

Expert Interview with Lyr Lobo (SL) Cynthia Calongne, Ph.D. TU Doctoral, Emerging Media, Colorado Technical University Professor

Lyr Lobo (SL) a Colorado University Professor in emerging media met with our class to share her experience with using SL in education. She is an advocate of transformational learning and feels this can be achieved through the power of creation. She mentioned that only 5% of information is retained through lecture or talking format, but by doing and collaborating her students will learn more.

She mentioned the concept of "Third Place" and how SL was viewed as a third place. In community building the third place is the social surroundings separate from the two usual social environments of home ("first place") and the workplace ("second place").

Lyr utilized some of her visit to teach our class concepts in SL such as providing a tutorial to create an object like a lamp, teaching us how and why we would want to set an object's surface to phantom where you can walk through it, showed us what a Hallow Deck is, and taught us how to share an object in SL with our group or friends.

Lyr is an energetic, passionate, and sharing educator and taught us a lot about the possibilities of teaching and building communities within SL.

For more information please visit: https://www.slideshare.net/lyrlobo/presentations





Expert Interview with Zinna Zauber (SL) Renee Emiko Brock, MFA Instructor - Multimedia Communications, Peninsula College

Zinnia Zauber is a multimedia instructor at the Peninsula College in Port Angeles, Washington. She showed our class around a few locations that she built and collaborated on with her students. One of the sites called Etopia Peninsula was created to teach students and participants the concepts of color theory. Zinnia feels that SL can help eliminate barriers such as shyness and that it can stimulate possibilities and creativity while providing interaction that might not otherwise be possible in a face-to-face teaching environment.

Zinnia is an advocate for digital storytelling and mentioned that she prefers not to create SL paths in a straight line but rather follows a Chinese tradition called Masugata to ward off evil spirits. There are many things to explore and learn in her vibrant world. You can buy clothes in any color, travel up a winding staircase made of books to peer out over the landscape, and lounge on custom fabric pillows among many friendly cats with unique names.

In another world based on the book "The Hero with a Thousand Faces" that she created with her students we entered a forest where you embark on a hero's journey and can choose 1 of 3 paths. The paths are metaphors for choices and circumstances a college student faces upon their academic journey, such as the motivated learner, the working adult learner, and the demotivated learner. Through each path you get a glimpse into the life of each scenario. She also includes 24 keys to success of different shapes and sizes for her students to collect, which each hold different meanings.

Zinnia is a highly creative and inspirational mentor who showed our class the many innovative possibilities SL can offer.

You can follow this link to visit her Etopia Peninsula in SL: http://maps.secondlife.com/secondlife/Etopia%20Peninsula/144/227/24





Expert Interview with Dodge Threebeards (SL) Greg Perrier, Ph.D.

Retired Professor of Biology at Northern Virginia Community College (NOVA).

Dodge Threebeards is a professor of biology at Northern Virginia Community College (NOVA). When he entered SL in 2010 there were many universities taking root within the program. After a couple of years, he started to see a decrease in universities using SL mainly due to technology adoption. He feels the major mistake that led to a dwindling of educational use was that departments were to reliant on IT and the environments were not built for learning since educators did not have direct involvement in developing the spaces.

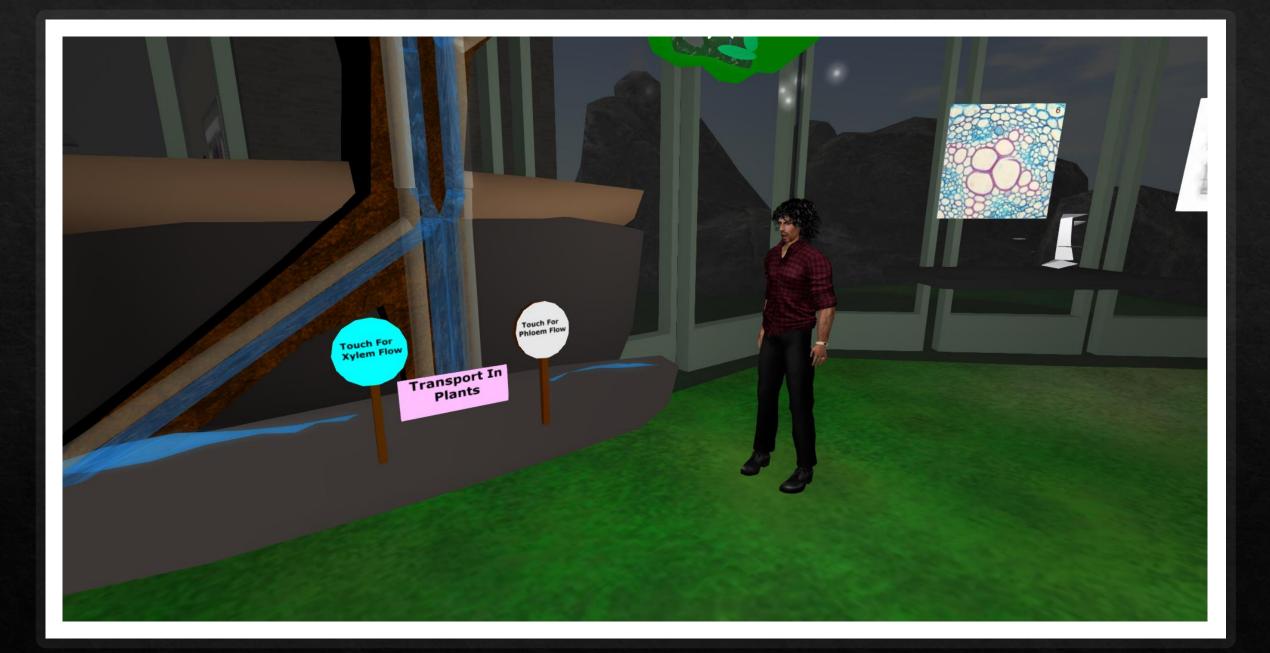
Once educators learn more about SL and how to teach their students to navigate within, he feels it opens many opportunities for learning through the interactivity and creativity it provides. He emphasized the importance of networking and community building and that getting out of one's comfort zone was critical to a positive experience within SL.

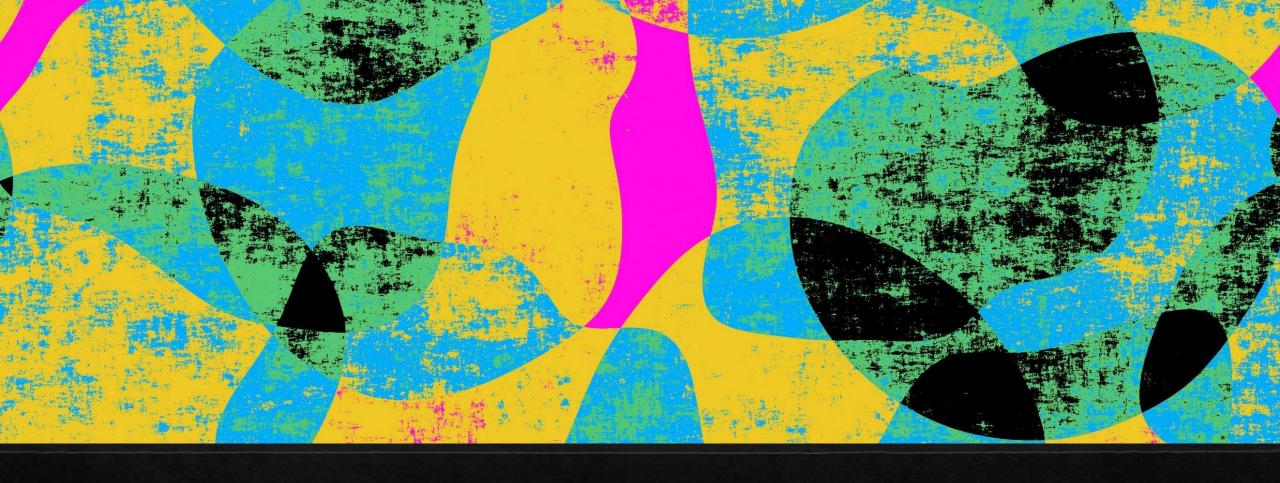
Dodge's learning environment shows students the biology of plants, fertilization and reproduction process, and overall plant science. He wants to make the learning experience easier within SL, so he designs his buildings and surroundings in a way that is conducive to beginning users, such as removing doorways and making pathways extremely wide.

Dodge is an advocate for teaching in SL and is currently helping a medical program at the college build their interactive learning space. He understands and promotes the value for teaching in SL to other faculty.

For more information on his "Virtual Worlds Teaching Manual", please visit: https://www.sciencecircle.org/wp-content/uploads/2019/01/Manual-for-using-Second-Life-as-a-teaching-tool-Secure.pdf







Thank You

