Wednesday 3 June   *3:20pm - 4:00pm*   Room: Block Y, Room Y301

Presentation Title: Optimizing Learning Achievement in Virtual Worlds

Presenter / Co-presenters:	James C Chan, Indiana University
Presenter's Email:	jachan@indiana.edu
Theme:	Assessment in self-directed learning
Presentation Type:	Paper presentation

Abstract

Does online virtual world teach? Is learning by exploration and experience more effective than learning by explanation and traditional drills? With the increasing popularity of Second Life in education, virtual world enthusiasts claim that online 3D worlds are the future of e-learning because they can provide rich sensory, immersive, authentic, collaborative environments for experiential learning. This presentation will examine what virtual worlds are, their unique properties for teaching and learning, and inspect some representative self-directed learning worlds in Second Life to analyze their strengths and weakness in terms of learning design. Based on the findings and the research on science of instruction, the presentation tries to identify the key design principles that optimize learning in virtual worlds as well as argues that self-assessment of learning performance is one of the keys to translate the "fun" explorative experience into achievement of the learning objectives.

Biodata

James Chan has a B.A. in Foreign Language and Literature, an M.S. in Instructional Systems Technology, and a Ph.D. in Computer Education. He directs the Center for Language Technology and Instructional Enrichment at Indiana University.