

IDEAS FOR SECOND LIFE INTEGRATION

1. Introduce students to Wonderland and Cobalt/Croquet
2. Significant portion of class to take place in SL
3. Coordinate with Nick Wilson of [Clever Zebra](#) for guest lecture about online business meetings
4. Assign students to conduct an ID evaluation of a current SL learning sim – present results as a live PowerPoint in SL.
5. Join **Pilot Program for Educators New to Second Life**
<http://secondlifegrid.net/slfe/education-use-virtual-world#pilot>
Done in conjunction with ISTE – International Society for Technology in Education. The program offers:
 - Live "Docent" assistance during regularly scheduled hours
 - Scheduled tours, speaker series, and special events
 - Showcased destinations and educational uses of SL
 - Socials to learn from other educators about how they are using SL
 - Tools to enable your educational uses of SL
 - Additional tutorials to land you on your feet
6. Special Discount for Educators to buy open land if any students want it
<http://specialorders.secondlife.com/>
7. Group project to create a learning activity in SL or world of their choice. Project can be:
 - [Presentations, Panels and Discussions](#)
 - [Training and Skills Development](#)
 - [Self-paced Tutorials](#)
 - [Displays and Exhibits](#)
 - [Immersive Exhibits](#)
 - [Roleplays and Simulations](#)
 - [Data Visualisations and Simulations](#)
 - [Libraries, Art Galleries and Museums](#)
 - [Historical Re-creations and Re-enactments, Living and Immersive Archeology](#)
 - [Computer Programming](#)
 - [Artificial Intelligence Projects](#)
 - [Multimedia and Games Design](#)
 - [Art and Music Projects](#)
 - [Literature, Composition and Creative Writing](#)
 - [Theatre and Performance Art](#)
 - [Photostories and Photo Scenarios](#)

- [Machinima](#)
- [Treasure Hunts and Quests](#)
- [Virtual Tourism, Cultural Immersion and Cultural Exchange](#)
- [Language Teaching and Practice, and Language Immersion](#)
- [Social Science and Anthropological Research](#)
- [Awareness/Consciousness Raising and Fund Raising](#)
- [Support and Opportunities for People with Disabilities](#)
- [Politics, Governance, Civics and Legal Practice](#)
- [Business, Commerce, Financial Practice and Modelling](#)
- [Product Design, Prototyping, User-testing and Market Research](#)
- [Interior Design](#)
- [Architectural Design and Modelling](#)
- [Urban Planning and Design](#)

More Resources:

Using Virtual Worlds in Education Programs

<http://secondlifegrid.net/slfe/education-use-virtual-world>

Educational Uses of Second Life

<http://sleducation.wikispaces.com/educationaluses>