

Virtual Worlds Graduate UnSymposium

October 22 – 24, 2010

Saturday, October 23, 2010

Location: <http://slurl.com/secondlife/EdTech/109/135/25>

Time (SLT)	Title	Presenters	Description
8:00 AM	Educational Realities in Virtual Spaces: Roundtable	Knowclue Kidd (SL) /Marianne Malmstrom	As educators working in Virtual Worlds, we are constantly asked to point to research that substantiates the educational value of MUVes. As a teacher with over 2 years of experience working with students on 3 separate platforms, my response is always, "We are the research". We are the pioneers who witness firsthand the transformative qualities of these learning spaces. Like me, many of you are on similar journeys and documenting your students' work. However, are we collectively doing enough to share our findings? How can we effectively and communicate our anecdotal observations? Can we pool our findings to facilitate more formal research? Join in the conversation and let's find a more efficiently way to share what we are learning.
9:00 AM	The Virginia Society for Technology in Education's PLN in Second Life	Thunder Insippo (SL), Jazmemo Zimminy (SL), Mandie Mimulus(SL) and Alfredo Bedrosian (SL)	Four elementary school computer resource specialists wandered individually into a virtual world not knowing what to expect. Finding it a strange adult place and not making connections they didn't "get it" at first. When they came in-world together they began to have fun learning and sharing. From there they convinced their non-profit ed tech organization to support them financially, built an island and have a thriving community of friends and learners.
10:00 AM	Building a Learning Community in the Dark: How We Built the EDTECH Graduate Association in Moodle	Tom Tehani (SL) /Thomas Robb Elisa Gopin (SL)/Rosie Halostar	Can you really build an effective community in an online environment? Come learn how BSU EDTECH initiated the development of the EDTECH Graduate Student Association, and how it took on a life of its own in only one year. In that time we built a community of students that is gaining solid ground. In a short period the association, consisting of students from around the globe, collaboratively developed governing documents, elected officers, developed a logo and a mission statement, became recognized by Boise State University, held regular monthly meetings, and even awarded their first grant to a fellow graduate student to present at an international health conference. Hear how EDTECH GSA overcame the challenges of distance to become a community.

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10:30 AM	The Effect of Second Life on English Language Learners' English Proficiency and Perceptions	UnicornGLuminos (SL) /Julian Chen	The purpose of this pilot study is to investigate the effect of SL on English language learners' (ELLs) development of speaking proficiency, metalinguistic awareness, interactional strategies and their perceptions about language practices in SL. It also intends to explore whether the immersive nature, augmented reality and telepresence that characterize SL can lead to ELLs' sense of autonomy and belonging as well as to their engagement and motivation. Since this research project is still the work in progress, it is hoped that the insightful comments and suggestions gleaned from the audience can fine-tune the research design of this study.
11:00 AM	Tour of : SIG ARVEL CAVE	Willow Shenlin (SL) /Sabine Reljic	Tour of the SIG ARVEL (An American Education Research Association SIG for educators, scholars, and practitioners researching computer-mediated 3D communities).
12:00 PM	Social Event: Airships and Pasquinades	Hosted by MissAnnie Ducatillon (SL), EDTech Island	