[3:48] JK Crystal: The problem is that people need to be prepared to go in and have a go - without doing that it is difficult to realise the potential

Shailey spoken comment about the social side of SL helping the group to feel at home with another and engage with educational task

[3:49] JK Crystal: that's really interesting - feeling that they have met up enriching the forum use

[3:49] christal Chrome: yes agree JK

[3:50] Badger Bombastic: Shailey - do you see the platform primarily as a socialisation tool (ala Gilly Salmon) or a place for acquiring/creating disciplinary knowledge?

[3:50] RamessesIII Pharaoh: That sounds excellent, for OU it's perfect

[3:51] Shailey Garfield: that's right, Christal

[3:51] JK Crystal: Have you found that people continue using Sl after the course?

Ans yes some still visit OU island

[3:51] Shailey Garfield: There is a scepticism towards SL as it is experiential, as you say Christal

[3:51] JK Crystal: that's ok

[3:52] Badger Bombastic: Actually I think there are some other issues with socialisation and social spaces. I think there is a presumption that 'social' = good and I think this is problematic

[3:52] Shailey Garfield: yes, JK we have seen that students are coming back even when the course is over

[3:52] Shailey Garfield: they have formed their own self-help study groups

[3:53] Shailey Garfield: Badger: socialisation is only aspect of SL experience

[3:53] christal Chrome: yes agreed but it is an important stepping stone for work

[3:53] Badger Bombastic: Shailey: it is the only, or is not the only?

[3:53] christal Chrome: work=education here

[3:54] Shailey Garfield: I see the 3D simulations as a key aspect for training in genetics, history, etc. - that is to be able to teach through simulations which may not eb possible to design in RL

[3:54] Badger Bombastic: That's not what I mean :) I was suggesting that this is not a social space that is homogenously enjoyed and enriched

[3:55] JK Crystal: I'm looking at it in terms of teaching decision making and dealing with conflict - with teachers

[3:55] christal Chrome: u mean some students dont like it Badger?[3:55] Shailey Garfield: Sorry, Badger, I meant that socialisation is just one benefit of 3D virtual worlds

[3:56] Flip Portal is Online

[3:56] Badger Bombastic: I think it's slightly more complex than that. Yes some students like it (and some don't), but the issues around what constitutes social experience and how this adds to the course is very much dependent on the actors engaging with it (imo). Shailey: that's what I thought you meant :)

[3:56] JK Crystal: The experience of using it is crucial - I am having to do demo's of it to others I'm working with

[3:57] Penelope Xenga: I Have to leave you know. Thanks for the experience.

[3:57] RamessesIII Pharaoh: thanks bye

[3:57] RamessesIII Pharaoh: hope so

[3:57] christal Chrome: hi come & join us flip

[3:57] Penelope Xenga: see you later. Thanks. By Bye

[3:57] Penelope Xenga is Offline

[3:58] JK Crystal: Have people had techical problems with their students using it?

It seems to me that technical issues can & often are significant, hopefully in the future they will lessen

[3:58] Flip Portal: Hi:) Yes thanks...sorry for being late!

[3:58] Shailey Garfield: yes, JK = problems with voice,

[3:58] Goldenisland Lowtide: In the courses, I had the chance to attend, we had several technical problems

[3:59] Goldenisland Lowtide: Parcel full, no possibility to build, sound problems,

[3:59] Shailey Garfield: ... also with students not having headsets, or having lag or overheated laptops on low-spec machines

[3:59] Goldenisland Lowtide: Crashing computers, crashing of the parcel

[3:59] Bluesky Larkham is Online

[4:00] Goldenisland Lowtide: Need to have a technician around quite often

[4:00] Flip Portal: hospitals do research here too

[4:00] JK Crystal: What is the maximum group that you work with

[4:00] Flip Portal: depends on sim you are on at time...many private sims are set to max of 75

[4:00] Flip Portal: mainland is usually 40

[4:01] Badger Bombastic: 20+ may well start causing lag issues though

[4:01] Shailey Garfield: JK - maximum 25-30 students at one time is the situation that we have dealt with

[4:01] JK Crystal: Thanks - I was looking at a class of about 15

[4:01] Flip Portal: depends as lag is caused by poorly constructed scripts running and abusing server resources

[4:02] Bluesky Larkham: sorry I'm late

[4:03] Bluesky Larkham: no, I'm not in my office, sorry

[4:03] christal Chrome: ok get ready to type then

[4:03] JK Crystal: Do you have any recommendations?

[4:05] Badger Bombastic: For inslands on specific topics or resources for orientation?

[4:05] Flip Portal: Various colleges have sandboxes to allow students to construct/build and script

[4:05] Badger Bombastic: \*islands

[4:05] JK Crystal: I visited the OU the other day

[4:05] Flip Portal: Naace has a presence too

[4:05] JK Crystal: Badger - what would you recommend for student orientation

For orientation The learning Curve is excellent

[4:05] christal Chrome: to visit try sistine chapel is very good vasser island

[4:06] RamessesIII Pharaoh: the basic orientation island is good

[4:06] RamessesIII Pharaoh: but they allow you to force people to log in

[4:06] Badger Bombastic: Help island is a pain because of so many people and such slow rendering however

[4:07] Badger Bombastic: I'd go with your own island, or somewhere less populated

[4:07] christal Chrome: the learning curve

[4:07] Bluesky Larkham: I have had a lot of people complain about help island

[4:07] Bluesky Larkham: it's so laggy

[4:07] JK Crystal: Christa I did the same - I wanted to get out there exploring

[4:07] Flip Portal: Some like avatar island are geared up to orientation at a wide coverage of basic skills

[4:07] Bluesky Larkham: There's a lot you can do yourself

[4:07] Bluesky Larkham: to help students get acclimatised

Yes agreed bluesky if you are in charge of a group you can set exercises to help them become accustomised to the interface as well as get to know each other. Provide orientation boeard like these here from NMC too.

[4:08] Goldenisland Lowtide: Our students had problems with the basic orientation island

[4:08] Bluesky Larkham: yes mine did too

[4:08] Bluesky Larkham: that's why I changed how we work

[4:08] Badger Bombastic: It was briefly demonstrated at the National Workshop in Coventry (ww2 sim)

[4:08] Bluesky Larkham: I join them to our island group then make them a friend as soon as they log in

[4:08] JK Crystal: Thanks for the tips

[4:09] Flip Portal: its useful to have a folder for male and for female avatars as a intro pack...I can get multi languages guides to pass on via christal

[4:09] Bluesky Larkham: give them an egg hunt or something where they can earn some cash from you

[4:09] JK Crystal: Where did you say christa

[4:10] Bluesky Larkham: you can keep their returned info as a list of students who have engaged

[4:11] Flip Portal: Collegde of SCripting music and science has a good basic set of intro to user interface and tips like AR and anti griefer measure to be aware of

[4:11] Badger Bombastic: Are Teesside doing anyhting in SL with forensics? the course there is quite big now

[4:12] Badger Bombastic: Ivory tower of primitives is rather good for building lessons

[4:12] RamessesIII Pharaoh: yes thtplace is great

[4:12] RamessesIII Pharaoh: i learned to build there

[4:12] Flip Portal: http://slurl.com/secondlife/Shinda/31/205/1560

[4:13] Flip Portal: cosmos is displayed

[4:13] Bluesky Larkham: UKnme will start running their classes in January and although they are for educationalists students could come too

[4:13] JK Crystal: I've only been in SL for just over week! - I like New citizens incorportated - it's quite friendly and there are always people there to practice interaction

[4:14] JK Crystal: A noobie

[4:14] Bluesky Larkham: thanks jk I haven't tried there yet

[4:15] Badger Bombastic: One of the presenters at the NW impressed me with a disaster management project; i could briefly recount that if you'd like?

[4:15] Bluesky Larkham: ok

[4:15] Badger Bombastic: Islandia - I think it's coventry yes

[4:16] Badger Bombastic: Yes :)

[4:17] Shailey Garfield: Genome island for examples of DNA / RNA simulations - a good example of 3D simulations

[4:17] christal Chrome: thanks shailey

[4:17] Shailey Garfield: greater use of Second Life and 3D virtual worlds in training

[4:18] Badger Bombastic: Essentially it's a problem-based scenario for a disaster management scenario (a volcano eruption). An island split into two,one half affected and the other not. The part that impressed me was the use of visual metaphor that you could only really do with a virtual world platform. As Christa says, each building reflected the orientation of the organisation (UN building - grandiose, military building - Sparse and unwelcoming etc.)

[4:18] Shailey Garfield: particularly, training of inter-personal skills through role-playing which coulc be difficult in RL

[4:18] Shailey Garfield: yes, we have three islands

[4:19] Badger Bombastic: The concept was that students would trundle around interacting with the various agencies and attempt to coordinate a disaster relief effort

[4:19] Shailey Garfield: in fact, four islands - one is exclusively for Computing Department students who are undertaking Virtual MPhil programme at the OU

[4:19] christal Chrome: to go forward we need updated infrasructure

[4:19] Badger Bombastic: The future of?

[4:20] Badger Bombastic: Yes, I mean - the future of what?

[4:20] Badger Bombastic: Ah distance, right :)

[4:20] Shailey Garfield: yes, I agree Badger - designing of spaces to suit the scenario and that can be done more flexibly in SL than in RL

[4:21] Bluesky Larkham: the social interaction can be done too - you just have to plan in a different way

[4:22] JK Crystal: It could be used for face to face courses as well - as students don't necessarily interact with each other on a normal campus

[4:22] christal Chrome: true jk

[4:22] Bluesky Larkham: it's also useful for when students are on work placements

[4:23] Shailey Garfield: yes, definitely, Blue Sky

[4:23] Shailey Garfield: especially when students are in different locations and Second Life could bring them together for meetings and training

[4:24] Bluesky Larkham: it's also about trying to keep them aware of their studies

[4:24] Bluesky Larkham: so yhou put in some activities in sl that they have to engage in whilst

[4:24] Bluesky Larkham: they are in work placement

[4:26] RamessesIII Pharaoh: I also think a lot of materials that are on Moodle etc, can or could also be presented in SL

[4:26] Flip Portal: here

[4:26] Bluesky Larkham: it's worth looking at sloodle

[4:27] Bluesky Larkham: it can ease the transition from vle to sl

[4:27] RamessesIII Pharaoh: sloodle? i need to see that

[4:27] Bluesky Larkham: and is a useful tool in its own right

[4:29] Penelope Xenga is Online

[4:29] JK Crystal: More imagination for Lecturing staff!

[4:30] Graham Mills is Online

[4:31] Bluesky Larkham: http://www.sloodle.org/moodle/ there you go:-)

[4:33] Bluesky Larkham: wow there's a lot of lag on the chat today

[4:33] Penelope Xenga is Offline

[4:34] Graham Mills is Offline

[4:35] Badger Bombastic: Thanks Shailey :)

[4:35] Flip Portal: OpenSim or OS grid also permit standalone sim servers on own campus. SL and IBM conducted an inter-teleport last year too

[4:35] Goldenisland Lowtide: Thanks!

[4:35] RamessesIII Pharaoh: Bye Shaily, very interesting to hear from you

[4:35] JK Crystal: Bye Shailey

[4:35] Flip Portal: Nice to meet you Shailey

[4:35] Shailey Garfield is Offline

[4:38] JK Crystal: Christa I need to go now - thanks for the meeting everyone - very interesting

[4:39] Goldenisland Lowtide: Thanks JK, bye

[4:39] Badger Bombastic: Bye Jk :)

[4:39] Bluesky Larkham: bye jk

[4:39] RamessesIII Pharaoh: bye

[4:39] RamessesIII Pharaoh: JK thanks

[4:39] Flip Portal: Bye JK:)

[4:39] JK Crystal: Thanks Bye

[4:39] JK Crystal is Offline

[4:40] Flip Portal: Its probably accepted as the leading virtual world amongst about 30 similar

[4:40] christal Chrome: yes agreed flip

[4:41] Badger Bombastic: I find the terms of the discussion kind of a problem, a future in general yes because technology will become increasingly akin to VWs most likely. A future for specific provision in education is quite different, I'm more interested in what it will be used for rather than just whether they will be there

[4:41] Badger Bombastic: MMOGs are also a mature audience, so i guess VWs in general are if you take SL also

[4:42] Bluesky Larkham: yes badger, we have to consider muves in general

[4:42] Bluesky Larkham: there is so much we could be doing with technology

[4:42] Bluesky Larkham: did you see the latest from the conference in inda

[4:43] Bluesky Larkham: we will be using sl just on any wall and typing

[4:43] Bluesky Larkham: on our hand

[4:44] Flip Portal: phones can run a chat in phones

[4:44] Bluesky Larkham: yes and they can be used for keeping portfolios, etc

[4:45] Badger Bombastic: Phones will need a much bigger screen before VWs become popular on them i suspect

[4:45] RamessesIII Pharaoh: I think meetings like this are really useful, it's great to talk to other people about this

[4:45] Bluesky Larkham: yes but it is just another way of communicating

[4:46] Bluesky Larkham: as I say the whole not needing a computer thing will get off the ground quite quickly

[4:46] Bluesky Larkham: because it is so useflu for everyone

[4:47] Badger Bombastic: I wonder if there is a critical mass of communicative tools, because it sounds as if we'll have a vle, twiiter, facebook, website, sl, sms and phone, face to face etc. if technology is implemented in the fashion that seems to be the drive toward at the moment

[4:47] Bluesky Larkham: well we use quite a lot of technology in the classrooms already it will just be the same in

[4:47] Bluesky Larkham: the future we will choose which technologies are most suitable for our session

[4:48] Badger Bombastic: I agree with that Bluesky, and that's the point with SL too - we'll use it when it suits the 'why' of the course - it's a tool for achieving a specific end

[4:48] Flip Portal: that horid word interoperability is affecting developements of technologies..permissions and so...

[4:48] Bluesky Larkham: yes

[4:49] Bluesky Larkham: but we are making progress on interoperability flip

[4:49] Bluesky Larkham: it will happen

[4:49] Flip Portal: true:) thankfully

[4:49] Bluesky Larkham: I have to go now folks, see you all soon, byeee

[4:50] Badger Bombastic: Bye :)

[4:50] RamessesIII Pharaoh: Ok thanks

[4:50] Goldenisland Lowtide: Thanks, bye

[4:50] RamessesIII Pharaoh: I have it recorded hopefully

[4:50] Flip Portal: Thank you christal and good to meet everyone:) Very interesting:))

[4:50] christal Chrome: thanks flip

[4:51] Goldenisland Lowtide: Thanks for the discussion, very interesting from the practice side of SL!

[4:51] RamessesIII Pharaoh: thank's

[4:51] RamessesIII Pharaoh: for organising this