

1-3C Virtual Reality poster feedback session within Second Life

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The use of virtual worlds (VW) in education has increased in recent years, with Second Life (SL) being the most commonly used VW in Higher Education. At the University of Glasgow SL has been predominately used with online distance learning (ODL) students. However, due to a lack of availability of physical space to run a poster session with on-campus Masters students in the Institute of Biodiversity, Animal Health and Comparative Medicine SL was used as an alternative. A purpose-built poster display area within the Gilbert Scott building on SL was used to facilitate this session.

During these sessions students logged into Second Life, created their avatar, viewed the posters and provided feedback comments beside the posters - all within the virtual reality environment. This presentation will focus on the processes we employed and the obstacles we encountered setting up and running these virtual poster sessions.

We will also report on the lessons learned, including student's autonomy (Xie and Ke 2011) in creating their own unique avatars (Pellas 2014).

References

- Pellas (2014). "What Makes Students to Participate in Online Collaborative Settings Through Second Life? Students' Views and Perspectives Based on Adult Participation Theories." *International Journal of Digital Literacy and Digital Competence* 5(1).
- Xie, K. and F. Ke (2011). "The role of students' motivation in peer-moderated asynchronous online discussions." *British Journal of Educational Technology* 42(6): 916-930.