Why use virtual worlds

1. Interactive social connection - Able to communicate across many schools and levels of teaching
2. Immersion – can collaborate on a mission or task. Digital identity established.
3. Fun factor – Able to express yourself creatively in terms of avatar. Can build a virtual world. This is open sim. Incidental learning while building.

What are we using?

1. Open Sim – based on second life but it is open source.
2. Imprudence – a browser that can view Open Sim, also open source
3. Sim on a Stick – A virtual world on a usb stick. Not connected with others. One avatar at a time in the world.

Imprudence

1. Com – Local chat, need to be less than 20m away
2. Inventory – PLANE goodies – get to different islands by double clicking.
3. Mini maps – Move slider to the right to see all people – green dots people, yellow dot you
4. Matt teacher, Margaret Teacher and Chloe Teacher – computer avatars
5. Create a new note – Inventory/click on notecards and right click new note
6. Change Appearance – Right click on avatar and choose appearance
7. Hold the alt key and move the arrows around to change camera angle