

## Virtual Worlds Graduate UnSymposium

October 22 – 24, 2010

Friday, October 22, 2010

Location: <http://slurl.com/secondlife/Front%20Range/41/105/66>

Time (SLT)	Title	Presenters	Description
6:00 PM	<b>Assembling Your Entourage: Your Personal Learning Network</b>	Rurik Bellingshausen (SL) /Rurik Nackerud Kavon Zenovka (SL) /Kae Novak	Personal Learning Networks (PLNs) have been around forever - but now they are digital and worldwide. Choosing your intellectual entourage is no longer geographically dependent or an encounter at a yearly conference. So, how do you choose and how do you filter? Do connectivism and distributed cognition inform your choices? Should they? This session is part discussion, part 3-D modeling of your PLN, and perhaps a little bit of action research. So have you looked at your PLN lately?
7:00 PM	<b>I &lt;3 Analytics</b>	Abacus Capalini (SL) /Chris Luchs	Data is everywhere, and we love it - but can we use it? The rapid expansion of personal learning networks, LMSs, and social media has led to an exponential expansion in data collection. The amount of data can easily overwhelm your ability to make sense of it. How do we find and analyze data relevant to our research needs? The focus of this presentation is to discuss and explore what data collection and analysis tools are available -what's out there, what needs tweaking and what we need to invent. Because we love all the data, now it's time to <3 the analytics.
7:30 PM	<b>Cracking the Internet: How does Viral Pedagogy Work?</b>	Michigan Paule (SL) /Beth Davies KK Millet (SL) /Karla Schorzman Abacus Capalini (SL) /Chris Luchs Kavon Zenovka (SL) /Kae Novak	Discussion Panel
8:30 PM	<b>Between Worlds: Reality, Virtual Reality, and the Aether Between</b>	Rurik Bellingshausen (SL) /Rurik Nackerud	Merging our realities becomes more important in education as technology and learning experiences grow to depend on both the real world and virtual world. This developing project looks to track and monitor four different educational interactions looking for unique characteristics indicating best practices in using merge reality curriculum. The project will rely on virtual worlds, an open course content management system, social media and augmented reality tools and real world classrooms. Between worlds hopes to map the necessary components for bridging realities towards better models of education and technology incorporation.
9:00 PM	<b>Tour of Avatar Identity Museum</b>		