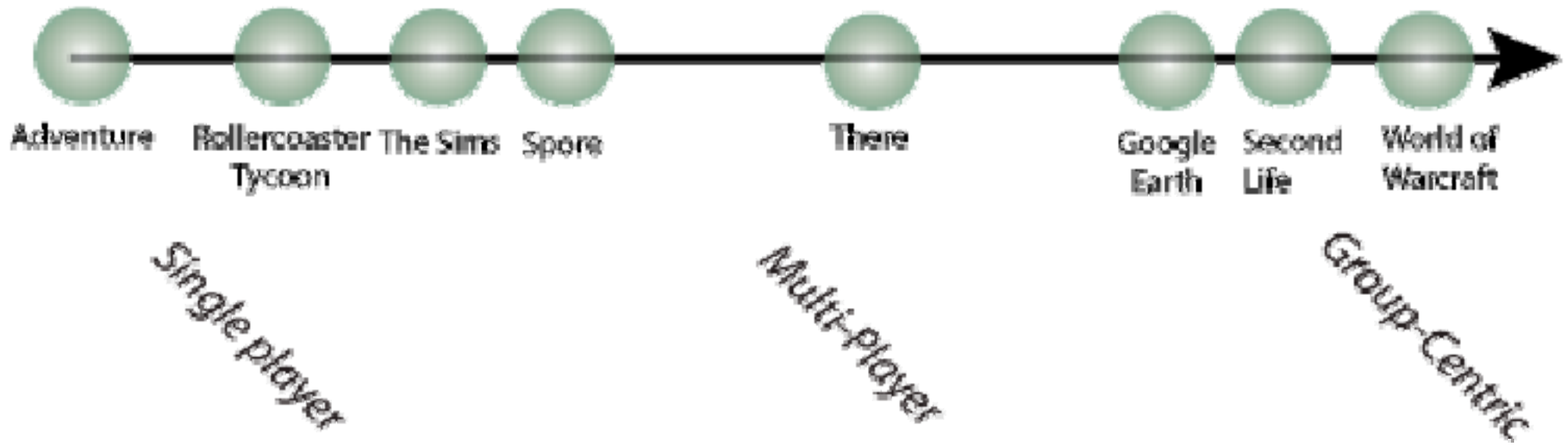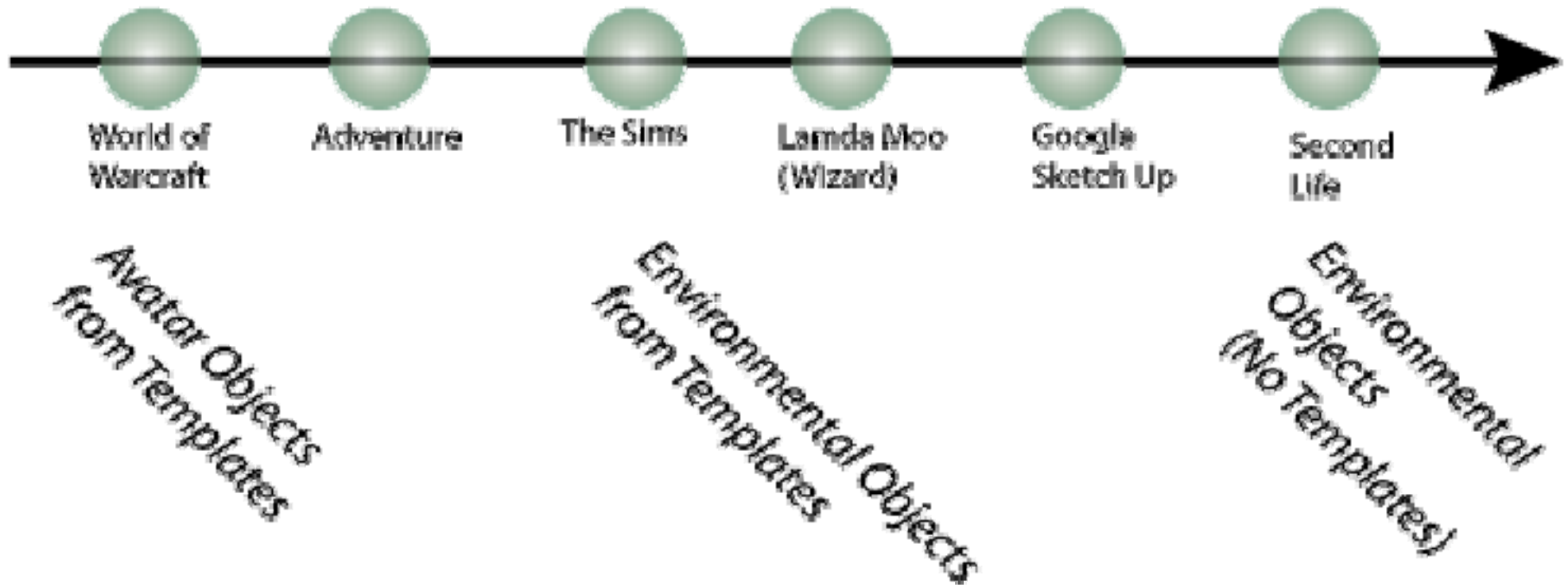
>> PONG Decontextualized
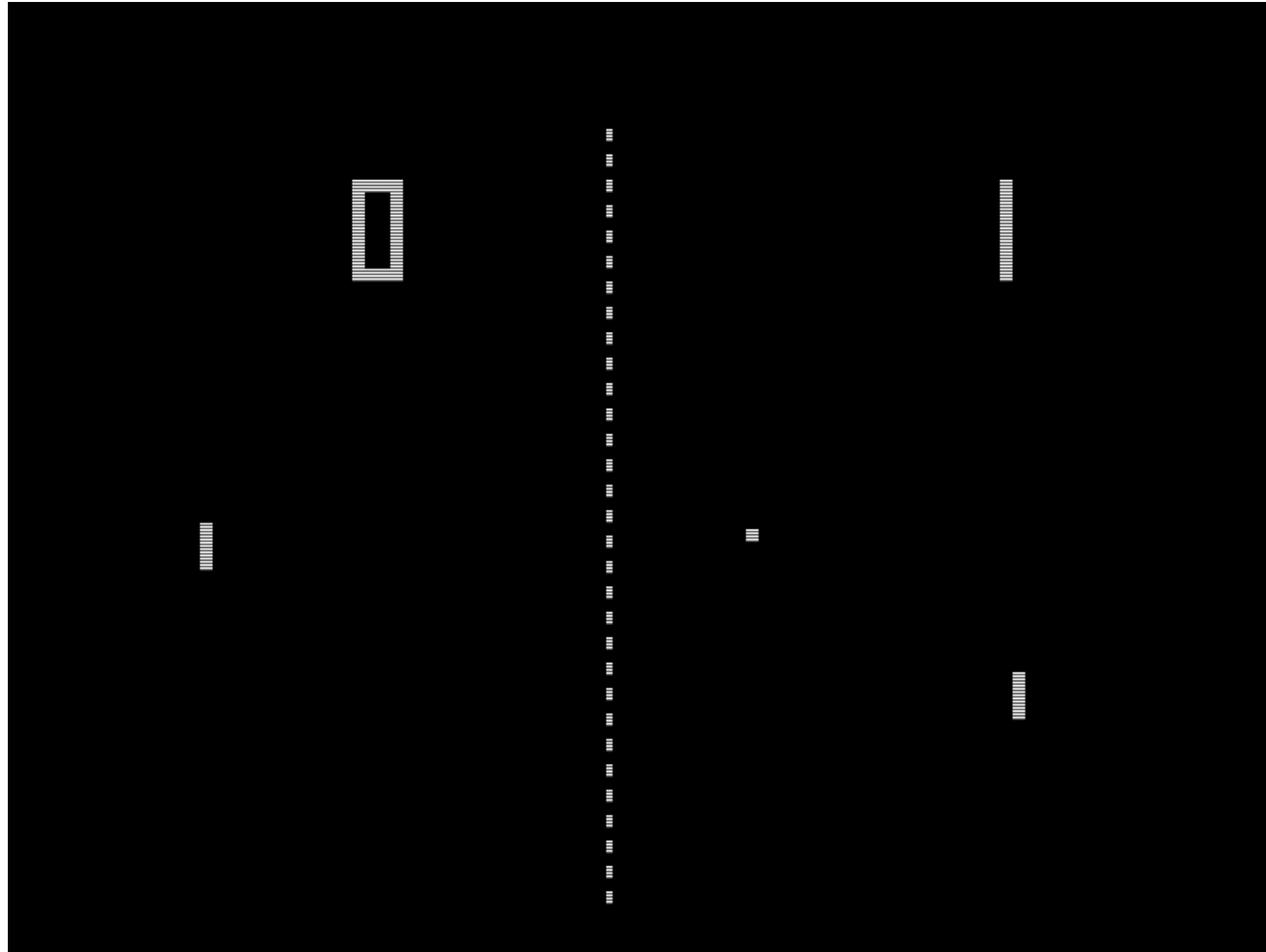
S.L.E.D. Continua

- Collaboration
- Cumulativity

Collaboration

Cumulativity

World of Warcraft — Avatar Objects from Templates

Adventure

The Sims

Lamda Moo (Wizard) — Environmental Objects from Templates

Google Sketch Up

Second Life — Environmental Objects (No Templates)

The Sims Online

Item	Skill 1	Skill 2	Cost
Pet Painting	Creativity 10	Cooking 10	§10,000
Coffee Table	Body 10	Cooking 10	§12,000
Gothic Stereo	Mech 10	Charisma 10	§14,000
Custom Computer	Mech 10	Logic 10	§16,000
Hard Carved Double Bed	Creativity 10	Charisma 10	§18,000
Double Recliner	Body 10	Logic 10	§20,000

The Sims Online

The Sims Online

Y-axis (top to bottom): Group-Centric, Multi-Player, Single player

Y-axis label: Collaborative

X-axis label: "Cumulative"

X-axis categories (left to right): Avatar Objects from Templates, Environmental Objects from Templates, Environmental Objects (No Templates)

Bubble labels:
- World of Warcraft
- Second Life
- Eve Online
- There
- Everquest
- Google Earth
- The Sims Online
- Lamda Moo (Player)
- Rollercoaster Tycoon
- Spore
- Lamda Moo (Wizard)
- Sim City
- Adventure
- The Sims
- Google Sketch Up

Stigmeric

Group-Centric

Multi-Player

Single player

Collaborative

World of Warcraft

Eve Online

There

Wiki
Blog
YouTube
Flickr

Web 2.0

Second Life

Everquest

Lamda Moo (Player)

The Sims Online

Google Earth

Rollercoaster Tycoon

Spore

Lamda Moo (Wizard)

Sim City

Adventure

The Sims

Google Sketch Up

"Cumulative"

Avatar C
from

Environ
from

Environ
Obje
(N

sloodle

Learning Community

Collaborative

"Cumulative"

Teaching Objects

Angrybeth's Whiteboard

Wiki
Blog
YouTube
Fllkr

Blog Toolbar
Classroom
Chat Logger

Stigmeric

Web 2.0

World of Warcraft

Second Life

Eve Online

There

Everquest

The Sims Online

Google Earth

Lamda Moo (Player)

Rollercoaster Tycoon

Lamda Moo (Wizard)

Spore

Sim City

The Sims

Google Sketch Up

Adventure

RSS Reader

PixelTrix Calendar

TRUTHS Satellite Trainer

Chaoc's Telescope trainer

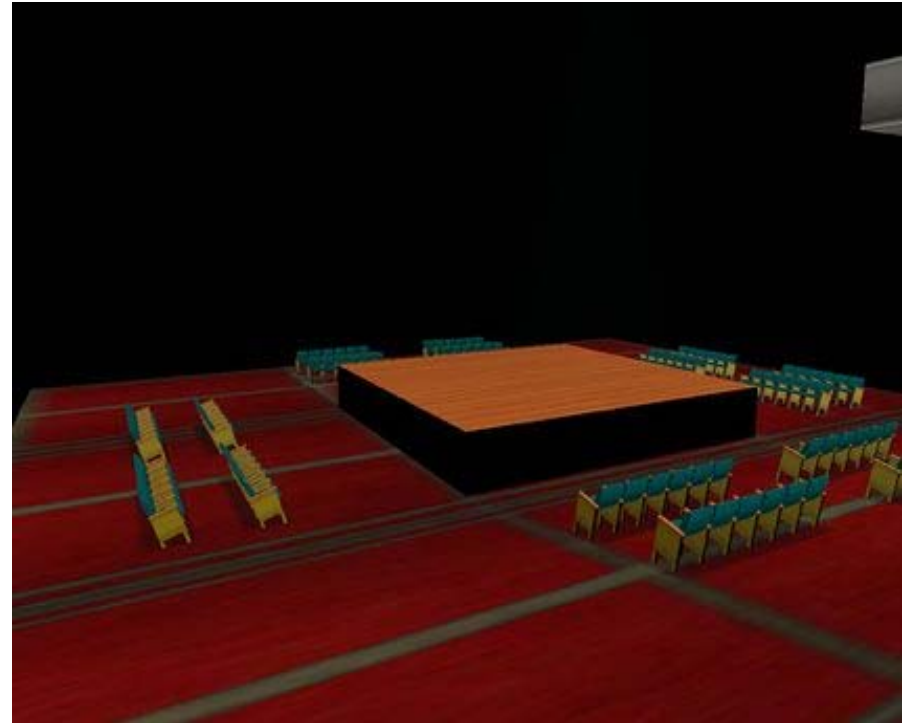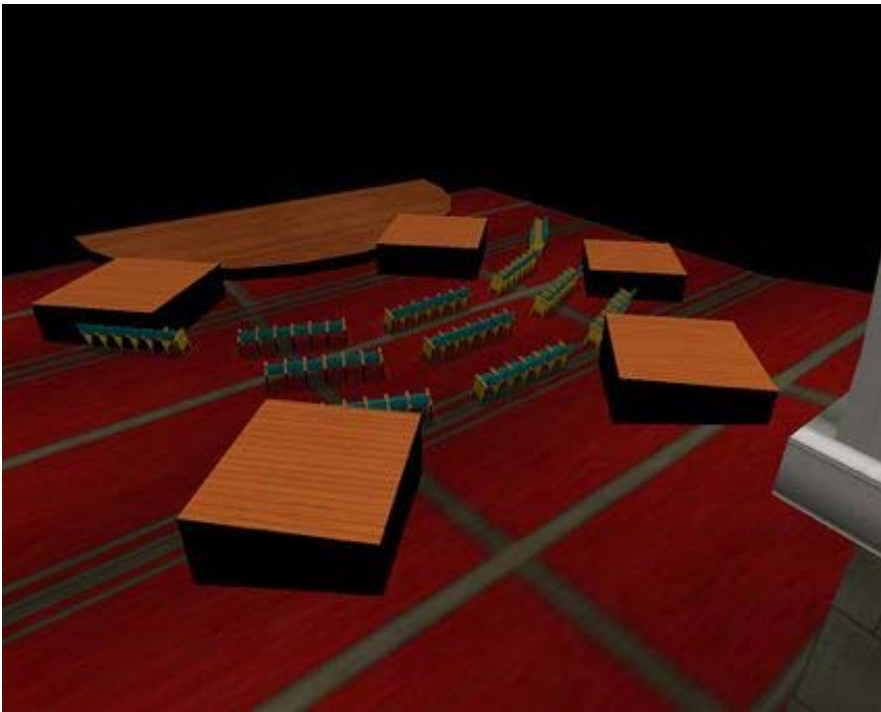_BlackLibrary Tourbot

>> Flatland U.
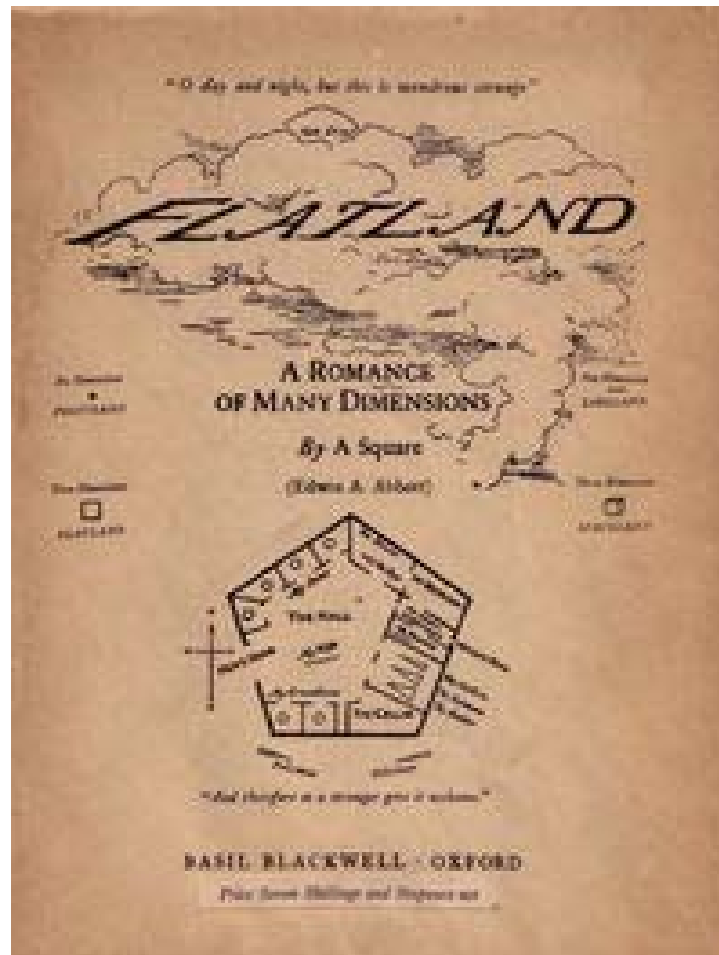
1D : Correspondence

2D: Flat LMS/VLE systems

3D: Second Life
and M.U.V.E.s

Sloodle Whitepaper - 10/20/06

PUTTING A SECOND LIFE "METAVERSE" SKIN ON LEARNING MANAGEMENT SYSTEMS

Jeremy Kemp,
eCampus,
San Jose State University
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SL: Jeremy Kabumpo

Daniel Livingstone,
School of Computing
University of Paisley
daniel.livingstone@paisley.ac.uk
SL: Buddy Sprocket

Abstract

This paper outlines the advantages and weaknesses of Multi-User Virtual Environments for teaching and explores the possible benefits of integrating them closely with traditional Learning Management Systems. We present survey findings of teachers interested in using the Second Life MUVE for teaching. The teachers gave us their opinions about integrating SL and LMS in their classrooms. We finally propose technical methods for creating hybrid systems combining elements of both MUVE and traditional LMS systems for use in teaching. The hybrid system uses the Moodle open source system and Second Life's connectivity features to mirror

features are used more sparingly. It is clear that the full potential for interactive learning support is not being reached in the main. There is relatively little use of multi-media – and indeed these VLE's do not readily support the creation of multi-media content. But richer multi-media presentations supporting learning of 'hard' topics has long been known to have value in student learning (Laurillard, 1997).
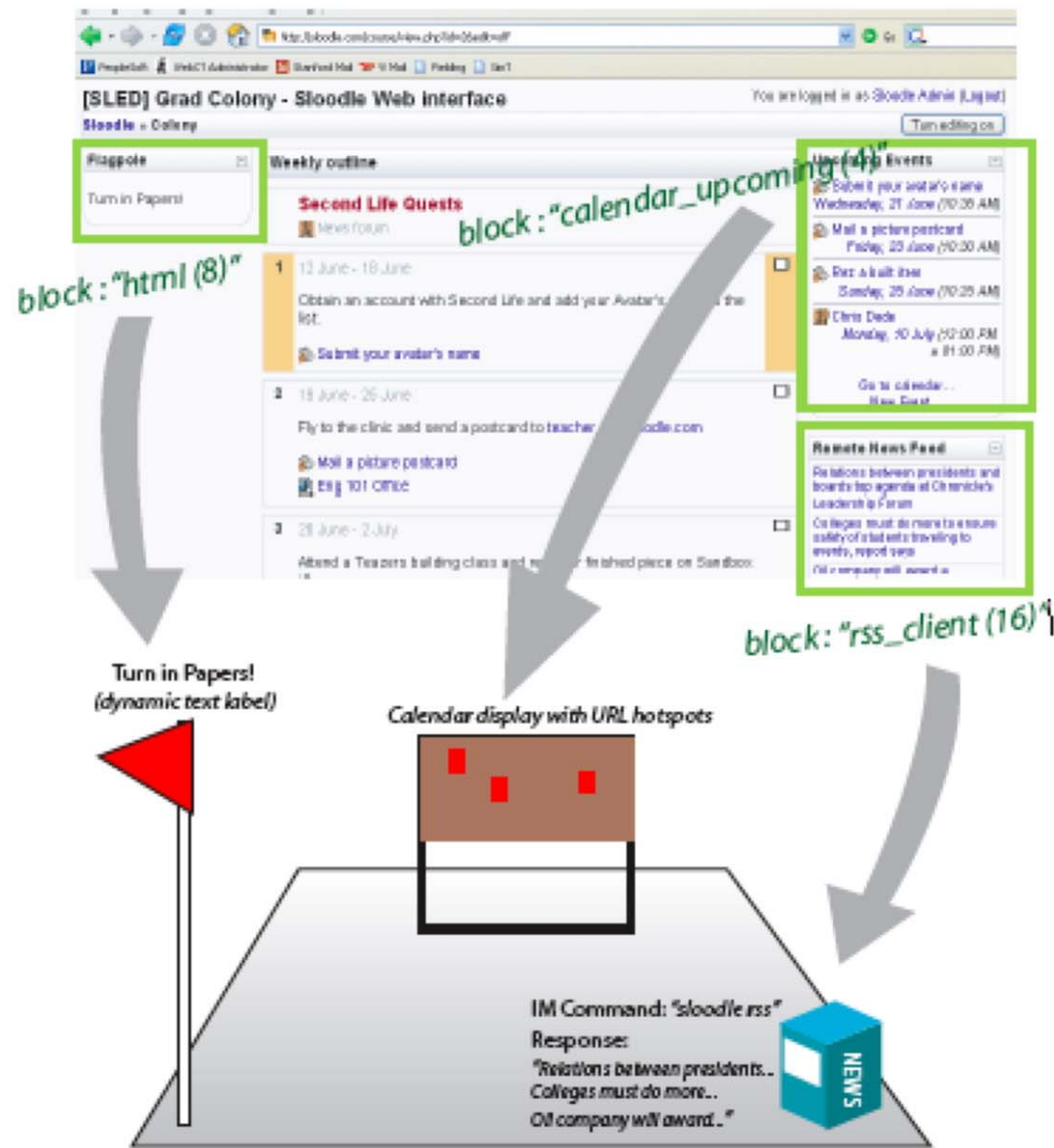
Second Life overview

Teachers and university administrators are experimenting with a new form of virtual learning environment with some basic similarities to LMS but

http://www.sloodle.com/whitepaper.pdf

Sloodle Classroom - System Specification
Version 1.1 - 6/20/2006

SJSU Movie: Reference

- http://youtube.com/watch?v=e8dWmxwK8Os

Sloodle Classroom - System Specification
Version 1.1 - 6/20/2006

block : "html (8)"

block : "calendar_upcoming (4)"

block : "rss_client (16)"

Turn in Papers!
(dynamic text label)

Calendar display with URL hotspots

IM Command: *"sloodle rss"*

Response:
*"Relations between presidents...
Colleges must do more...
Oil company will award..."*
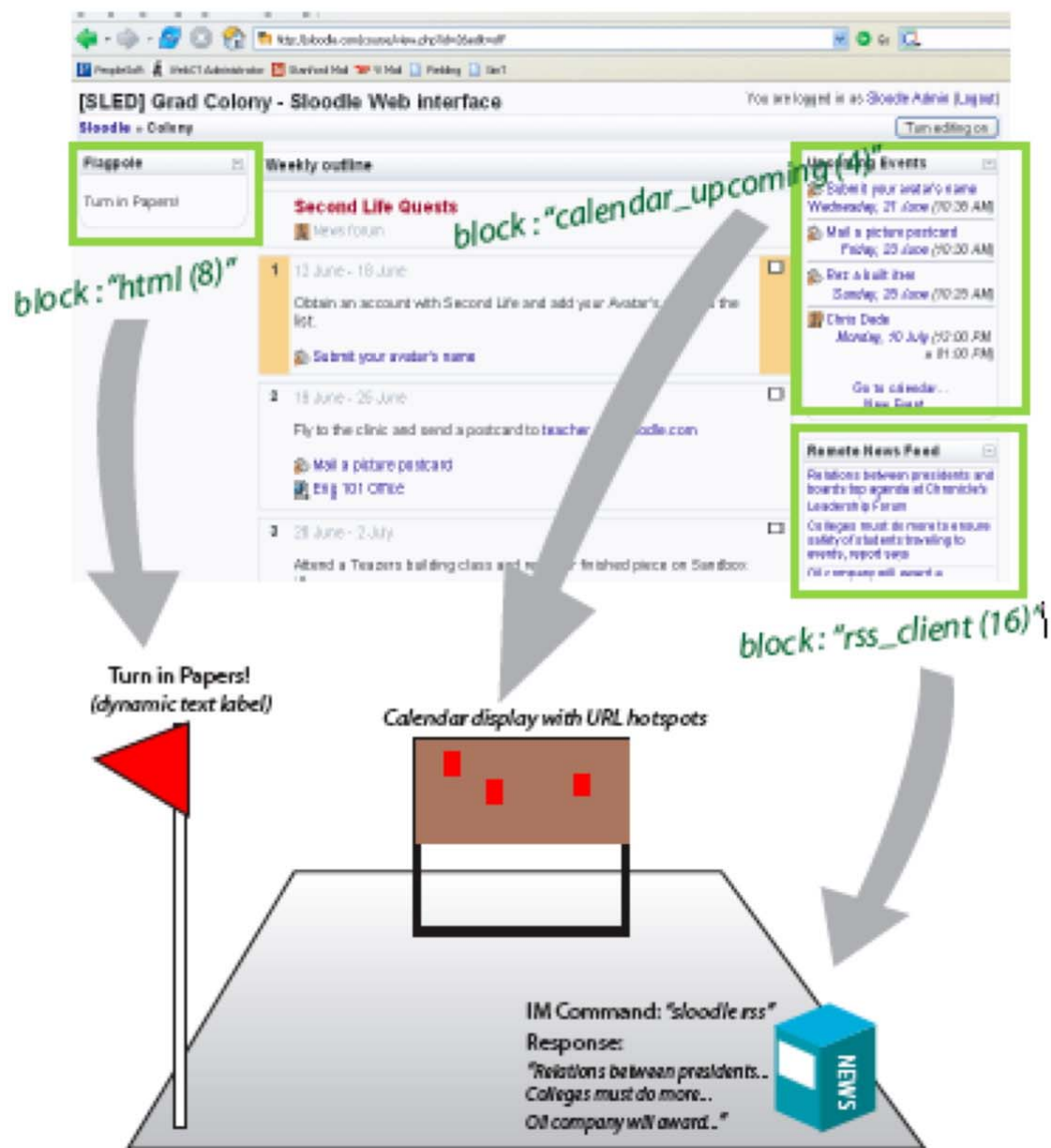
Sloodle adds…

- Cumullaboration… :-)
- Scaffolded learning, assessment
- Web 2.0 tools framework
- Compatible open community partner
- Rigorous structure, Rabid Engagement

Sloodle 1.0 Solves:

- Security & Authentication
  - Avatar to LMS account
- LSL / PHP connection
  - Via LLHTTPRequest command
- Community structure created
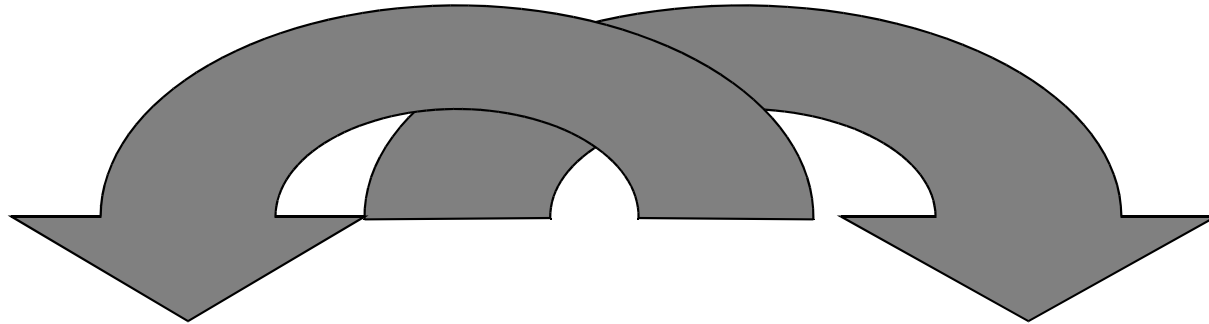- Code repository and Docs Wiki

Blog Hud Movie

http://blip.tv/file/207399

Example Learning Objects

- Non-player character
- Programmed Instruction
- In-bound Web info
- Content & Quiz

Chat logger

Second Life Chat

Moodle Chat

SVN Archive
sloodle.googlecode.com

http://sloodle.googlecode.com/svn/trunk/sloodle/

Revision 80: /trunk/sloodle

- ..
- COPYING
- blog/
- config.php
- db/
- lib/
- locallib.php
- login/
- lsl/
- mod/
- sl_classroom/
- sl_setup.php
- version.php

Google Code powered by Subversion

How to get more…

Documentation Wiki

http://slisweb.sjsu.edu/sl/index.php/Sloodle

SVN Code Repository

http://code.google.com/p/sloodle/source

"Full Perm" objects

http://slurl.com/secondlife/SJSU%20SLIS/128/210

Thank you!

Jeremy Kemp, M.Ed, M.S.J.

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http://slisweb.sjsu.edu/sl

simteach.com / sloodle.com

"Jeremy Kabumpo" - *SJSU SLIS* Sim