

Virtual Worlds Graduate UnSymposium

October 22 – 24, 2010

Sunday, October 24, 2010

Location: <http://slurl.com/secondlife/Rockcliffe%20Library/179/76/44>

Time (SLT)	Title	Presenters	Description
7:00 AM	Scholarship in Second Life: Some Obvious and No-So -Obvious Options	Michigan Paul (SL) /Beth Davies	
8:00 AM	What is this Virtual World Thingie you Speak of	Kevin Feenan (SL) /Phelan Corrimal President and Founder, Rockcliffe University Consortium	Let's be honest here ... I have no clue what you are thinking at the moment but if you were to come to this session you might be thinking --- "So let me get this straight. You want me to go into a video game with a pile of other cartoon fruitcakes ... er ... um ... I mean, characters and learn something. And I'm suppose to think this is normal and not creepy why?" --- Well ... actually ... What you are seeing at the moment is 2nd generation virtualization and it is the harbinger of things to come over the next 5-10 years that will remake the way our society learns and grows. What you will get out of this session is an understanding of the nature of that societal shift, how we got to be the fruitcakes we are today, and implications for future career opportunities (fruitcake not included).
9:00 AM	Heroic Assumptions: World of Warcraft and Educators	Abacus Capalini (SL) /Chris Luchs Rurik Bellingshausen (SL) /Rurik Nackerud Kavon Zenovka (SL) /Kae Novak LeeDale Shepherd (SL) /Kate Hagerty	While there have always been a few brave souls willing to fight an uphill battle against seemingly insurmountable odds ... a few of us like to be a little better prepared. We do prep work, research, investigate or maybe take a class on a topic . Not all of us can be bleeding edge all the time. This session is for the adventurous, curious and especially the skeptical. The presenters have accepted the quest of teaching educators about World of Warcraft. And they'd like to know what you think - how you are using it, how you would use it or why you would never ever use World of Warcraft in your classroom.

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10:00 AM	Machinima and Educators	Dot Dielli (SL) /Dr. Chareen Snelson Rosie Halostar (SL) /Lisi Gopin	Presentation and Discussion
11:00 AM	Visual Focus Group: Innovating a Real-Life Collaboration Pattern for a Virtual World	Andreas Schmeil	While we can observe that 3D virtual worlds are being more and more used as environments for collaborative work and learning, there is still no structured approach of how to design virtual world and engaging activities within them in one integrated process. In this session we will have a visual focus group together: a collaborative design process we have developed and recently put to use in several face-to-face workshops. The process features a combination of five diverse creativity methods and integrates the Avatar-Based Collaboration Framework (ABC Framework) we developed, the purpose of which is to support and foster the development of collaboration patterns tailored for virtual worlds, making use of the distinct features of this powerful medium. We will go through the design process in order to develop an innovative virtual world collaboration pattern for the process of presenting work and getting (and giving) feedback on it. As the medium of virtual worlds is fundamentally different from face-to-face settings, there are countless options to improve and innovate the established pattern of present-first and feedback-after in a setting that employs presentation slides for the presenter and rows of seats for the audience. This visual focus group aims to boost innovation by starting off from analyzing the traditional and state-of-the-art practice, before thinking out-of-the box, to finally formalize a novel collaboration pattern using the ABC Framework.
12:00 PM	OpenSim Tour: Jokaygrid		
TBD	OpenSim Tour: Grand Central Grid		