

Transforming Virtual World Learning

Cutting-edge Technologies in Higher Education

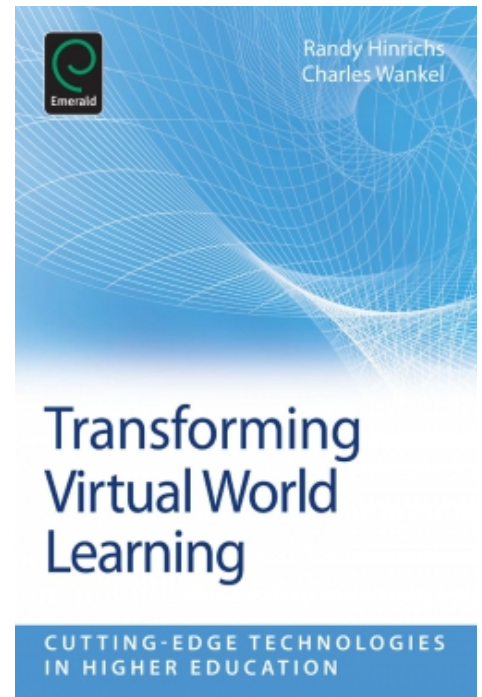
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About the Book

This book is a practical guide on how to transform your ideas from virtual world course ware to virtual world learning experiences. This book argues that setting up learning in 3D virtual worlds requires a transformative approach. The advice given in this book comes from real world implementers of virtual world learning. The models presented here show how to transform your thinking in 3D spaces and achieving your organizational learning goals while motivating your learners. The practical articles and lesson plans come from those pioneers who have used virtual worlds to learn, teach and support their learners with in-world presence. Transforming starts with recognizing virtual worlds as a place, and then using the space to plan in 3D, design real-time and implement a 'virtual biodome effect' for continuous learning. It is our hope the book inspires current educational institutions to think about creating persistent, scalable communities that thrive on communication, global collaboration and sustainable interactivity. The results are the same for K-12, community college, university, industry and lifelong learners. It's not just about being in a virtual world, it's about doing something engaging there to educate and entertain the work force of the interconnected internet.



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