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**Papel de los Mundos Metaversos como alternativa de generación de condiciones clave
en la construcción de Ambientes Personales de Aprendizaje.**

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RESUMEN

El presente informe describe el proceso y los resultados de una investigación de naturaleza cualitativa, a manera de estudio de diferentes múltiples, acerca del papel que juegan los Mundos Metaversos en la construcción de Ambientes Personales de Aprendizaje. Luego de realizar una exploración teórica se encontraron cuatro condiciones clave que permiten su construcción y que se tomaron como las categorías de análisis de la investigación: la identidad, el flujo de información, las herramientas y la emoción.

ABSTRACT

This report describes the process and the results of a qualitative research, as a different case study about the role played by Metaversos Worlds in building Personal Learning Environments. After performing a theoretical exploration four key conditions that allow its construction were found and were taken as the analytical categories of research: identity, the flow of information, tools and emotion.

Palabras clave: *Identidad digital, flujo de contenido, emoción y motivación, tecnologías de la información y la comunicación,*

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Introducción

Al observar los momentos más interesantes de la historia de la humanidad, es posible encontrar que las formas de comunicación han venido cambiando, desarrollándose y penetrando en diversos ámbitos como el arte, la economía, la expresión personal y en la educación, entre otros. También, se han diversificado los modos en los que fluye la información, la manera como se presenta ante las comunidades y cómo las personas acceden a los diferentes contenidos. Hay un flujo masivo y constante de contenidos, de tal forma que actualmente cualquier persona, comunidad e identidad puede acceder a sus beneficios.

Ahora bien, existen diversos hitos que han sido importantes en la historia de la humanidad a nivel tecnológico, por ejemplo, la creación del telégrafo óptico, desarrollo que funcionaba por medio de conexiones de trozos hierro, en las cuales se realizaban pequeñas descargas de voltaje; cada vez que se producía una descarga la señal llegaba a 1,6 kilómetros de distancia, pero sin ningún significado importante (Olivé 2007 pag 19). Con el fin de darle un significado a estas señales, en 1938 el estadounidense Samuel Morse perfeccionó su sistema de señales por medio de puntos y rayas, el cual se dio a conocer mundialmente como «código Morse» (Vidas y Biografías, s. f.). Luego se pasó a la radiotelefonía, al teléfono, a la televisión, a la Internet y las aplicaciones de la web para podernos comunicar, los medios de comunicación móvil y el GPS, que hacen parte de la tendencia de «las nuevas tecnologías de la información y comunicación». Con la anterior descripción, es posible deducir la necesidad de la humanidad de estar cada vez más conectados, en tener la información en tiempo real y que el acceso a esta sea aún mayor.

Las tecnologías de la información y de la comunicación (de ahora en adelante TIC) han tenido un

desarrollo milenario; inscripciones jeroglíficas, el pergamino, el papel, el uso de palomas, todo con el fin poder dejar un legado cultural de experiencias, e incluso sabiduría. Gracias al proceso evolutivo en los medios de comunicación, en la riqueza del lenguaje y en la diversidad para poder trascender barreras geográficas y de tiempo, el flujo de contenido en la historia se ha venido acumulando, y cada día la información crece de manera infinita.

La información crece cada vez más rápido, y gracias a la creación de la Internet, así como a las aplicaciones que allí se encuentran, se ha podido tener una democratización del acceso y a la publicación de la información, ha sido posible que cualquier entidad o persona pueda ser participe de la creación, consulta o debate de contenidos, ya sea desde la cooperación, información multimedia, interactiva, así como en la construcción de contenidos y colaboración. «Los medios producen efectos en los sujetos, en sus conductas, en las formas de pensar, en sus prácticas cotidianas, etc» (Huerco, 2007 pag 3).

Hoy por hoy, el acceso a los contenidos que la humanidad ha creado, y que continúan en desarrollo, ha hecho posible que el mundo atravesase por una revolución tecnológica, además de dar paso a la sociedad de la información o informacional, definida por la generación, la gestión y el uso de datos. La revolución actual gira en torno a las tecnologías del procesamiento de la información y la comunicación, que, cada vez más, se usan en la mayoría de ámbitos de la vida (Castells, 2003, p 12). Existen muchos campos en los cuales las TIC han impactado en la cotidianidad de las personas que las usan, pues tienen el mismo principio: acortar distancias y que cualquiera se pueda comunicar sin importar donde se encuentre. Lo que ha transformado de manera más impactante la historia es la gran variedad de alternativas y estilos de comunicación, así como el enfoque que se le ha dado a esta. Actualmente, la revolución tecnológica, la

globalización y los medios interactivos de comunicación han permitido que más personas tengan un acceso más fácil a programas de educación, así como a diversos contenidos educativos.

Una vez la Internet fue de libre acceso para el mundo, esta a su vez determinó su propia evolución, en la cual se generó un proceso adaptativo de acuerdo a la demanda, creación y desarrollo que la sociedad de la información ha venido requiriendo según ciertas tendencias, así como las propuestas de la industria que participa de ella. Comenzó con la Web 1.0, la cual era informativa y el contenido estaba solo disponible para los visitantes de la Web; con el tiempo y por la demanda de los usuarios mismos de poder interactuar y compartir información nace la Web 2.0. La Web 3.0 tiene propiedades de poder trabajar de manera sincrónica en la nube y no guardar información en el dispositivo del usuario, así que se encuentran diversos tipos de información almacenada en servidores. Luego vendrá la Web 4.0, que consiste en un sistema operativo virtualmente distribuido y que es accesible a los usuarios.

Con la llegada las tecnologías, la academia ha tenido que reestructurar, adaptar y renovar muchos planes académicos que antes se venían «dictando» ante los usuarios (estudiantes) de manera tradicional (con poca o ninguna tecnología). Existen muchas razones para esto: desde el punto de vista de la forma, muchos trabajos ya no son de entrega física sino que puede ser digital, además del acceso inmediato a contenidos y libros o e-Books, formatos multimedia, el apoyo y soporte que puede tener un estudiante o profesor en las redes sociales especializadas, la interacción que puede tener cada usuario (profesor, estudiante, coordinador) desde su computador hacia el acceso a la información, el trabajo colaborativo que se puede hacer con herramientas de trabajo especializadas para la educación, como los administradores de contenido educativos, o acceder al desarrollo de actividades por la Internet especializadas que ofrecen algunas editoriales

educativas como Pearson Educational. Todo esto ha implicado que se realice una actualización, adecuación y cambios en la metodología de enseñanza.

Incluso editoriales con contenido educativo como Pearson han tenido que ajustarse a las nuevas demandas educativas, de acuerdo al contexto moderno con el uso de las TIC. Entre las aplicaciones educativas de esta editorial está MyLab Mastering¹, en donde todos los libros educativos ahora pasan a ser servicios en línea, con de actividades prácticas, *quizzes*, asignación de tareas, libreta de notas, descarga de presentaciones según la necesidad de la clase, una línea de servicios de sistemas administrativos educativos o LMS (sigla en inglés de *Learning Management Systems*) de acuerdo a la necesidad y el propio objetivo de clase del profesor, servicios de tutoría virtual para el profesor o para el estudiante, actividades sugeridas al profesor, contenidos que vienen desde el libro físico al digital, con mejores ilustraciones, multimedia especializada, calendario de trabajo, programación de eventos con servicios más actualizados, interactivos y que se encuentren al servicio de la comunidad.

Con el surgimiento de la web 2.0 en el 2001, la educación ha logrado tener su espacio en la tecnología (digital) por la facilidad de la ubicación de información gracias a los motores de búsqueda, en donde se pueden encontrar contenidos actualizados y con mayor diversidad de autores, y el acceso a la información por medio de blogs, revistas especializadas digitales y portales especializados. Con el creciente acceso a herramientas de trabajo colaborativo, el contenido no se queda plasmado simplemente en un cuaderno o en un trabajo individual, sino que ahora es parte de un aporte colectivo y social, donde los usuarios pueden dejar sus comentarios,

¹ <http://www.pearsonmylabandmastering.com/global/>

compartir la información o debatirla.

Dentro de los escenarios de la educación ha utilizado las herramientas de las nuevas tecnologías (inserción las TIC en la educación) se encuentran: el apoyo tecnológico a la presencialidad, el *Blended Learning*, el e-Learning, el m-Learning, los ambientes personales de aprendizaje e incluso los mundos virtuales; sobre estos últimos se profundizará más adelante.

Las TIC están tomando cierto protagonismo en la educación, ya que surgen nuevos conceptos, ideas y propuestas innovadoras que permitirían utilizar las ventajas de su aplicación en la educación. Una de esas son los *ambientes personales de aprendizaje personal* o *Personal Learning Environment*² (de ahora en adelante PLE).

“El control del aprendizaje ha sido una de las áreas de investigación en el ámbito del aprendizaje fomentado por la tecnología. En los primeros años, el control del aprendiz se analizó principalmente dentro de los sistemas de suministro de instrucción desarrollados por la tecnología, tales como los programas de aprendizaje asistidos por ordenador, incluidos los sistemas de tutoría inteligente. Recientemente, el paradigma socio-constructivista en el aprendizaje fortalecido por la tecnología y la aparición de Entornos Personales de Aprendizaje han introducido nuevas líneas de investigación en el área de control del aprendiz.” (Buchem, Tur Ferrer, Hölterhof pag 14.)

Pese a que muchas instituciones han tomado la decisión de utilizar las TIC como parte de

² The Personal Learning Environments Session at JISC / CETIS Conference 2004.

los procesos de formación, en donde tanto la planta de docentes como la administrativa se ven obligados a cambiar los currículos pedagógicos, el uso de estas tecnologías trae consigo un riesgo para la academia misma, toda vez que estas modificaciones implican hacer cambios organizacionales. Este conjunto de transformaciones lleva a tener actividades de gestión del cambio para el uso de las TIC, en especial para explicar que una eventual alfabetización de los profesores en el uso de herramientas tecnológicas podría generar el potencial de complementar su enseñanza.

Al observar todos los cambios que se vienen dando gracias a la incursión de las TIC en la cotidianidad de la enseñanza y el aprendizaje, es claro que hay mucho por investigar y por explorar. Por lo tanto, el presente documento busca hacer un aporte a la comunidad educativa interesada, por medio de una investigación exploratoria desde los PLE y la inclusión de herramientas novedosas (en este caso, los metaversos) como escenario para la obtención de experiencias educativas enriquecidas por las TIC.

Con relación a lo anterior, la inclusión de mundos virtuales en la educación para simular eventos que permitan llegar a un aprendizaje puede llegar a ser un elemento para los PLE; este concepto se desarrollará a lo largo del documento, según Grané et al (2012), «aprender y formarse es un proceso que depende cada vez más de uno mismo y de la propia capacidad de autorregulación».

Dentro del ejercicio de investigación para la postulación a la maestría en Informática Educativa se hace importante realizar actividades que tenga como finalidad una experiencia en mundos virtuales para la educación, en donde los estudiantes adquieran conocimiento desde la experiencia y en donde sean partícipes de diferentes actividades que permitan llevarlos a generar contenidos

para luego intercambiar información con otras personas del curso o de la web 2.0. Second Life fue el escenario seleccionado para realizar la investigación, pues allí se encontraron las condiciones clave para la construcción de ambientes personales de aprendizaje.

Dichas condiciones para generar un PLE pueden existir dependiendo muchas posibilidades; sin embargo, es necesario presentar unos parámetros o elementos básicos que permitan establecer cómo usar los PLE y la tecnología de una manera más práctica en los ambientes digitales de aprendizaje, teniendo en cuenta el uso de metaversos. Entre estos está la identidad, el flujo de contenido, las herramientas y la emoción.

Pregunta de investigación

¿De qué manera los mundos metaversos aportan en la generación de condiciones claves (emoción, herramientas, flujos de contenidos, identidad) para la construcción de ambientes personales de aprendizaje?

Objetivo general

Identificar los aportes y limitaciones del uso de mundos Metaversos para la construcción de algunas condiciones clave que soporten la generación de ambientes personales de aprendizaje

Objetivos específicos

- Identificar desde la teoría y la práctica algunas condiciones clave para la generación de ambientes personales de aprendizaje.
- Generar y analizar experiencias educativas mediadas por mundos metaversos con el fin de explorar la manifestación de dichas condiciones clave, a saber: identidad, flujo de contenido, herramientas y emocionalidad.
- Identificar tanto el potencial como las dificultades propias de los mundos metaversos como recursos aplicables en la generación condiciones clave para la creación de ambientes personales de aprendizaje.

Marco teórico

Evolución de las TIC en la educación

Tim Berners - Lee es llamado el padre de la web, porque estableció la primera comunicación desde un cliente usando un servidor por medio del protocolo HTTP (Hypertext Transfer Protocol), en 1989, y en el año de 1994 fundó el consorcio de World Wide Web, organización que pretende que los contenidos generados por cualquier persona fuera de acceso para todo el mundo. Como consecuencia, a partir de 1999, se comienzan a activar los programas académicos en la web. El creador de la Internet logró su propósito de tener un mundo conectado, en línea y con contenidos al alcance de todos los usuarios, en donde el conocimiento y los datos se encuentren descentralizados, donde todos lograrán tener la misma oportunidad de conocer, aprender y saber un poco más. «Intentamos hacer de la web algo todavía más poderoso, inspirar nuevos usos que mejoren la sociedad, pero nos dimos cuenta de que nos faltaban datos sobre el panorama en cada país» (Berners-Lee, 2012 pag1).

Desde la creación de la Internet hasta su masificación, se ha venido dando una explosión de variedad de contenidos, de investigación y de diversas publicaciones científicas que han aportado al desarrollo del contexto educativo, constituyendo esta tendencia como algo que ha sido de gran influencia y que incluso se puede considerar en algunos de estos contextos como algo radical. Un aspecto importante de esta tendencia está en que muchos postulados de la academia se han visto hoy cuestionados con respecto a la utilización de metodologías correctas o no y, claro está, el uso de las TIC en la educación.

Para dar un ejemplo más cercano está el hecho de querer utilizar las TIC con premisas

pedagógicas que no fueron diseñadas para ello. Cuando Vigotsky, en Rusia, y Piaget, en Suiza, desarrollaron las teorías del constructivismo social y de la epistemología genética (Hernández, 1979), tal vez lo más cercano a la tecnología de las comunicaciones sería el teléfono, el telégrafo y la radio; lo mismo podría cuestionarse sobre otras teorías del aprendizaje como la conductual de Skinner, en Estados Unidos, o el condicionamiento operante de Pavlov, en Rusia, ambas formuladas a principios del siglo XX.

Entonces, la educación ha buscado, dentro de los escenarios y terrenos de conocimiento, desarrollar, innovar y aplicar metodologías de enseñanza usando las TIC; entre estas búsquedas cabe destacar el apoyo de las TIC en el aula, que ha permitido que los profesores (de diferentes niveles y modalidades de educación) puedan enriquecer su conocimiento y a la vez buscar actividades adicionales que para utilizar en el aula). La utilización de las tecnologías de la información y la comunicación en el aula de clase por parte del docente y los estudiantes pasará de ser una posibilidad a erigirse como una estrategia académica (López, 2007).

En la actualidad existen diversos escenarios que han ido tomando participación en la academia para complementar los procesos e «integrar los distintos niveles de la comunicación, potenciando la multidireccionalidad de la comunicación incluso en aquellos casos en los que parten de un referente claro en los medios convencionales» (López, 2005 pag 10), las cuales han diversificado el modo como se enseña, se aprende y se almacena la información. Dichos escenarios son:

- El *Blended Learning* (aprendizaje mixto) trata de combinar el aprendizaje en línea con las escuelas tradicionales para crear una experiencia de aprendizaje integrado, «pero con demasiada frecuencia se pasa por alto lo importante que es para esta definición que los estudiantes tengan un

cierto control sobre el tiempo, el lugar, la ruta y/o el ritmo de su aprendizaje» (Horn, 2014).

- El *e-Learning* (aprendizaje electrónico) busca optimizar los recursos y las estrategias para un fin determinado de aprendizaje «creando plataformas tecnológicas que optimicen el uso de los contenidos y reduzcan los costos administrativos» (Berson et al, 2009).

- El Mobile Learning, el cual tiene la particularidad de poseer una metodología de enseñanza y aprendizaje valiéndose de dispositivos móviles como teléfonos inteligentes, tabletas, iPods o cualquier otro dispositivo que tenga una comunicación inalámbrica. Esta herramienta de aprendizaje cuenta con una teoría desarrollada por David Merrill, denominada «Teoría de presentación de componentes» (en inglés *Component Display Theory*, CDT) (SENA, 2009).

- La educación 2.0, la cual ha tenido protagonismo desde el 2003, pues es un fenómeno actual al ser interactivo, colaborativo, participativo y, sobre todo, porque es social. Muchas aplicaciones se han desarrollado desde entonces.

“la web estaba pasando de ser un medio, que transmite información y se consume, a la existencia de una plataforma, en la que se creó el contenido, compartido, remezclado, reutilizados, y se trasmite. Y lo que la gente estaba haciendo con la Web no era simplemente leer libros, escuchar la radio o ver la televisión, pero tener una conversación, con un vocabulario no consiste sólo de palabras, sino de imágenes, video, multimedia y todo lo que pudieron tener en sus manos . Y esto se hizo, y parecía y se comportaba como una red.” (Downes, octubre 2005).

Las TIC como herramienta han implicado ser utilizadas en diversos espacios de la vida, como el

político, el social, el económico, el laboral y el educativo, en donde cada persona decide si quiere ser partícipe de ellas. El uso de las tecnologías de la información y la comunicación como herramienta de aprendizaje tiene un rol destacado en la educación, ya que le permite al docente mejorar sus actividades pedagógicas a través de la implementación de diversas metodologías que ayudan a los procesos de adquisición de conocimiento de los estudiantes (Educause, 2009, p. 1). De esta manera, si se suma el poder de los contenidos que las personas publican en las redes sociales, la interacción que las personas pueden llegar a tener entre ellas y el aporte personal que cada usuario recibe una vez participa, entonces esto constituye parte del atractivo y la fuerza que impulsa lo que se conoce como *ambientes personales de aprendizaje*.

Los Ambientes Personales de Aprendizaje

Una de las bases del PLE es que «todas las personas tienen un entorno *personal*, por tanto, en el que aprenden es inherente al hecho mismo de que las personas aprenden a lo largo de toda su vida y en todo momento» (Castañeda y Adell, 2013, p. 11).

Como parte del desarrollo del presente documento de investigación se quieren plantear algunos de los elementos, actores y acciones que se necesitan para poder construir un PLE. Los actores posiblemente siempre se encontrarán presentes (el profesor, el área administrativa y los estudiantes), al igual que distintos componentes tecnológicos que permiten el desarrollo de este proceso de aprendizaje, ya que implica una interacción constante entre las personas y la mediática (Educause, 2009, p. 2). Si se analiza esta situación desde el rol del profesor que es partícipe de un PLE, este ya no va a dictar clase de la manera tradicional, es decir, sin uso de TIC. El maestro presenta un rol diferente, ya que pasa a ser un orientador en el proceso de aprendizaje con los estudiantes, y la relación con ellos ahora cambia. Por su parte, cada aprendiz o estudiante

mediante su participación en el proceso aporta al conocimiento desde su propia experiencia, adquirida durante la actividad académica.

Diferentes posturas han tratado de dar explicación de que son o cómo funcionan o que son los PLE, desde el punto de vista del instruccional.

“Los enfoques de emancipación, como Entornos Personales de Aprendizaje (PLE), hace hincapié en el cambio de control y la propiedad de la educadora o el diseñador para el alumno, otorgando la toma de decisiones y la elección por parte del alumno, no sólo en términos de elegir el contenido o la secuencia de pasos de aprendizaje, pero, ante todo, la elección de las herramientas de aprendizaje y el uso de estas herramientas para apoyar el propio aprendizaje, incluyendo la co-creación de contenidos de aprendizaje y el fomento de redes de aprendizaje personal (PLN) .” (Buchem, Tur, Hölterhof, 2015, pag 15).

Los PLE son parte de la evolución de la web 2.0, en donde no es necesario que haya interacción con un LMS, sino con las redes sociales con propósitos educativos (Educause, 2009, p. 2). Consecuentemente con esta situación, el rol del profesor en los PLE se va enriquecido cuando participa en comunidades académicas o en redes de trabajo que no pertenecen a la institución, en otras palabras, se trascienden las barreras físicas de la institución y se desarrollan los aportes a los estudiantes desde otro escenario. Asimismo, se realiza una cualificación del mismo trabajo pedagógico; un rasgo característico de esto se evidencia cuando se hacen partícipes en la web 2.0 de las redes sociales especializadas para aprender más, o también en la realización de trabajo en red con los maestros y estudiantes de la misma planta física. En relación a estas posibilidades, Perea (2007 pag. 3) sostiene que «las distancias pueden ser alteradas por las tecnologías de la

información que nos asisten y trasladan a espacios virtuales, cibernéticos, donde podemos experimentar sensaciones interactivas diferentes, aprendizajes nuevos, una nueva forma de construir la sociedad».

Esta información en las aulas tradicionales (cuando no se usan herramientas TIC para apoyar en los procesos de educación, es decir, el almacenamiento es físico) tiende a ser local y personal, sobre todo cuando el uso de papelería es fundamental como soporte o evidencia para los procesos de formación. Cuando la persona supera un curso, entonces se refleja en una nota de evaluación (puede ser cuantitativa o cualitativa) y no es necesario conservar el material producido en dicho curso, porque dentro del modelo tradicional la calificación refleja el alcance de las metas u objetivos planteados por parte de la propia persona durante el proceso de enseñanza-aprendizaje.

Bajo estas condiciones, las dinámicas de intercambio de información, contenidos y experiencias por lo general se quedan dentro de un mismo salón de clase, la información es almacenada —y en cierta forma, limitada— y la única evidencia de que el conocimiento se adquirió es la nota (generalmente cuantitativa) al final del año o ciclo educativo. Desde la perspectiva del profesor el cual seguía rutas de aprendizaje, usando elementos que le terminaban de aportar a su enseñanza de acuerdo a un marco curricular (Buchem, Tur Ferrer, Hölterhof, 2004 pag. 18). Es necesario tener presente que las evidencias de aprendizaje son contenidos del mismo aprendizaje que consigue el aprendiz en su proceso académico, y que generalmente se pierden o simplemente caen en el físico olvido; en otras palabras, puede llegar a ser un desperdicio de contenidos personales que terminan siendo evidencias desechadas en la basura.

Es importante señalar cómo los estudiantes preguntan a sus compañeros de niveles avanzados la

forma de solucionar diferentes actividades o asignaciones tan solo compartiendo los apuntes o haciendo equipos de trabajo, en donde se crean grupos de estudio que les permiten a los estudiantes que tienen dificultad en el aprendizaje recibir ayuda o colaboración de los mejores de la clase, para poder llegar a la mínima nota y pasar la materia. Este es un acto de colaboración y de trabajo en equipo (Robinson, presentación en The RSA, 2010).

En relación con lo anterior, Willingham (2007), argumenta que un ambiente personal de aprendizaje puede hacer lo que no hace un sistema de gestión académico (SGA), porque ayuda a estimular el aprendizaje a través de la inmersión en una comunidad, en contraposición al aprendizaje por medio de una presentación de contenidos. Lo pedagógico se convierte así en la formación de habilidades para la participación en comunidades de aprendizaje. Al respecto, en el Aula Virtual de la Universidad Católica de Valparaíso se manifiesta lo siguiente (2012):

Los entornos personales de aprendizaje (PLE, por sus siglas en Inglés de *Personal Learning Environment*) son sistemas que ayudan a los estudiantes a tomar el control y gestión de su propio aprendizaje. Esto incluye el apoyo a los estudiantes para fijar sus propios objetivos de aprendizaje, gestionar su aprendizaje, la gestión de los contenidos y procesos, comunicarse con otros en el proceso de aprendizaje y lograr así los objetivos de aprendizaje. Un PLE puede estar compuesto de uno o varios subsistemas: así, puede tratarse de una aplicación de escritorio o bien estar compuestos por uno o más servicios Web.

Una descripción interesante de lo que puede llegar a ser un PLE es el portafolio, porque “puede proporcionar una oportunidad para demostrar la capacidad para recopilar, organizar, interpretar y

reflexionar sobre los documentos y fuentes de información. También es una herramienta para el desarrollo profesional continuo, alentando a las personas a tomar responsabilidad y demostrar los resultados de su propio aprendizaje " Stephen Downs (oct 2005)

En relación a este aspecto, Ken Robinson, en la conferencia de la Universidad de Oklahoma (2008), expone que «los niños pasan 10 años en el colegio indicándoles que la única y verdadera respuesta está al final del libro (...) ¡No puedes mirar!, ¡no te copies!, porque eso es trampa (...) fuera del colegio esto se llama colaboración». El concepto, hecho o evento que se denomina *colaboración* puede llegar a ser bastante novedoso para la educación (desde el punto de vista de la educación tradicional).

En el contexto educativo tradicional existe la situación de «copiarse» o «mirar durante los exámenes», es decir, una circunstancia que se presenta cuando tiene lugar una evaluación individual, o sea, cuando el profesor desea valorar el conocimiento alcanzado durante la clase. Independientemente de cuál sea el motivo que lleve a un estudiante copiarse de la respuesta del compañero al que le va muy bien en el estudio, en la mayoría de las instituciones educativas esto es absolutamente prohibido y puede acarrear consecuencias muy serias para el estudiante que hizo la «copia». También se puede presentar algo similar cuando el estudiante saca el libro y mira sus respuestas para escribirlas en el examen. Esto es relevante debido a que muy probablemente dicha situación, que es actualmente prohibida, puede pasar a ser útil para la creación, entendimiento e interacción de contenidos entre una comunidad educativa. Parte de estos hechos, es que muy probablemente existe una necesidad intrínseca de buscar ayuda en las personas que tienen mejor habilidad para entender lo que enseña el profesor, así como para ayudar a quien lo necesita por parte de los compañeros para poder alcanzar la nota. La relación entre ambos actos

es que simplemente la acción está enfocada en el apoyo y colaboración entre los compañeros (Robinson, presentación en The RSA, 2010).

En los procesos de enseñanza tradicional en los que se tiene muy poco uso de las TIC y en los que las evidencias del aprendizaje se encuentran documentadas en cuadernos de papel se llega a desechar mucha información y esto limita el ciclo educativo para la solución de problemas, lo cual conlleva a que solo se pueda enfocar la situación de manera local (limitada), o mejor dicho, difícilmente puede ir trascendiendo las fronteras institucionales. Con el uso de las TIC, muchos de estos procesos de aprendizaje pueden permanecer en el tiempo, la pérdida del aprendizaje obtenido o contenido es menor y allí también se puede reconocer el fracaso como experiencia, porque de allí se posibilita que salgan mejores ideas, como con el uso de los LMS. Las consecuencias de esta pérdida de contenido se presentan tanto en los procesos de formación como en la evidencia que alcanzan todas las personas.

Es notable que la mayoría del conocimiento logrado durante el trabajo académico se reduzca al resultado de una simple nota, cuando hay tanto contenido por reconocer, intercambiar, compartir, consultar, guardar, construir y debatir. Al incorporar pedagógicamente el uso de las TIC como en el caso de un LMS, el primer cambio que se da es almacenar los contenidos de los estudiantes y profesores, en donde se pueden consultar y modificar con el tiempo, con el elemento adicional de la posibilidad de trabajar de manera colaborativa:

Un público que evoluciona desde la consideración tradicional de la audiencia (circunscrita, generalmente, a la recepción pasiva de los contenidos predeterminados por el medio de difusión) a la de usuario activo de los medios digitales (con capacidad para

interactuar con la información y con los medios que consume de muy diversas formas, así como para establecer redes de intercambio de información con otros usuarios e incluso para constituirse en emisor de la información) (López, 2005, p. 11).

De esta forma, para alcanzar los contenidos dentro del aprendizaje, se hace necesario que cada alumno tenga la oportunidad de obtener un espacio personal para guardar las experiencias que adquiere durante su vida académica, similar a un *diario de aprendizaje*, y si se usa la tecnología, un PLE. Luego, poco a poco, con el avance de la tecnología y de la necesidad que ha ido demostrando la academia para innovar la enseñanza, es posible comenzar a desarrollar el concepto de PLE. Para Adell (2008, pag. 3) «los PLE son el término con el que se denomina a una función entorno de red en el que, junto a los objetivos y espacios físicos y contactos personales, desarrollamos nuestras vidas».

Entonces, posiblemente utilizando la tecnología y el concepto de aprendizaje basado en PLE se le permitiría a la comunidad académica aprender de una manera más amigable, en donde se pueden conocer experiencias anteriores de los estudiantes, y a estos les permitiría cumplir con los objetivos de aprendizaje. Se podría evitar que ese conocimiento adquirido por cada estudiante durante los periodos académicos termine en campañas de reciclaje y que en contraposición tome valor significativo todo lo alcanzado durante el calendario académico, en donde la nota siga teniendo importancia, pero aún más el conocimiento.

En el documento *Entornos personales de aprendizaje*, Adell (2008, p. 4) señala que hay tres tipos de orientaciones principales:

a) Quienes defienden la necesidad de diseñar y desarrollar una única aplicación cliente de diversos servicios web (p. e., Proyecto Plex) que permita que los usuarios realicen actividades como acceder a contenidos de interés, tanto institucionales o reglados como informales de la Internet, gestionarlos y mantenerlos organizados, participar en debates (blogs, foros, etc.), publicar contenidos creados por el propio usuario en diversos servicios, mantener contacto

con un grupo más o menos amplio de personas con intereses similares, etc.

b) Quienes prefieren implementar todas estas funcionalidades en un servidor web sofisticado (p. e., Elgg o una plataforma de publicación personal como WordPress).

c) Quienes afirman que los PLE ya están entre nosotros y que ya existe un conjunto básico de herramientas online y de escritorio, más o menos integradas.

Las posturas mencionadas con anterioridad llevan a cabo perfectamente las funciones citadas más arriba, y son las orientaciones en las cuales se está formalizando el concepto de PLE, bien sea desde una aplicación de software, porque se decide utilizar herramientas en la web que permitan la construcción de un PLE hacia el mundo o porque hace falta reconocer que los PLE hace rato existen y que tan solo hace falta darles la connotación como tal, o bien sea porque los profesores, estudiantes y áreas administrativas que hacen parte de la formación permanecerán, tan solo que su dinámica puede llegar a cambiar.

La construcción de un PLE va más allá de lo tecnológico, o a alguna aplicación como un e-portafolio de cada persona o a la interconectividad que se pueda tener con este servicio. De hecho, el sentido se pierde si no se tiene una dinámica de intercambio y selección de contenidos que motiven al usuario; en gran medida, los PLE se construyen por el aporte que se pueda dar

desde lo individual hacia la comunidad, y a su vez lo que la comunidad aporte a la persona dentro de la comunidad, o mejor aún, en donde un conjunto de personas comparte un tema, un interés en común, y en donde el tiempo y el espacio no son una limitante para poder interactuar (Educause, 2009). La comunidad se reúne bajo la motivación de algo común, necesario para lograr algún objetivo específico. Las redes sociales son comunidades³ que se encuentran ubicadas en la red.

De otro lado, los ambientes para la gestión de aprendizaje (*Learning Management System*) son sistemas de administración para el aprendizaje, mediante un programa que se instala en un servidor para disponer la información que se va almacenando, y de esta forma distribuir y controlar las actividades, ejecuciones y datos provistos para la educación o formación presencial y en línea (*on-line*) (López Morell, 2012).

En los LMS o bibliotecas digitales, desde el punto de vista de contenidos, donde los objetivos se encuentran predeterminados por el profesor, las actividades de enseñanza y aprendizaje están igualmente dadas con anterioridad y permiten que los usuarios ingresen desde su propio computador a una misma terminal para compartir narrativas, contenidos, datos y realizar las evaluaciones; también, para generar contenidos, información multimedia, entre otros. Este lugar permite realizar trabajos y eventos colaborativos sincrónicos y asincrónicos.

En un PLE la situación es diferente, porque implica que el usuario busque, permee los contenidos, tome decisiones, realice juicios de valor, adicione los datos que son de interés y administre su propia red de contactos y temas de interés, en donde se permita tener un *flujo de*

³ El diccionario de la Real Academia Española (2009) publica que comunidad significa “*Conjunto de las personas de un pueblo, región o nación... Conjunto de personas vinculadas por características o intereses comunes.*”

información entre otras personas con un interés común. Nos enfocamos más en las acciones que derivan del flujo de información dentro y fuera de un PLE, puesto que el énfasis está precisamente en lo que hacemos con la información y no con qué lo hacemos. Es decir, estrategias y metodologías por encima de las herramientas y servicios. Se mencionan algunos, basados en nuestra experiencia, pero la lista no pretende ser exhaustiva ni prescriptiva. Cada persona vive una experiencia de aprendizaje diferente y cada PLE será, por lo tanto, único. Después de todo, la «P» se refiere precisamente a esa dimensión personal (Kompen y Costa en Castañeda y Adell, 2013, p. 94).

Aspectos pedagógicos relacionados con las TIC y la Educación.

Actualmente, se puede cuestionar si podría ser válido el uso o no de teorías del aprendizaje de hace más de treinta años para implementarlas en la educación como parte de los procesos pedagógicos actuales (usando TIC) de la enseñanza. Una de las teorías emergentes reconocidas para utilizar las TIC la constituye la postura de George Siemens y de Stephen Downes, en donde han tratado de darle un sentido a su postura en torno a la enseñanza un tanto ecléctica denominada «conectivismo», debido a que han tomado teorías del aprendizaje de más de 40 años de antigüedad (por ejemplo, la que plantea Jean Piaget en el libro *Introducción a la epistemología genética*, 1950) y que han sido útiles para el planteamiento de teorías del aprendizaje de la época de la revolución industrial; también, porque son disciplinas en las que, a pesar del tiempo, muchas de sus investigaciones continúan y muchos postulados siguen siendo vigentes, así que se les ha dado gran relevancia en tiempos actuales.

Es por esto que Siemens, en la obra *A Learning Theory for the Digital Age* (2004), se basa en algunas disciplinas con modelos y enfoques diferentes de investigación, de hace más de 40 años

para sustentar la descripción de su propio postulado. Se podría considerar su propuesta como ecléctica, porque son tres teorías de la psicología y el aprendizaje (conductismo, cognitismo y constructivismo) que en el momento de su desarrollo no era posible concebir todas juntas, ni mucho menos que se complementaran; sin embargo, se considera que este autor brinda un aporte reflexionando sobre las limitaciones que tiene cada una de estas teorías del aprendizaje para apoyar su postulado de conectivismo y así explicar y comprender la influencia que tienen las TIC en los procesos académicos.

En la década de 1970, la estandarización y la sistematización de la enseñanza eran prioridad, pues gracias a estas era posible masificar y darle eficiencia a los procesos de formación, tal como ocurría en la era industrial; por esta razón se entiende su notable influencia. Sin embargo, existían detractores de esta tendencia como Piaget, quien logra explicar lo que el conductismo no lograba demostrar consistentemente. No obstante, es importante resaltar que gracias a las investigaciones relacionadas con la utilización de las TIC en los procesos de enseñanza, Siemens (2004, p.7, citando a Piaget) hace un sobresaliente aporte proponiendo que:

El conectivismo es la integración de principios explorados por las teorías de caos, redes, complejidad y auto-organización. El aprendizaje es un proceso que ocurre al interior de ambientes difusos de elementos centrales cambiantes —que no están por completo bajo control del individuo—. El aprendizaje (definido como conocimiento aplicable) puede residir fuera de nosotros (al interior de una organización o una base de datos), está enfocado en conectar conjuntos de información especializada, y las conexiones que nos permiten aprender más tienen mayor importancia que nuestro estado actual de conocimiento.

Las teorías del aprendizaje de la vieja escuela (haciendo referencia a las que no usan las TIC en los ambientes de enseñanza) conciben a la persona en un estado único y con un ambiente aprendizaje personal, que se da solo en ciertos momentos de la vida que puedan ser observables, medibles verificables. Un ejemplo de esto es la estandarización de la educación en los colegios y escuelas, donde ubican a los estudiantes de acuerdo a su edad y género, y la medición está dada de acuerdo a las curvas del aprendizaje establecidas por ciertos parámetros, en donde el aprendiz se puede encontrar dentro de lo normal, rezagado o adelantado. La relación alumno-maestro está basada en el predominio de la autoridad del maestro, el cual exige una actitud receptiva y pasiva del alumno. Y al tener principios educativos muy rígidos, la labor del docente se vuelve inflexible, impositiva y coercitiva, donde la obediencia es la principal virtud que se llega a formar. En el aspecto cognoscitivo, la actitud del maestro es paternalista, ya que ofrece criterios acabados que deben ser respetados por el alumno, y como siente que debe dar todo al alumno, le deja muy poca iniciativa e independencia cognoscitiva (Armenta, 2010).

En contraste con lo anterior, los PLE son de las personas y por ende reciben información de los estándares educativos. Según Castañeda y Adell (2013, p. 17), «los procesos mentales y las actividades que me permiten compartir, reflexionar, discutir y reconstruir con otros conocimiento —y dudas—, así como las actitudes que propician y nutren ese intercambio» son necesarios para que cada usuario pueda permear, filtrar o seleccionar la información que desee.

El conectivismo inmerso en los PLE puede incluir a las personas en un entorno social cambiante que abraza la tecnología. Estos ambientes personales de aprendizaje permiten que cada usuario tenga su propia autonomía y metas de aprendizaje, así como potenciar la toma decisiones, la

participación activa en la red y la utilización de herramientas en un entorno lleno de diversidad de opiniones, lenguajes y antecedentes, los cuales pueden estar en ella.

Hoy en día, incluso se comienza a hablar de *ambientes personales de aprendizaje* o de *redes personales de aprendizaje* (PLN de ahora en adelante), pues las herramientas que tienen las TIC facilitan el trabajo en red y los aportes personales, así como la participación de comunidades académicas, la interacción con el sistema y el aporte de la experiencia personal a la red de aprendizaje. Tal como dicen Castañeda y Adell (2013), son «PLN las oportunidades de intercambiar con esas personas (encuentros, reuniones, foros, conferencias, etc.) que ayudan a enriquecer esa PLN y los procesos mentales que ponemos en marcha en esos intercambios: capacidad de decisión, asertividad, etc.».

La tecnología siempre ha estado presente, desde el momento en que se creó la primera rueda, y ha ido de la mano del hombre como herramienta de desarrollo continuo; puede afirmarse que en manos de este puede lograr casi cualquier cosa. Las TIC como herramienta también han tenido su propia evolución, pues en un principio la web 1.0 era netamente informativa, pero en el 2004 Tim O'Reilly le dio el término de web 2.0 cuando la Internet se volcó a la participación activa de la sociedad. De esta forma, se pueden encontrar muchas herramientas de trabajo colaborativo, compartir datos, comentar, etc., y la información no está contenida en las bibliotecas, sino que se encuentra al alcance de todos los usuarios.

En ese mismo año, Scott Wilson (perteneciente a *The Personal Learning Environments Session at JISC/CETIS*) comenzó a popularizar el término de *Personal Learning Environments*, que traduce *ambientes personales de aprendizaje*. Algunas de sus características se describen a

continuación:

- Los PLE están dispuestos para ser un escenario o herramienta de aprendizaje, el cual permite que el estudiante o el profesor puedan diseñar sus propios objetivos de aprendizaje, en donde se tiene la libertad de ordenar la información como cada uno considere que sea mejor y en donde quede un registro de las actividades en una línea de tiempo de todos los acontecimientos en el aprendizaje. «Una persona debe fijar sus objetivos cuanto antes y dedicar toda su energía y talento a ellos» (Disney, s. f.).

- Estos PLE permiten compartir, interactuar y ser partícipe de los objetivos de clase, ya sea para responder sus propias preguntas o para colaborar con sus compañeros en clase en los hallazgos, acuerdos, desacuerdos y aportes que cada estudiante o profesor quiera realizar. En otras palabras, puede ser un conjunto de recursos que el alumno utiliza para aprender dentro su proceso de formación educativa.

Los PLE, más que sistemas, constituyen un concepto que permite ordenar la información a la hora de aprender, con el uso de herramientas web tales como blogs, wikis, Twitter, Facebook, etc., para crear conexiones con otras personas que extienden nuestro aprendizaje e incrementan nuestra reflexión mientras nos permiten aprender juntos como parte de una comunidad global. Asimismo, los PLN aumentan nuestras oportunidades de preguntar y recibir ayuda comparado con nuestras interacciones diarias cara a cara (Waters, 2009).

Los PLE pueden funcionar de diversas formas, desde la aplicación de la web o el contenido multimedia, hasta la red de contactos a nivel digital y personal que cada quien puede llegar a

tener. Esto último es la razón por la cual también los PLE son también denominados PLN (red personal de aprendizaje), porque lo más importante es la información que cada persona puede aportar a su propia red de conocimiento. Johnson (1993, en Hiltz y Turoff, 1999), investigadoras de modelos de aprendizaje, postula que:

El aprendizaje cooperativo se define como un proceso de aprendizaje que enfatiza el grupo o los esfuerzos colaborativos entre profesores y estudiantes. Destaca la participación activa y la interacción tanto de estudiantes como profesores. El conocimiento es visto como un constructo social, y por tanto el proceso educativo es facilitado por la interacción social en un entorno que facilita la interacción, la evaluación y la cooperación entre iguales.

Jordi Adell, de la Universitat Jaume de España, quien ha adelantado considerables investigaciones sobre los PLE, afirma en relación a estas ideas que «los PLE representan una manera diferente de aprender, no una traslación de la pedagogía escolar a nuevos dispositivos y aplicaciones (...) Construirlos y reconstruirlos constantemente en función de los intereses y resultados» (2010, pág. 5).

El concepto de PLE ha venido tomando fuerza a nivel personal como trabajo en red, en donde las personas, los contenidos, datos, información, redes sociales, personas, etc., son lo primordial. Sin embargo, hace falta tener más experiencias que permitan comprobar que todos los datos sí hacen parte de una historia de vida, así como del aprendizaje de una persona de manera colectiva. Adell y Castañeda (2010), definen a los PLE en su trabajo como «el conjunto de herramientas, fuentes de información, conexiones y actividades que cada persona utiliza de forma asidua para

aprender, que se configuraría alrededor de las herramientas y servicios que nos permiten el acceso y la relación con la información (acceso y actividad) y con otras personas».

Así las cosas, al retomar la búsqueda teórica presentada anteriormente, se encontró que existen cuatro elementos que posiblemente siempre vayan a estar presentes cada vez que se haga referencia al trabajo o desarrollo con PLE:

- La identidad.
- El flujo de contenido.
- La herramienta.
- La emoción / motivación.

La identidad

Es la primera característica que siempre se encuentra en una red social, desde crear una cuenta de correo electrónico, suscripción o participación, para que cada usuario se identifique y que la persona participe de algún servicio, evento, o red social. La mayoría de las veces viene con un espacio o recuadro para el *nickname*, y también tienen la opción de añadir una foto personal o de un personaje ficticio que cada persona decora a su propio gusto (avatar). Si bien pueden también dar un significado a su avatar, se pueden basar en personajes de ciencia ficción, superhéroes o en personajes históricos que hayan tenido trascendencia en la historia (Serrat, 2011).

La identidad digital se puede llegar a construir a partir de la interacción que tienen los usuarios por medio de la Internet, ya que pueden acceder a contenidos multimedia, dejar comentarios o

posts y participar de forma activa en la red de la información. Cuando una persona decide participar en una red, pone a prueba la reputación, su propia imagen personal representada por medio de un avatar, la capacidad darse a conocer ante una comunidad, así como la habilidad de compartir el conocimiento que hay en su interior a los demás. En la web 2.0, con el tiempo se va generando un rastro digital o firma, porque la información publicada permanece a lo largo de la historia.

Cuando los usuarios de la Internet navegan dentro de las redes sociales como Facebook, Google+, Twitter, LinkedIn, Flickr y Second Life, hacen lo posible para que su presentación sea lo más adecuada (sin importar el tipo de estética o diseño ante las redes sociales); esto depende mucho de la personalidad que cada quien decide presentar ante los demás, de alguna manera es dejar una huella digital. Cuando se es activo de una red social, cada usuario es libre de aportar contenido digital o material de información, además de tener una postura de participación en ella, tal como lo afirma Serrat (2010, pág 9): «participar en la red implica tener una actitud de aprendizaje colaborativa y participativa en la cultura digital».

Por su parte, la identidad, según la psicología analítica, es el resultado de todos los procesos de aprendizaje que tiene una persona durante toda la vida (Vera y Valenzuela, 2012). En la actualidad, el aporte que brindan las redes sociales en la era de la cultura digital ayuda a enriquecer este proceso de construcción, porque cada persona puede crecer en el círculo social en el que se desenvuelve. La identidad, desde este punto de vista (el del psicoanálisis), explica que todas las personas de manera presente o consciente tienden a recordar los hechos más relevantes e importantes a lo largo de su vida, ya sea desde las experiencias, aprendizajes, procesos de comunicación, lenguaje e interacción, que son efectuados con el medio y con las personas, así

como las cosas que nos rodean, reflejándose en la formación de la personalidad desde la infancia (Segura, 2011).

Otras memorias o recuerdos pueden caer en el olvido consciente, pero se alojan en lo más profundo del ser, o sea, el *inconsciente*, y pueden quedar reprimidos (Freud, 1905). Sin embargo, esas «represiones o contenidos mentales olvidados» se pueden manifestar de manera subliminal: lo hacen por medio de expresiones artísticas, y en el caso de la cultura digital, por medio del diseño del avatar y el *nickname*, los cuales constituyen demostraciones que llevan a indicar la presencia del inconsciente en la persona (Laplanche y Pontalis, 2001). Todo lo que somos hoy día es lo que se ha formado desde el momento de nuestra concepción.

En el libro *Inconsciente colectivo* (1906), Carl Jung, estudiante de Freud, hace una explicación sobre cómo forma parte el contenido consciente de una persona. Explica que es un proceso que se hace a lo largo de toda la vida, en donde la persona se encuentra inmersa tanto en una sociedad como en la familia, amigos o trabajo, es decir, que «cierta medida superficial de lo inconsciente es sin duda lo personal» (Jung, 1906, pág 10). Sin embargo, si se reúnen todas estas experiencias personales, ya no son individuales, sino colectivas, es decir, la suma de todos, a lo cual Carl Jung denomina el «inconsciente colectivo» porque según él tiene una «naturaleza universal», en otras palabras, «la psique individual tiene contenidos y modos de comportamiento (...) los mismos en todas partes y en todos los individuos» (Jung, 1906, p.10).

Estos dos psicoanalistas, Freud y Jung, coinciden en que los contenidos de las personas están en un estado profundo de la *psique* (alma) y se pueden hacer conscientes por medio de diálogos, chistes, memorias y representaciones artísticas; en suma, «los contenidos del inconsciente

colectivo, los denominamos arquetipos» (Jung, 1906, p.10). Dentro de esta investigación se considera importante la identidad, vista desde el psicoanálisis, porque afirma que todas las personas tienen contenidos guardados en el inconsciente y que pueden ser potencialmente manifestados con las herramientas de la web 2.0. Así que cuando un usuario decide ser partícipe de una red social, en la cual aporta información, contenidos o datos, es porque existe un algo que aportar, compartir, debatir o complementar, algo que se tiene desde la experiencia personal, con el valor agregado de que la participación es colectiva y activa, como un evento que se traslada de un lado a otro entre las personas por medio de la tecnología, como una energía que se encuentra fluyendo de forma constante y no se detiene.

El *arquetipo*⁴ viene siendo mencionado desde Platón, quien sugiere que en el mundo de las ideas se encuentra el verdadero ser de cada persona, que tiende a ser perfecto y divino. En esta misma línea, en la alquimia se menciona el concepto de los arquetipos —desde el punto de vista de alcanzar el ser divino —, y dentro del estudio de los procesos de formación de la persona se encuentra Sigmund Freud, quien utilizó la mitología griega para explicar y justificar toda su teoría de la *psique* humana.

En tiempos de utilización de la tecnología, es posible encontrar el arquetipo en cada usuario que participa en las redes sociales, ya que se convierte en elemento diferenciador ante las demás personas que participan dentro de una comunidad. Según el psicoanálisis, el inconsciente es construido a partir de todos los aprendizajes alcanzados durante la vida. Jung indica que los

⁴ Sinónimo de amplificación, en un sentido jerárquico, alude al concepto de la idea Platónica de las sustancias, las cuales son ejemplares perfectos y eternos provenientes de una eternidad en el sentido o pensamiento divino». Diccionario Enciclopédico Hispanoamericano, 2007.

arquetipos son «contenidos inconscientes colectivos», los cuales pueden tener una connotación de expresión o de «representaciones colectivas» en donde todo esto se puede transmitir. Esta es la identidad de cada quién ante los demás, y en las comunidades de la Internet particularmente toma mucha más fuerza debido a que los usuarios se pueden comunicar directamente desde su inconsciente representado por un arquetipo.

A pesar de que Jung no llegó a conocer las posibilidades que tiene la web 2.0, es posible visualizar que él encontraría fascinante la oportunidad de probar su teoría del inconsciente colectivo en la acción digital, pues allí es posible evidenciar cómo las personas utilizan las herramientas de las redes sociales para dialogar con ciertos contenidos, sin verbalizar palabra alguna, o directamente cada uno desde el interior del inconsciente propio, siendo representados por un arquetipo (representación del usuario). El psicoanálisis moderno, en aportes como el de María Ángeles Rebollo (2005), explica al respecto:

[La] identidad como la construcción de un yo personal a través de procesos de reconocimiento e identificación (...) remite un sistema de valores, creencias actitudes y comportamientos que le son comunicados a cada miembro del grupo por su pertenencia a él. Ello implica un modo de sentir, comprender y actuar en el mundo, así como la asunción de determinados valores, costumbres e ideas. En la identidad comunitaria tiene un gran peso la memoria colectiva a través de la familia, [la] escuela y [los] medio[s] de comunicación (p. 30).

La identidad, entonces, se podría llegar a definir en la actualidad como la suma de todos esos procesos de adquisición del conocimiento o aprendizaje de las personas, y que gracias a las

tecnologías es posible tener acceso a cada vez más contenidos y que a su vez las personas regresen o aporten a las diferentes comunidades esos aprendizajes adquiridos (*feedback*).

Gracias a los medios de información que tiene la web 2.0, el conocimiento que se quiere compartir se puede gestionar de una forma más rápida. Cómo el individuo se quiera dar a conocer ante las redes sociales es por medio de los arquetipos:

Arquetipo conceptual sociotécnico hacia una nueva ecología de la educación que recoge ideas, las combina y reflexiona en torno al aprendizaje, entiendo como un «*continuum*» que se prolonga durante toda la vida y que puede ocurrir en cualquier momento o lugar. Este enfoque no está restringido a un espacio o un momento en particular del aprendizaje y propone incentivar estrategias orientadas a combinar el aprendizaje formal con el no formal e informal. Esta perspectiva busca desencadenar reflexiones e ideas sobre cómo conseguir una educación de mayor pertinencia, capaz de reducir la brecha entre aquello que se enseña desde la educación formal y lo que demanda el mundo del trabajo (Cobo y Moravec, 2010).

La palabra avatar viene del sánscrito «*avatâra*» y quiere decir «reencarnación de dios» o «el enviado», ya sea como un animal o una persona (RAE, 2001). Si se hace una analogía a esto, en donde se tuviera la oportunidad de proyectar al humano ideal, sería como lo han enseñado en muchas las religiones, es decir, «Dios», y si se observa desde la óptica del psicoanálisis, sería el «Yo ideal» representado por medio de arquetipos digitales, en este caso, de los usuarios de la Internet en avatares. Entonces, es como si cada persona proyectara ese «Yo ideal» al mundo virtual, teniendo en cuenta el diseño o modelo a utilizar.



Figura 1. En el usuario de Twitter @AnesKanya, con el avatar de ángel como arquetipo, solo se presenta el nombre de la vida real.

En la identidad digital convergen varios y diversos aspectos de tipo social, cultural y psicológico (Giones y Serrat, 2010)⁵, y no siempre tiene que corresponder a ese «Yo real» (foto de la vida real), sino que es tan solo como cada persona se quiere mostrar en una cada una de sus facetas. La especial particularidad de Second Life es que no se queda solamente con el espacio para ubicar la foto, sino que es posible emplear toda una animación y unas características físicas para darle vida a este personaje que se ha creado.

⁵ «En este sentido, la relación entre estas habilidades y las actividades sociales, culturales y académicas, cada vez más variadas en la red, constituyen un nuevo tema de estudio que todavía no se ha tratado suficientemente en la literatura científica, así como la construcción de la identidad en la red en entornos no anónimos (Zhao et al., 2008). Algunos trabajos que sí han tratado la identidad digital desde la perspectiva de los multialfabetismos son los de Perkel (2006) y Livingstone (2004)».

Uno de los ejemplos más sencillos sobre la aproximación de los arquetipos son los dibujos animados, en donde cada persona se identifica más con un personaje que con otro; de hecho, los creadores de las hazañas fantásticas buscaban que fuera así, «sin personalidad, el carácter puede ser gracioso y hasta interesante, pero a menos que las personas logren identificarse con el personaje, una historia con un personaje sin personalidad no atrapa a la audiencia» (Disney, s. f.). En publicaciones más recientes, los investigadores Wood y Smith (2005) definen la identidad como:

Una construcción compleja, personal y social, consistente en parte en quiénes creemos ser, cómo queremos que los demás nos perciban, y cómo, de hecho, nos perciben. Es así como en la comunicación electrónica lo que prima es la imagen que se quiere mostrar a terceros. Es evidente que la vida analógica condiciona quién se es en la web. Se hace interesante el ver cómo la identidad digital puede mostrar cómo es de diversa la propia vida y cómo es de múltiple la propia identidad. Una misma persona puede tener diferentes identidades, por ejemplo, como seguidor de un grupo de música internacional, como miembro de una comunidad religiosa y como integrante de una saga (p. 15).

Entonces, la identidad hace parte de los PLE como espacios en donde prima la interacción; desde esta perspectiva, dichas interacciones se ven expresadas por las subjetividades (identidades) que se hallan en el contexto de lo colectivo, generando formas y modos de diálogos y conexiones. El concepto de *identidad digital* se trata en la literatura científica dentro del área de la sociología. Es así como algunos autores la han vinculado en temas como la encriptación de datos, la privacidad o la seguridad en la web 2.0 (Camenisch, 2009).

Entre las nuevas competencias que el ciudadano del siglo XXI debe adquirir, está la competencia de gestionar eficazmente la propia identidad digital. Esto se representa si hay una «sinapsis» de información constante que permite estar en conexión con los demás gracias a las TIC. De esta forma, estos contenidos siempre están en constante movimiento y actualización.

El Flujo de Contenido

El flujo de contenido se puede comprender inicialmente como una línea en la que viaja la información, que determina la frontera digital entre los usuarios, en donde los datos se mueven y las terminales de conexión está entre las computadoras. Esta red de información es una autopista de paquetes de datos donde sucede el intercambio, un universo de contenidos e información creado por y para las personas, en donde, de acuerdo a los intereses de los temas, se puede concentrar por comunidades y estar disponible para los usuarios.

La Internet permanece en el tiempo gracias al flujo de contenidos en cierto «vaivén» o «circulación», es decir, está constituida por toda información enfocada a un tema que genera un usuario en alguna comunidad, y que a su vez le es regresada con aportes de otras personas, lo cual permite que el aprendizaje se encuentre en constante proceso de alimentación de contenidos. Al tener este flujo de contenido, la Internet es el medio en donde se puede encontrar el inconsciente colectivo en acción, porque se puede evidenciar, por medio de la riqueza y diversidad de narrativas, experiencias, expresiones, contenidos multimedia, diálogos, comunicaciones, comentarios y toda la sinergia que se genera cuando las personas participan e interactúan en conjunto y en un mismo escenario. Por esta razón, la siguiente característica o elemento para poder desarrollar un PLE es el flujo de contenido, puesto que este siempre se

encontrará en movimiento, así como el número de usuarios que participan en esto.

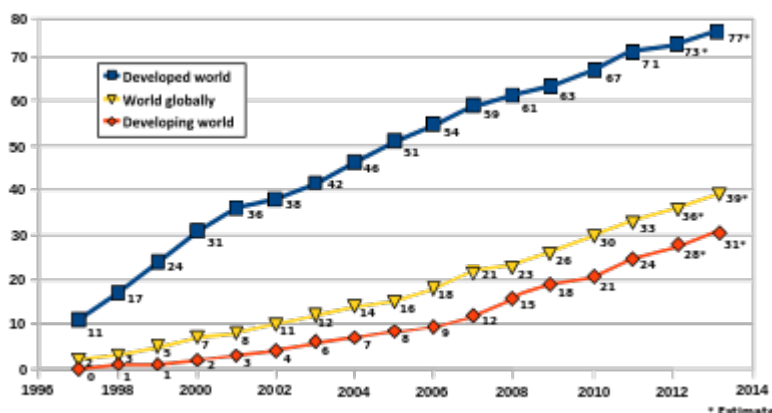


Figura 2. Número de usuarios de la Internet por cada 100 habitantes⁶

La palabra *sinergia* viene del griego *συνεργία*, que traduce «trabajando en conjunto». Es la energía o movimiento que se encuentra en cada persona y que se proyecta hacia los demás, y en el caso de los PLE, por medio de las redes sociales. Hay que recordar que el contenido⁷, según el psicoanálisis, es todo el aprendizaje que se obtiene hasta el presente y que se puede manifestar de diversas maneras. El contenido escrito es el más representativo en la web 2.0.

En relación a esto, Kleiner (2002) explora la «teoría cuántica de la confianza» de Karen Stephenson. Dicha teoría «explica no solo cómo reconocer la capacidad cognitiva colectiva de una organización, sino cómo cultivarla e incrementarla». Al interior de las redes sociales, los *hubs* son personas bien conectadas, capaces de promover y mantener el flujo de contenido. Su

⁶ International Telecommunications Union, Ginebra. Recuperado el 4 de abril de 2012, reporte del 1997 -2011.

⁷ Contenido: Visto desde el psicoanálisis, en los eventos de experiencia y aprendizaje que almacenan las personas a lo largo de la vida.

interdependencia redundante en un flujo informativo efectivo, que permite la comprensión personal del estado de actividades desde el punto de vista organizacional.

Los procesos mentales de las personas se pueden describir como si fueran procesos individuales internos, dentro de la corriente de la psicología conductista denominada la «caja negra» (Watson, 1913); en la escuela freudiana se le llamó el «aparato psíquico del Ello, Yo y Superyo». Estas corrientes de la psicología buscaban describir ese proceso interno que sucede en cada persona y cómo ha sido evidenciado; a esto se le suma que el estilo es absolutamente individual y único en cada persona, lo cual, precisamente en las redes sociales, se puede encontrar como una riqueza en forma de aportes escritos y en multimedia que circulan dentro de una comunidad de usuarios. El flujo se explica en la psicología moderna como:

[u]n estado mental operativo el cual la persona está completamente inmersa en la actividad que está ejecutando. Se caracteriza por un sentimiento de enfocar la energía, de total implicación con la tarea, y de éxito en la realización de la actividad. Esta sensación se experimenta mientras la actividad está en curso (Csíkszentmihályi, 1975)

Lo anterior adquiere especial importancia porque la información sale de cada persona y regresa, así que la mente consume información. En este sentido, la noción de flujo de contenido es personal y de libre albedrío, pues cada quien decide almacenar estos contenidos, ya sea apoyándose en herramientas que permitan guardar la información o en lo más profundo de su memoria, es decir, en el inconsciente (Csíkszentmihályi, 1975).

Hasta ahora se ha explicado cómo el proceso del flujo de contenido se encuentra de manera

interna e individual, y que también puede llegar a pasar a un plano social y de interacción e interrelación con las personas, es decir, se trata de un movimiento de datos que ingresa a cada usuario, y que a la vez cada persona toma la decisión de tomarlo o no. Haciendo una analogía, el flujo de contenido es similar a lo que ocurre con la membrana celular, que tiene una permeabilidad selectiva para que ingresen o no sustancias que le aporten para sobrevivir y mantener su equilibrio interno. «Un nuevo paradigma sobre el cual Levy habló sobre la “inteligencia colectiva”. El sentido virtual de la socialización ha cambiado las formas de comunicación y las relaciones humanas, por ejemplo, hoy en día podemos encontrar en Facebook» (Torres et al, 2011).

Por su parte, siguiendo la corriente conectivista, Siemens (2005) precisa que una red puede ser definida simplemente como conexiones entre entidades. Las redes de computadores, las mallas de energía eléctrica y las redes sociales funcionan sobre el sencillo principio de que las personas, grupos, sistemas, nodos y entidades pueden ser conectados para crear un todo integrado. Las alteraciones dentro de la red tienen un efecto de onda en el todo.

El elemento de flujo de contenido dentro de un PLE se rige por la toma de decisiones y los intereses de cada usuario, los cuales pueden ser espontáneos o planeados, en donde la permeabilidad de datos es constante. La visión desde el ámbito académico hacia el Flujo de Contenido la refleja Couros al afirmar que «las redes personales de aprendizaje se analizan incluso como alternativas a los sistemas gestores del aprendizaje, dado el supuesto de transferir parte o la totalidad del control sobre el aprendizaje al estudiante conectado» (Carmona, Correa, No 22. Pag29).

Este tipo de entendimiento sobre la toma de decisiones implica que las personas adquieren nuevos datos como resultado de la variedad de opiniones, la especialidad de las fuentes de los contenidos, la habilidad de reconocer las interconexiones de los temas, áreas y postulados, y la actualización de todas las actividades que se presentan en clase. Cada invitación de un colega, amigo, familiar o contacto contribuye a la formación un PLE a partir de su propia red. Siemens (2004) reflexiona en relación a este tema que:

La toma de decisiones, en sí misma, es un proceso de aprendizaje. El acto de escoger qué aprender y el significado de la información que se recibe, es visto a través del lente de una realidad cambiante. Una decisión correcta hoy, puede estar equivocada mañana debido a alteraciones en el entorno informático que afecta la decisión (p. 7).

Este concepto de un PLE se transforma con el tiempo, sin importar la realidad cambiante o la herramienta que se utilice, pero tiene la particularidad de seguir presente, así como las personas que están en él, pues un PLE se va alimentando gracias a la variedad de modos de expresión que se utilizan para conectar las fuentes de información específica, lo cual facilita un aprendizaje continuo. Todas estas formas de sinergia de contenidos digitales se han acelerado mucho en los últimos años, al igual que la participación activa de los usuarios en su construcción, lo que permite un crecimiento exponencial días tras día. La necesidad de penetración de las TIC en todo el mundo es cada vez mayor, y un creciente apetito por las formas de interacción deriva en el éxito de la Internet. De ahí que sea posible afirmar que la red, sin el flujo de contenido de las personas, sería como tener un bosque sin árboles y sin animales.

El flujo de contenido también tiene su valoración entre etiquetas, temas, enlaces, comunidades e

ideas, y también se incluye dentro de la categoría de objetos multimedia, como fotos, textos, imágenes, videos. Todas esas características permiten que las comunidades de las redes sociales se encuentren en interacción e intercambio de datos. Para Siemens (2004), el conductismo, el cognitivismo y el constructivismo no tratan de referirse a los retos del conocimiento o a la transferencia organizacional. El punto de partida del conectivismo es la persona.

Las herramientas

Para que la identidad y el flujo de contenido sean activos o representativos en la Internet, es necesario un elemento que permita la interconexión de datos, una autopista de contenidos que viajan por el tubo de comunicación, por lo cual el tercer elemento para la creación de un PLE es la herramienta, es decir, el medio o canal que facilita la comunicación entre usuarios.

En el ciberespacio se dislocan esos espacios y los sujetos pueden moverse en escenarios diacrónicos y sincrónicos, divergente-convergentes, únicos y múltiples a la vez (Merejo, 2009).

Proveniente del latín *ferramenta*, una herramienta es un instrumento que fueron diseñados para facilitar la realización de una tarea (RAE, 2001). Desde el contexto de los PLE, la herramienta permite almacenar, editar, compartir y modificar el contenido aprendido.

Existen diversas maneras en las cuales una persona se comunica con otra. MacLuhan (1996, en Fuentes, 2005 pag 4,5) describió 2 tipos de medios: los calientes y los fríos:

Medios calientes (prensa, radio, cine)	Medios fríos (televisión, teléfono, conversación)
Fuerte densidad de información.	Se dispersa entre varios canales sensoriales.
No favorecen la interacción.	Escasa densidad informativa
Cerrados (no se modifican una vez terminados).	Abiertos (pueden cambiar por medio de un nuevo encuentro mediático).
Inducen a la pasividad.	Inducen a la participación, a la interacción.

Tabla 1. Comparativa de medios según McLuhan. (Valle pag 5)

De lo anterior, podemos colegir que las redes sociales pueden tener diversas definiciones. Para la autora Ingrid Del Valle García, son «el conjunto establecido y bien definido por actores, individuos, grupos, organizaciones, comunidades, etc., vinculados unos a otros a través de una o un conjunto de relaciones sociales (...)» (2011, p. 5).

La Internet, como herramienta, es un universo que ha alojado todos los contenidos creados por los usuarios, así como aquellos que han hecho historia. La Internet como tal ha tenido su propia evolución, en parte gracias a la demanda que tienen los usuarios en ella, partiendo de la web 1.0 hasta la 4.0, ha crecido y se ha desarrollado de acuerdo a las necesidades de la comunidad y el interés de la misma (Fumero y Roca, 2007).

Desde el momento de su creación, se planteó que la Internet fuera desarrollada para la gente y con la gente. La sigla www, creada en octubre de 1994 por Tim Berners-Lee, el padre de la web, significa *World Wide Web*, lo cual traduce «mundo amplio en red». Siguiendo esta idea, todos los usuarios que son partícipes en la Internet utilizan diversas herramientas para comunicarse, desde computadoras, tabletas y teléfonos inteligentes hasta televisores interactivos, consolas de videojuegos y, muy pronto, gafas de realidad aumentada, como las Google Glass.

Dentro de las herramientas a investigar para la creación de un metaverso se propone el uso de los mundos metaversos, nombre dado por el profesor de la Universidad de Indiana Neal Stephenson, en su novela *Snow Crash* (1992), en donde describe que la palabra metaverso se utiliza para definir sitios de trabajo de espacios en 3D. Los mundos metaversos, como el caso de *Second Life*, se consideran parte de la herramienta para aportar al aprendizaje de los PLE, ya que permiten simular situaciones, tener experiencias lúdicas, generar lazos sociales y emocionales.

Second Life (de ahora en adelante SL), es un lugar virtual en donde las personas se reúnen para ingresar de manera sincrónica a un mismo entorno artificial, gracias a la Internet. Su presencia está representada por medio un *avatar*. Los mundos metaversos también son llamados ambientes inmersivos, porque la persona se encuentra con un avatar dentro de un escenario tridimensional. En este ambiente inmersivo, es posible desarrollar una extensión del mundo real, llevarlo al máximo de la imaginación y compartir sin límites (SEA S Coop, 2009). Así, dentro de las líneas de negocio surgidas en *Second Life* están las transacciones con los terrenos virtuales con intención de comercio electrónico, al igual que comisión del 3% por cada elemento virtual vendido (Iribas, 2007).

Second Life ha abierto nuevas oportunidades de colaboración en tiempo real, gracias a su espacio tridimensional, el cual enriquece el ambiente de trabajo sin importar la distancia, lo cual permite a los residentes tener experiencias en tiempo real, sin importar la ubicación del usuario (Anderson, Ellis pag 3).

Por otro lado, SL ha tenido mucha acogida dentro de las instituciones del mundo al ser utilizada como herramienta de simulación, entrenamiento y formación, en parte porque permite que los estudiantes tengan una simulación de situaciones que podrían enfrentar en la vida real, porque tiene la sensación de presencialidad y porque el espacio de trabajo es similar a un videojuego. SL alberga alrededor de 967 entidades educativas, tales como universidades, colegios, institutos, centros educativos y de entrenamiento con una o más islas⁸ dentro de este metaverso que complementan las actividades pedagógicas virtuales en simulación, congresos y eventos académicos.

Entre agosto y septiembre del 2013 tuvo lugar el congreso virtual de *e-Learning* dentro de SL, donde personas de la academia de todas partes del mundo, y a diferencia de un LMS, destacaron la *presencialidad* y la generación de lazos sociales, y señalaron que una de las cosas que más ha permitido SL es ser expresivos con los mismos alumnos, además de que su interfaz, muy similar a la de un videojuego, le añade el componente de emoción y motivación.

⁸ Según la búsqueda realizada directamente sobre el metaverso.



Figura 3. Imagen del portal de Second Life.

Dentro de los metaversos, y haciendo énfasis en SL, a todo este proceso personal se le añade una representación donde cada persona decide cómo participar en la experiencia de inmersión en este universo virtual. Allí, los residentes (usuarios) pueden modificar su apariencia a gusto personal, e incluso pueden llegar a tener superpoderes. Es posible llegar a tener la representación de un superhéroe o una versión de sí mismo en 3D, con muchas capacidades y con la posibilidad de movilizar conocimientos para interactuar con los objetos y, sobre todo, con los demás.

Otra herramienta es el blog, un espacio web que permite tener un diario a una persona o a varios autores, con contenidos de interés, que se mantiene actualizado y permite que los usuarios visitantes dejen comentarios (Cerezo, 2006). Es un concepto que se viene desarrollando desde que Tim Berners-Lee desarrolló la noción de *World Wide Web*, para permitir que la Internet se

desarrolle bajo la idea de comunidad. El blog es una herramienta dentro de los PLE que permite mantener alojada la información desde la hipermedia con narrativas y experiencias, incluso añadiendo elementos multimedia, lo que demuestra su aplicación al aprendizaje personalizado y en red.

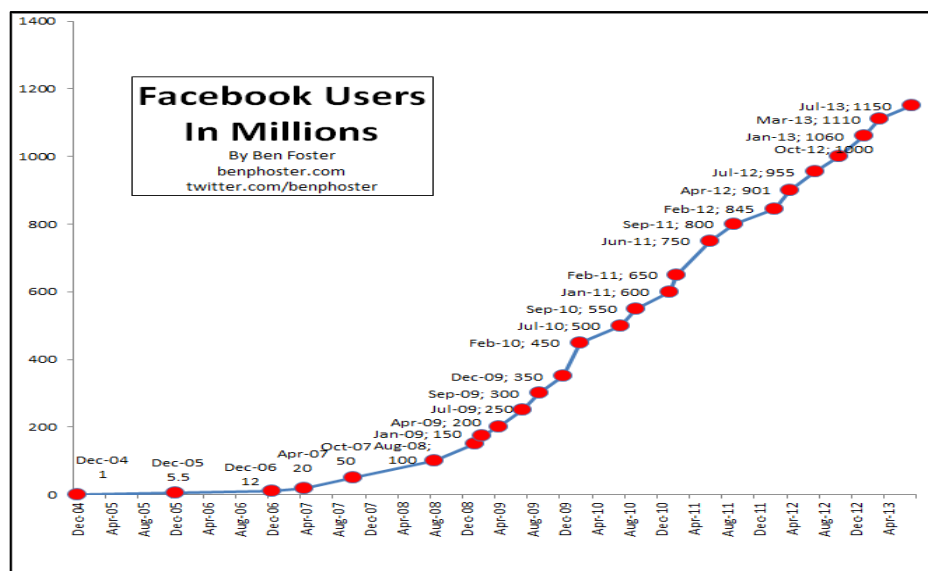


Figura 4. Tasa de crecimiento de Facebook⁹

Nota: Dentro de los PLE se ubica el aprendizaje personalizado, que se apoya en la información de las redes sociales. Estas últimas son un lugar de crecimiento en cuanto a la cantidad de usuarios. La mayor de estas redes sociales, Facebook, fue creada por Mark Zuckerberg en febrero del 2004, y con su evolución se ha posicionado como una de las redes sociales más influyentes.

Como se observa, tan solo Facebook alberga alrededor de 1.000 millones usuarios (a diciembre de 2013). Según su centro de aplicaciones, existen 73 de estas que se desarrollan al interior de la

⁹ Portal de Facebook: *July 21, 2013 - More than 100 million people use Facebook for every phone each month.*

red social y que corresponden a educación (en español y al alcance de la región). El slogan de campaña es «Facebook te ayuda a comunicarte y compartir con las personas que forman parte de tu vida» (página inicial de Facebook).

De otra parte, Google se ha expandido mucho como empresa desde que se lanzó como motor de búsqueda el 17 de septiembre de 1998 y sigue estando vigente a pesar del tiempo. Dentro de su red de trabajo está Google+, lanzada el 28 de junio del 2011, y es considerada la segunda red social más popular del mundo con aproximadamente 500 millones de usuarios activos. El slogan es «Compartir en la Internet como en la vida real». Actualmente posee 660 aplicaciones relacionadas con educación en Google Play para tabletas y teléfonos inteligentes, además de búsquedas especializadas en Google Académico y Google Libros.

También está Youtube, red social de videos lanzada en 2005, que en octubre de 2006 fue comprada por Google a cambio de 1.650 millones de dólares, y que ahora opera como una de sus filiales (Youtube, 2014). Dentro de la información del servicio de Youtube que publican en la sección «Acerca de» se encuentra lo siguiente:

YouTube es un sitio web de videos fundado en febrero de 2005 que permite que miles de millones de usuarios encuentren, vean y compartan videos originales. YouTube ofrece un foro para comunicarse con los usuarios de todo el mundo, para informarles y para inspirarlos y sirve como plataforma de difusión para creadores de contenido original y anunciantes de cualquier tamaño (Youtube, 2014).

En agosto del 2013 se hizo una búsqueda directa dentro del buscador de Youtube usando la

palabra *education* y se encontraron aproximadamente 47 800 000 resultados, los cuales se encuentran disponibles para las personas interesadas, lo cual indica que existen todos esos videos creados por diferentes personas para la comunidad. Esto impacta de manera significativa en el PLE, porque la variedad que ofrece Youtube para cada usuario es amplia: casi que cualquier tipo de información puede ser publicada y es accesible, lo cual permite que exista una comunicación libre entre los usuarios. Es una burbuja de contenido multimedia creciente, pues muchos usuarios tienen mucho que compartir en multimedia, y muchas personas tienen mucho que consultar.

Otro ejemplo de este tipo de crecimiento de usuarios y herramientas es el de la empresa Apple con su *App Store*, que cuenta con muchos servicios, en donde existen unas 2247 aplicaciones (para agosto del 2013) que tienen referencia o son de utilidad para la educación y que se pueden comprar o descargar gratis al computador del usuario. El iPad, un producto de esta misma compañía, cuenta con unas 9467 aplicaciones en la categoría de educación. Durante toda su historia, Apple ha presentado muchas campañas orientadas a la educación. En 1997, llamó la atención el siguiente eslogan publicado en la revista de Apple *Mac Mothership*: «Lo que todo educador debería saber sobre computadores». Allí invitan a los educadores a utilizar el computador dentro de la clase, para lo cual se asevera:

Todo educador debe iniciar con «Kit de currículo de materias» en donde el educador pueda acceder a la información que no haya considerado (...) Apple será el asistente para aumentar las capacidades, prácticas, tutoriales, juegos, simulación y mucho más (...) Es el primer computador con una gráfica de video y sonido, donde el interés de los estudiantes aumentará y podrá programar sus propios estudios en alta resolución gráfica. Los educadores no tendrán un límite en la enseñanza, en este momento nadie quiere

aprender a blanco y negro, sino a total color, lo cual hace más atractivo aprender. El computador Apple ayuda a aumentar imaginación de los estudiantes aumentará aún más. Así que es tiempo de crecer con los estudiantes (*Mac Mothership*, 1997).

El anterior artículo no describe lo que es un PLE, pero sí apunta al impacto que tendría el computador en los años siguientes en la formación académica, lo cual lleva a pensar que no se alejaban mucho de lo que hoy sucede en los centros de educación. Era una visión de la empresa Apple, la cual no estaba muy alejada de la vida real, pues en la actualidad existen alrededor de 28.000 aplicaciones que se encuentran relacionadas con la educación.

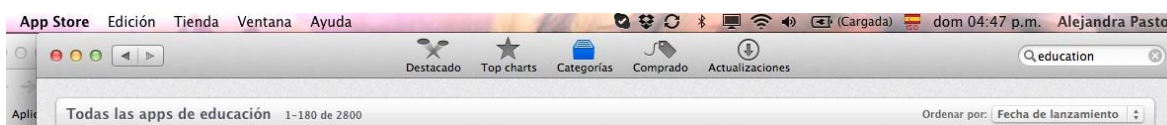


Figura 5. Búsqueda directa en Apple Store (8 de diciembre de 2013).

Siguiendo con las redes sociales, Twitter fue creada bajo el concepto de *microblogging* en marzo del 2006 (aunque fue fundada en 15 de julio del mismo año) por Jack Dorsey. Es un sitio en donde las personas pueden seguir a una comunidad, temas y personalidades Su eslogan es: «La forma más simple y más rápida para estar cerca de lo que te interesa». Esta herramienta se puede considerar importante para la creación de un PLE, ya que tiene elementos sencillos de comunicación, en donde los foros de discusión son abiertos y la participación de los usuarios en estos se puede interpretar como el *inconsciente colectivo digital*, en gran parte porque que tiene tendencias del día, o *Trending Topics*.

Por medio de cada una de las anteriores herramientas, el usuario que es partícipe de las redes sociales tiene la libertad de buscar contenido, información, datos y eventos que le puedan apoyar a su aprendizaje personal.

Emoción/motivación

El último elemento considerado en esta investigación para construir un PLE es la emoción/motivación. La emoción en los procesos de aprendizaje puede llegar a ser un tanto difícil de describir o incluso de interpretar bajo una óptica científica, y ha sido motivo de investigación desde diversas disciplinas, casi que desde la época de Sócrates. Es un elemento tan especial que cada quien siente e interpreta una situación de manera diferente. La palabra motivación viene del latín *motivus*, que significa «causa del movimiento», entendida también como esa energía que permite que la persona llegue a una meta, a un objetivo, a un ideal. Las emociones hacen parte de la evolución para adaptarse, también pueden ser estados mentales que pueden ser observados por medio de respuestas corporales (Darwin, 1859).

Este es el último elemento necesario para crear un PLE, porque es influyente a la hora de tomar decisiones sobre los temas a aprender o investigar. A propósito de esta característica, Adell (2008, p. 4) indica que «el PLE es el fruto de la actividad del individuo y de sus selecciones, gustos y circunstancias. No hay dos PLE iguales».

Sorprende que existen pocos escritos sobre cómo la emoción influye en los procesos de formación, lo cual en parte puede ser por el interés racionalista de los autores e investigadores por

buscar rigurosidad científica en las investigaciones, o también porque bajo el precepto positivista todo elemento debe ser medible, observable y verificable, de lo contrario es susceptible de poner en duda su fiabilidad o incluso su existencia. Aplicar ese tipo de exactitud a los fenómenos de la realidad humana puede llegar a ser complejo, porque cada persona es diferente, por lo tanto percibe, siente y comprende la realidad desde su singularidad.

El psicólogo e investigador Rehinad Perkrun, en el libro *Aprendizaje e instrucción* (2005); propone avances y problemas abiertos en la investigación educativa: la emoción, el estudio de la ansiedad asociada con la evaluación y el rendimiento académico (exámenes, tests, etc.) como el éxito o el fracaso. En los cursos de aprendizaje en línea se presenta una deserción muy alta, comparados con los cursos que son completamente presenciales. Algunas de las razones por las que se da este fenómeno, entre otras, son por la falta de acompañamiento, de lazos sociales, de emotividad e incluso de presencialidad para que los estudiantes exterioricen con los demás. También puede ser por la presencia de problemas personales, de salud, tiempo y dinero que pueden llegar a darse durante el proceso de formación. En suma, la deserción sigue siendo alta e incluso algunas personas aseguran que es de un 85%.

De otro lado, la mayoría de los gestos faciales representan nuestra emoción o un sentimiento, son una forma de comunicación corporal. Según Darwin (1872) las emociones tienen una función social, porque colaboran con la supervivencia de la especie. En los programas educativos en línea la expresión de la emoción puede llegar a ser mínima, pues se asienta únicamente al contenido de académico que tiene cada curso. Por lo tanto, es posible pensar que pese a que un curso cuente con herramientas colaborativas, los estudiantes generan pocos vínculos personales, pero sí generan ciertas interacciones sociales, en gran parte por el diseño del propio ambiente de

aprendizaje. «Múltiples investigaciones muestran que los sentimientos de aislamiento que emergen en un individuo que estudia a distancia con o sin tecnología son causantes de fracaso y de altas tasas de abandono» (Peña, 2006).

Con respecto a lo anterior, encontramos que los *emoticones*, en la comunicación digital, son símbolos representados en forma de caricatura utilizados por las personas que participan de un chat, foros de discusión o en comunidades de las redes sociales. Los primeros emoticones nacieron con el Messenger de Microsoft en 1999 (Emoticon, 2014), y a medida que la gente ha tenido mayor acceso a la información en sitios donde puede opinar se han vuelto más populares (Bueno, 2012), y la variedad y diseño cada vez es más amplia:

Investigación de la compasión podría ayudar a Facebook a abordar los conflictos interpersonales, que la compañía tiene en sus informes. Cuando las personas agregaron un poco más de emoción en sus mensajes pidiendo a sus amigos bajar fotos, Facebook encontró, que era más probable que un amigo responda o cumpla en lugar de ignorar el mensaje (Ferro, 2013).

El psicólogo Smirnov Rubinstein Leontiev (1960) describe lo siguiente: «Las emociones influyen grandemente para regular la actividad y la conducta del sujeto y que solamente aquellos fines hacia los cuales el sujeto tiene una actitud emocional positiva pueden motivar una actividad creadora» (p. 356). En SL los emoticones existen, solo que se llaman gestos o «gesturas», que son comandos de chat. Algunas de las representaciones de lazos emocionales en SL están determinadas por el partner (matrimonio) que se da a otra persona, como si estuvieran casados. Al respecto del tema, Rebollo Catalán y otros (2008), sobre las emociones en el aprendizaje en

línea, afirman que:

las emociones que nos permite explorar y profundizar en las relaciones entre emoción y contexto, siendo una teoría especialmente útil para abordar el estudio de emociones morales presentes en los procesos de aprendizaje (vergüenza, culpabilidad, orgullo, etc.) (...) los resultados de investigaciones recientes sobre emociones y aprendizaje online aconsejan la incorporación del afecto y la emoción en el diseño y desarrollo de entornos de aprendizaje online (p. 2).

Muchos de los procesos académicos que se realizan utilizando las TIC consisten en digitalizar la información que estaba en papel e intentar hacer los mismos procedimientos estandarizados que se alcanzaron hoy día en la educación presencial, como si se desconociera que en la actualidad se está viviendo el periodo más intenso y estimulante gracias al uso de la tecnología.

En el simposio anual de *Slanguages*, en el que se exponen las experiencias exitosas y significativas sobre temas como lenguaje y cultura en los mundos virtuales —además de la información arrojada a diferentes bases de datos—, se evidencia como SL es y se ha venido constituyendo en una herramienta para el *e-learning* y *b-learning* con un potencial evidente. En este encuentro se expusieron experiencias como las de la Fundación para la Formación y Empleo Miguel Escalera sobre experiencias en SL en aprendizaje colaborativo y mixto.

En el caso de universidades como Oxford, Atlanta y Sydney, se ha demostrado que sus experiencias en aprendizajes colaborativos en plataformas como SL son significativas y tienen logros en los estudiantes. Ruth Martínez (2008), investigadora y consultora estratégica en

innovación educativa de la FOREM, sostiene que:

Las oportunidades de aprender en un entorno online no se presentan únicamente en plataformas e-Learning cerradas y estructuradas, donde el contenido se organiza de forma secuencial, sino que estas se han trasladado al espacio abierto que ofrece la Internet, donde el conocimiento se construye navegando a través de contenido multimedia y se comparte a través de herramientas colaborativas de la web 2.0, el enfoque formativo precisa de una evolución hacia un proceso de aprendizaje de exploración, diálogo e interacción.

Utilizar herramientas como SL en los PLE permitiría que los lazos no sean únicamente académicos o de contenido, sino que además las personas pueden estar más cerca y tener un motivo adicional para completar las clases, ya que los estudiantes tienen la posibilidad de generar lazos emocionales que permiten tener la sensación de acompañamiento y alegría, lo cual aporta a que los eventos no se limiten únicamente al contenido académico de la clase, sino que se extienden a las relaciones y espacios interpersonales que permite la plataforma.

Para los investigadores Daniel Livingstone y Jeremy Kemp (2006), la visión o «interfaz tridimensional resulta mucho más alegre para estudiantes que encuentran aburridas las plataformas de aprendizaje virtual (tales como WebCT y Moodle) porque solo ofrecen entornos bidimensionales». Aunque el afecto no se ha tratado mucho en la academia, porque su fin es de enseñanza, sí es posible vislumbrar que el afecto, los lazos sociales y las relaciones interpersonales impactan en la permanencia de un curso, lo cual se traduce en un reto para los cursos de e- Learning, porque el trabajo colaborativo y el desarrollo de contenido están enfocados

únicamente en la materia, y en la mayoría de las ocasiones deja de lado los lazos sociales. Si se utilizan escenarios en 3D como SL, el proceso puede llegar a ser más interesante, especialmente si son gustosos de la tecnología o *geeks*, ya este entorno de aprendizaje se les facilita, pues simula una situación y permite desplazarse como si fuera una consola de videojuegos.

Los Mundos Metaversos

Las personas migrantes digitales, así como los nativos digitales, están viviendo el momento más intenso en la historia gracias a las diferentes formas y canales de información, pues, entre otras, existen consolas de videojuegos, además de la posibilidad de tener disponibles más de 100 canales de televisión por suscripción e infinidad de juegos en la Internet. Por otro lado, se está tratando de enseñar de la misma forma como se ha hecho en el pasado, en parte porque es «anestésico», es decir, lo que aporta cada estudiante a los demás es un mínimo de emoción o de actividad, y también porque el aprendizaje es mayormente pasivo (Robinson, 2010 video min 4:30).

La educación podría comenzar a dejar de ser tan pasiva y empezar a ser más activa si se utilizaran los mundos virtuales, la simulación y la lúdica como herramientas de trabajo, ya que permiten sentir, experimentar y tener una visión similar a como si se estuviera en una situación en particular. La experiencia hace parte de nuestra vida diaria; tan solo si una persona se encuentra en una simulación puede tener sensaciones similares como si fuera en la vida real, la diferencia es que está en un mundo en 3D, en donde el escenario es artificial. Este tipo de experiencias permite que las personas que participan adquieran habilidades bajo un entorno completamente controlado.

Second Life permite la interacción virtual en 3D. Dicha plataforma fue creada por la empresa Linden Lab el 23 de marzo del 2003. Este mundo permite que los «residentes» o usuarios realicen una inmersión en un mundo virtual, en donde diferentes personas pueden participar de las diversas actividades que propone el lugar o la comunidad que hay dentro del mundo; asimismo, permite socializar en el entorno tridimensional. En este entorno se puede simular comportamientos humanos: a) dialogar, b) bailar, c) modificar la ropa, d) acercarse a otros residentes, e) compartir documentos f) ver videos, g) oír audios, h) visitar lugares imaginarios o recreaciones de localizaciones reales, i) tomar y manipular objetos o *prims*, j) crear un negocio, k) diseñar y crear una casa y decorarla, l) recibir o impartir formación, m) visitar museos, entre otros.

En gran medida se considera importante utilizar esta herramienta dentro de la investigación para la creación de un PLE, porque los mundos metaversos, y en especial SL, tienen especial versatilidad para la creación de situaciones, de tiempo, espacio, para representar personajes y, sobre todo, tener una experiencia que trasciende los muros físicos, ya que si se pensara en realizar algunas actividades de forma presencial podría ser demasiado costoso y el ambiente no estaría controlado, además de presentar algunas otras dificultades organizativas. Con el tiempo, la industria viene exigiendo a los nuevos trabajadores y emprendedores tener un mínimo de competencias conocimientos y habilidades de acuerdo al contexto en el que se quiera participar, para lo cual las redes sociales y el intercambio de información por sí solas no son suficientes a la hora de aprender. Por esta razón, se justifica la utilización de mundos metaversos como SL, para aumentar los niveles de competitividad y de experiencia, en donde se permita la integración de todos los medios y lenguajes tanto como sea posible, o como lo permitan la creatividad y la

imaginación.

Muchas habilidades y competencias se pueden lograr por medio de dinámicas cotidianas como la observación, el aprender haciendo, la experimentación, la exploración o la resolución de situaciones fuera de los contextos institucionales, ambientes que se le pueden escapar a la academia tradicional por utilizar un marco preestablecido de enseñanza. Entonces, los escenarios de simulación permiten que estas acciones cotidianas se sigan realizando, y que al utilizar la herramienta de SL las personas puedan utilizar estas habilidades de una manera más natural. David Buckingham (2008 pag. 135), del Instituto de Educación de Londres, indica que «parte del aprendizaje informacional y tecnológico se lleva a cabo sin que haya enseñanza explícita: es el resultado de la exploración activa, del aprendizaje a través de la práctica».

Antecedentes

Para plantear desde cuándo comienzan los PLE vale la pena hacer un rápido recorrido a lo largo del tiempo, en donde sea posible contemplar las expresiones de arte en murales de cuevas con dibujos y pinturas, así como la música con cánticos, representaciones teatrales, esculturas, murales esculpidos con mensajes, pergaminos, el papel, estructuras arquitectónicas que han sido descubiertas y que siguen siendo objeto de estudio e investigación. Todo esto de alguna forma da cuenta del aprendizaje, las hazañas, los hechos memorables e incluso algunas historias que hoy día son motivo de admiración y reconocimiento. A pesar de que estos procesos no se dieron a las velocidades que hoy día conocemos, siguen estando presentes y aportan al conocimiento de la humanidad, lo cual es contado como un legado a futuras generaciones, la historia.

El texto escrito permitió el aprendizaje adquirido, que luego fue sabiduría y quedó plasmada en el tiempo y en espacios distantes de aquellos en los que aconteció (pues lo escrito es atemporal, perenne, relativamente «inmortal» en tanto que no es víctima del paso del tiempo, no muere, no se limita a un momento o punto histórico determinado). Así, por medio de epístolas, instructivos, textos y compendios (de carácter científico, religioso, político o didáctico), los antiguos sumerios, chinos y egipcios tuvieron una forma de influir en sus coterráneos, educándolos sin necesidad de una presencia directa o de un templo o aula de clase, tan solo leyendo el legado que les habían dejado guardado en el tiempo.

El aporte de los PLE se ha dado a lo largo de la historia humana. Un ejemplo relacionado con los contenidos y su propia evolución es el famoso escritor inglés William Shakespeare: todas sus novelas fueron escritas a mano y necesitó alrededor de 35 mil palabras para poder escribir toda su obra. Acá se puede evidenciar la evolución del lenguaje, pues en sus novelas trágicas describe de manera dramática y caótica la crisis política que ocurría en la Inglaterra de aquellos tiempos. Él podía plasmar cómo vivió esas experiencias, su percepción de todo esto y al final terminar matando a protagonistas que en realidad nunca existieron.

Al comparar el volumen de palabras que utilizó Shakespeare con las que ha utilizado el rapero americano Eminem, se observa que este último utilizó más de 1 500 000 palabras para escribir todas sus canciones (Stain, 2014). Eminem cuenta también por medio de sus canciones cómo ha sido su vida, las experiencias, injusticias, logros, sufrimientos y éxitos. Ambos artistas han sido polémicos en su momento, y logran transmitir su mensaje a sus seguidores; ambos han logrado compartir el contenido de su aprendizaje por medio del arte. En suma, «el medio es el mensaje»

(McLuhan, 1964). Ambos personajes dejaron un legado de información que contribuirá a futuras generaciones, las cuales tienen un libre derecho a escoger si les interesa o no.

Del mismo modo, para ver la situación de los PLE desde un punto de vista más cercano a la educación, se encuentra que en la academia, al buscar nuevas formas de educar, también se han utilizado distintas herramientas y aplicaciones para maximizar los procesos de enseñanza en el aprendizaje. Aunque los PLE aún se encuentran en estudio para la academia y aún falta mucho por investigar, a continuación se señalarán diferentes estudios científicos que permiten dar un apoyo a esta investigación. Por ejemplo, se pueden citar algunos espacios que incluyen la web 2.0 y que favorecen el aprendizaje, la reflexión y el trabajo, en los que las personas pueden interactuar y comunicarse para aprender y desarrollar el conocimiento colectivo (Fonseca, 2013, p. 3).

La web 2.0 ha sido llamada la siguiente generación de la información, porque contiene aplicaciones que pueden ser utilizadas entre los usuarios. Tim O'Reilly usa el concepto de web 2.0 como un software social y en el cual el usuario es un generador de contenido, que puede compartir, participar, contribuir y especialmente vivir su propia experiencia a partir de la información que recibe de las redes sociales (Torres, González, Ojeda y Monguet, s. f., p. 20).

Con la web 2.0 y los nuevos elementos digitales, las ideas, eventos y aplicaciones comienzan a tomar nuevas formas para aprender y socializar la información, lo cual ha implicado que cada usuario reciba nueva información desde las redes sociales, y que además su interpretación sea diferente. Esto se presenta por factores sociales, tradicionales, el idioma, la presentación del contenido e incluso cómo este impacta en cada persona. Pero lo más importante es que cuando un

usuario visita el contenido de otra persona se alimenta de información, la cual le puede aportar o no.

Las experiencias del uso de los PLE se han dado de manera tímida, pero han permitido tener algunas características como la «posibilidad de unir contenido, lo que genera una auténtica red virtual, que se constituye por la posibilidad de asociar contenidos de otros blogs al nuestro y viceversa» (Revista Edimetic, 2013, p. 10).

Para Carver (2003) y Oravec (2002), los *edublogs* han sido utilizados en muchos contextos educativos, debido a que proporcionan formas de organización sencillas y es posible la colaboración entre miembros del grupo, lo cual potencia el sentido de comunidad (Halic, Lee, Paulus, y Spence, 2010). Asimismo, Rheingold (2010) define las comunidades virtuales como agregaciones sociales que emergen de la Internet cuando suficientes personas llevan en esas discusiones públicas el tiempo suficiente, con suficiente sentimiento humano para formar redes de relaciones personales en el ciberespacio.

Los medios de transmisión han sido muy diversos y han logrado pasar información de generación en generación, tanto así que el hecho de poder compartir el contenido ha sido una necesidad casi que innata, que parecería ser exclusiva en personas que han tenido relevancia en la historia de la humanidad. Hoy en día, se le puede llamar ambiente personal de aprendizaje o PLE, en donde ya no es necesario esperar a que alguien sea famoso o que el mensaje sea encontrado en una caverna para que aporte al conocimiento de la sociedad, sino que solo basta con utilizar

alguna herramienta que permita interactuar con otras personas y que el aporte de cada persona a la comunidad de la Internet sea de manera recíproca.

El término «entorno personal de aprendizaje» es propuesto inicialmente por Goldstein y Miller (1976) en una investigación en donde utilizan una aplicación hipotética llamada *Sherlock*, un «tutor inteligente que ayuda al estudiante a aprender la programación en Logo». Los investigadores no definen como tal el concepto de PLE, pero lo dejan implícito como parte de la inteligencia artificial y la teoría de aprendizaje entonces emergente en la época.

Oliver y Lieber (2001) declaran lo siguiente: «Vida larga al aprendizaje: es la necesidad de entornos de aprendizaje personales portátiles y estándares de interoperabilidad de apoyo». Con esto indican la necesidad de una plataforma universal que pueda almacenar registros de aprendizaje para poder accederlos *online* y *offline*. Sería una interfaz uniforme que permita al estudiante el trabajo transversal entre varios servidores institucionales.

El 4 de noviembre de 2004 en *The Personal Learning Environments Session at JISC/CETIS Conference* se reconoció a los PLE como concepto de aprendizaje en la academia. La investigadora María Paz Prendes Espinosa, de la Universidad de Murcia, al respecto aporta en la definición de PLE que «se entiende el PLE como una idea pedagógica, como una práctica de las personas para aprender valiéndose de la tecnología. Pero, sobre todo, se entiende como una forma de ver el aprendizaje con la Internet, sus relaciones, dinámica y naturaleza» (Adell y Castañeda, 2010).

En el área de la etnografía digital, se indica que la Internet es un producto cultural que genera

prácticas sociales, interacciones y creencias específicas, donde se da la participación del usuario como colaborador aprovechando el poder de la multitud y las experiencias de usuario son fructíferas. Ahora bien, es necesario que los usuarios también desarrollen su propio contenido desde la experiencia, teniendo en cuenta que no siempre se puede tener una actividad vivencial, pero sí es posible simularla gracias a las muchas herramientas existentes que se encuentran en los mundos virtuales o *metaversos*, denominados así por el escritor Neal Stephenson en la novela *Snow Crash* (1992).

Actualmente existen muchos mundos metaversos. De acuerdo con el listado que publica *Videogames Blogger* (www.videogamesblogger.com) los siguientes son los cinco más conocidos:

1) *Second Life* es el mundo Metaverso con mayor capacidad para desarrollar, crear y vender artículos digitales, y ha sido útil para las entidades educativas por el bajo costo de implementación y por la rapidez con la que se pueden lograr proyectos educativos. Todos los usuarios cuentan con su propio avatar y se puede modificar en su totalidad.

2) *World of Warcraft* es un MMORPG (*massive multiplayer online role playing game*, juego de rol masivo multijugador en línea) creado por Blizzard Entertainment en el 2001. Es el juego que cuenta con el mayor número de suscriptores pagos a nivel mundial, en donde todos tienen una sola meta. Cuenta con elementos para el trabajo en equipo y desarrollo de estrategias para los *gamers*.

3. *Kaneva* se encuentra tanto en 2D como en 3D. Es una red social creada por la empresa Kaneva

Inc. en el 2004, y ha logrado posicionarse entre la comunidad de desarrolladores *gamers*, pues combina video con red social sobre la web 2.0.

4. *There*, de MTV Networks, con un *Laguna Beach Style*, creada por There Inc. en el 2001. Cuenta con su propio comercio y está basado en la fama que logran los artistas.

5. *Active Worlds* es realidad virtual en 3D, creada por la empresa Active Worlds en 1997.

Dentro de los otros metaversos que también cuentan tráfico y que se encuentran dentro de la categoría de metaversos está:

1. Open Sim. También es considerado un Metaverso y a diferencia de todos los metaversos, es de aplicación libre a cualquier usuario en un ambiente virtual. Básicamente cada usuario accede a la plataforma del usuario que tenga alojado el sistema. Es muy similar a Second Life en apariencia.

2. . Hubbo: el cual es tiene la referencia de ser un “Hotel online” en donde cada usuario puede crear su propio avatar, personalizar el hotel y las habitaciones. Cada usuario puede realizar la actividad que desee , como crear nuevos diseños, jugar o tener una aventura en el mundo. “Hubbo” es tener diversión amigos dentro un ambiente seguro.

3. Imvu: Comunidad en 3D la cual viene auspiciada por Tonight Show, The New York Times, USA Today y Bill Board. Metaverso que viene desde el 2004 y es una compañía de entretenimiento social que conecta a los usuarios a través de experiencias basadas en avatares 3D. Un líder en el desarrollo de las comunidades en línea, IMVU cuenta con más de 100 millones de cuentas de usuarios registrados en todo el mundo y cuenta con el mayor catálogo generado por el usuario de bienes virtuales de más de 10 millones de artículos.

4. Smeet Smeet es una Social Chat Game gratuito en 3D. El cual tiene desarrollo en Alemania y se enfoca en tener interacción con otras personas y juegos.
5. Avatar 3D: Es una comunidad de chat en 3D, donde los usuarios pueden conocer nuevos amigos de todo el mundo y chatear, escuchar música y jugar con los demás. Los usuarios se reúnen como avatares en 3D en las salas de chat - que pueden ser diseñadas a gusto personal.
6. Uthervers: Metaverso creado por Microsoft y se encuentra disponible para Mac y para Windows. Es un programa que se puede descargar y los usuarios pueden interactuar con en el entorno y con las otras personas, también cuenta con herramientas similares a Second Life incluye interacción con en escenario y con otros avatares.
7. Gojiyo: Es un mundo virtual en 3D, en donde los usuarios pueden interactuar con otros residentes y se puede realizar cualquier cosa que los usuarios deseen.
8. Kaneva: El mundo lo definen como “Un lienzo digital para la creatividad y el entretenimiento, Kaneva es el primero en integrar las redes sociales, medios compartidos, juegos y comunidades de colaboración en un mundo virtual en 3D inmersiva. (FAQ del wiki http://blog.kaneva.com/?page_id=2)
9. Onverse: Es un mundo virtual en 3D, el cual tiene cada usuario puede personalizar su avatar y también jugar con el escenario.
10. Play Station Home: Con el apoyo de Sony Computer Entertainment America LLC (SCEA) y bajo la operación play station. Mundo virtual que requiere su propia consola de funcionamiento para que cada usuario se puede interconectar con los demás residentes, cumplir tareas y alcanzar metas.

Second Life inició como proyecto en 1999 y fue lanzado a la comunidad en el 23 de julio del 2003 (Second Life, 2014) por Philip Rosedale (usuario SL: Philip Linden), para generar una simulación con fines sociales, en donde las personas interactuaran con el mundo por medio de un avatar en espacios virtuales. Este tipo de mundos virtuales es parte de la tecnología de los mundos metaversos (de *meta* y *universo*). Es un mundo virtual que cuenta con una amplia gama de herramientas colaborativas y de comunicación para los usuarios.

En el año 2012 SL alcanzó entre 30 a 35 millones de usuarios con un tránsito virtual de entre 33 mil y 38 mil personas. SL maneja su propia economía por medio de una moneda que se denomina *Linden*. De acuerdo con la revista digital *Massively* (2010, abril), la «dinámica de economía» de SL alcanza USD 1.2 millones de transacciones monetarias diarias.

En Colombia, la experiencia educativa implementada en el campo de mundos virtuales ha sido positiva. Un ejemplo de esto es el proceso de investigación que ha sido adelantado por La Universidad Central en su acreditación institucional. En el 2012 se llevó a cabo la investigación denominada «Análisis de la implementación de ambientes mixtos de aprendizaje en la lengua inglesa», desarrollada por el Departamento de Lenguas y con la participación de las facultades de Comunicación Social y Humanidades. En general, la experiencia práctica-investigativa que combinó estrategias de *e-learning* con el proceso de lectura y escritura del idioma inglés, para la creación de un ambiente mixto de aprendizaje (*Blended Learning*). Al finalizar la investigación, se logró determinar que los estudiantes que tenían clases virtuales y realizaban inmersiones en SL u otros mundos inmersivos, y apoyados por herramientas como Skype o MSN, se veían más interesados en las actividades académicas por ser una herramienta innovadora, y no tuvieron mayor diferencia en sus resultados académicos en comparación con estudiantes que tomaron la

modalidad tradicional (presencial).

En la universidad de Lancaster, del Reino Unido, bajo la dirección de Michelle Ryan entre el 2007 y el 2008 se desarrolló un documento guía denominado *16 formas de aplicar Second Life en la clase, desde una forma pedagógica en asignaturas virtuales*. El documento habla sobre distintas formas de superar la frontera pedagógica utilizando la tecnología, entre ellas la importancia de utilizar los mundos virtuales como parte del desarrollo tecnológico, teniendo en cuenta que la humanidad se encuentra involucrada en la sociedad de la información, en donde los ambientes virtuales son vitales para potenciar la cooperación, colaboración e interacción, y también donde las aproximaciones pedagógicas han de ser sincrónicas y asincrónicas. Frente a lo que la academia debe tener en cuenta se destaca el desarrollo de actividades inmersivas, con experiencias y emociones que son determinantes en el desenvolvimiento del estudiante dentro la clase, con el fin de aumentar el nivel de motivación para aprender y además integrar las herramientas web 2.0.

El primer postulado del documento guía en mención parte del elemento de poder visualizar problemas, conceptos y situaciones, en donde los estudiantes, para aprender, inician con conceptos abstractos, que se pueden ver reflejados en la vida real. Lo anterior permite demostrar cantidades muy grandes gráficamente, las cuales no se pueden representar en un tablero o un salón de clase como en aritmética, en donde el contenido es primordialmente construido a base de mucha información visual y los profesores enseñan desde los objetos virtuales. Esto lo hace la Universidad de Ohio con un recorrido virtual en donde utiliza objetos virtuales de aprendizaje en Second Life: allí, el estudiante inicia con contenidos multimedia, participación de foros y juegos.

La segunda recomendación que propone Michelle Ryan en este informe es la capacidad que tienen los mundos virtuales para generar un equilibrio entre lo asincrónico y lo sincrónico de los materiales, entre lo lineal y no lineal, para tener acceso a diferentes y diversos contenidos. Por ejemplo, en Fontys Hogeschool, University of Applied Sciences (Países Bajos) realizan recorridos virtuales interactivos y complementan el aprendizaje del estudiante utilizando herramientas de la web 2.0 para completar las actividades, como el LMS y los PLE.

Utilizar Second Life como punto de encuentro con los estudiantes es la tercera recomendación, porque puede funcionar en tiempo real y puede ser un anfitrión que permanece en el tiempo, ya que es posible acceder en cualquier momento. Second Life tiene herramientas similares a la web 2.0 y se puede integrar con el LMS. Además, permite generar experiencias por medio de simulación y posibilita tener una presencialidad en los cursos de e-Learning, tal como lo hace The Open University Schome Park Project (Reino Unido). Gracias a su centro de actividades para desarrollar eventos de interés para los adolescentes en el Reino Unido, el proyecto se extendió a Estados Unidos y se han escrito más de 25 libros de investigación sobre las redes de trabajo colaborativas que se crearon (Schome, 2008).

La cuarta recomendación está siendo muy utilizada para la creación de *competencias sociales e interactivas*, y tiene que ver con los juegos de rol, porque es posible crear situaciones ficticias bajo condiciones controladas, en donde los estudiantes pueden tener una profunda inmersión, y que además pueden fallar muchas veces sin tener consecuencias negativas tanto en el ámbito académico como en sus vidas personales. La universidad que más ha aplicado este tipo de actividades es la Universidad de Harvard (EE. UU); por ejemplo, los estudiantes de derecho forman grupos de estudio en clase, el profesor entrega a cada grupo un mismo caso de estudio

legal, que cada equipo debe defender, argumentar o llegar a un acuerdo con el acusado teniendo en cuenta el lenguaje jurídico.

El quinto ejemplo de aplicación es utilizar las alternativas que tiene Second Life en cuanto a su capacidad de simulación para generar competencias en el proceso con elementos o herramientas de trabajo dentro de escenarios de simulación, ya que esta plataforma soporta el aprendizaje bajo escenarios «animados» dentro de una organización, empresa o industria. En este punto, una iniciativa de la Universidad de Saint Andrew's de Escocia explora una simulación en donde los estudiantes deben mover objetos y realizar las conexiones correctas a unas piezas de video. En caso de quedar mal conectadas, los mismos estudiantes deben descubrir el error y arreglar la situación, hasta que quede bien hecho.

La sexta aplicación que se recomienda es la promoción de *una actitud competitiva* entre los estudiantes desde la lúdica en Second Life por ser inmersiva. Al ser similar a un juego tiende a ser motivante, y el profesor puede cambiar el ambiente y volcarlo hacia el tipo de competencia que pretende lograr. Como ejemplo, en la Universidad de Lancaster (Reino Unido), el profesor entrega pistas a los estudiantes y cada equipo tiene que «recorrer» carreras de observación entre todas las islas de Second Life para encontrar evidencias sobre la cultura, lengua, tradiciones y/o eventos importantes de las culturas.

El desarrollo de «habilidades blandas» o sociales para las relaciones interpersonales dentro de un escenario de trabajo permite tener una comunicación asertiva, planeación y toma de decisiones bajo presión. Los estudiantes alcanzan las habilidades blandas durante los cursos de enseñanza y

aprendizaje inmersivo; además, deben descubrir nuevas formas de interrelacionarse y llegar a acuerdos durante los momentos de discusión, así como de trabajo colaborativo. La educación está en un momento de constante evaluación y la investigación toma fuerza en los mundos virtuales porque es posible mantener escenarios controlados. La Universidad de Cataluña, en la Facultad de Psicología, hace investigaciones sobre el miedo, terror y susto, en donde someten a los estudiantes participantes a experimentar los diferentes estados emocionales sin estar expuestos a algún riesgo en particular.

Realizar presentaciones de una manera diferente, rápida y creativa. En donde pueden adicionar elementos tradicionales de office y páginas web. La Universidad de Valencia utiliza la *machinima*¹⁰ como herramienta escenario para enseñar únicamente el español¹¹:

Aprendiendo con la familia Gómez: un proyecto educativo inmersivo.

Aprendiendo con familia Gómez es un proyecto educativo centrado en la enseñanza y el aprendizaje de la lengua española usando las últimas y más novedosas tecnologías, como por ejemplo mundos virtuales y la novedosa técnica de *machinima* o creación de animaciones 3D en entornos de simulación virtuales. La serie de machinima de la familia Gómez y el proyecto educativo que surge a raíz del desarrollo de los diferentes episodios de esta serie son la primera serie de machinima para aprender en español. El enorme potencial del uso de la machinima y los entornos virtuales inmersivos para la enseñanza de idiomas son las bases de este proyecto

¹⁰ Machinima: desarrollar videos en interfaces existentes en 3D, el cual tiene un inicio, una historia y un final.

¹¹ Aprendiendo con la familia Gómez: un proyecto educativo inmersivo.
<http://www.youtube.com/watch?v=hOW7fHYkoGQ>

educativo, que reúne a profesionales de un lado y otro del Atlántico (Universidad de Valencia, 2010).



Figura 6. La Familia Gómez.

Una de las experiencias que tuvo la Universidad de Lancaster es que es normal que los educadores no se sientan cómodos en estos nuevos espacios de trabajo, lo cual se traduce en un reto para los maestros y administrativos, pues deben pensar, planear, y desarrollar contenidos educativos de manera diferente, y esto implica que los educadores necesitan utilizar herramientas que nunca aplicaron y comenzar a fomentar su uso. La aplicación de conceptos de aprendizaje ya no es algo cerrado como en los LMS o en los salones de clase, sino que es abierto, porque los estudiantes tienen una participación directa en la elaboración de los contenidos de la clase, ya que ellos pueden utilizar herramientas de la web 2.0 en la interacción para integrarlas en sus clases y permitir la participación de otros en este proceso, incluyendo a amigos y usuarios externos que pueden dar aportes valiosos.

Dwyer, Hiltz y Passerini (2007) han realizado investigaciones sobre la aplicación de la telemática

en la educación. Los mundos virtuales permiten llevar el aprendizaje más allá del salón de clases, porque admiten tener experiencias personales, las cuales son inmersivas y se alimentan con contenidos multimedia. Dichas experiencias pueden llegar a ser muy enriquecedoras en los procesos de enseñanza y aprendizaje. La utilización de elementos como las narrativas, permiten diversas manifestaciones del flujo de información y toda la plataforma en sí misma es un flujo constante, que posibilita en el escenario social varios niveles de expresión y libertad, empezando con el *avatar*, dado que permite personalizar, construir y adecuar acorde a las propias expectativas del usuario o residente su «apariencia» dentro de la plataforma.

Thomanssen y Rive (2011) sostienen que la integración de estas plataformas en los procesos educativos es básica, porque toma parte dentro de un desarrollo social; es por esto que las herramientas 2.0, incluyendo SL, tienen un gran potencial en términos de promover el aprendizaje. Asimismo, los llamados «*social acts*» o actos sociales permiten evidenciar las identidades, y esto se despliega en las relaciones, conexiones e interacciones, ya que se concientizan entre los mismos estudiantes que necesitan un aprendizaje interactivo.

Aspectos metodológicos

Es un estudio de naturaleza eminentemente cualitativa, en donde se exploran varios casos, con diferentes experiencias, en el uso de metaversos para aunar su potencial generador de cuatro condiciones clave para la construcción de PLE (identidad, flujo de información, emociones y herramientas).

El proceso de investigación es de carácter exploratorio por ser un fenómeno en desarrollo, pero

que no obstante causa interés en la comunidad educativa, en el caso de la creación de un PLE, teniendo en cuenta la experiencia inmersiva dentro de Second Life.

Se realizó una exploración que permitió recoger datos con estudiantes de la maestría en Informática Educativa de la Universidad de La Sabana; por otro lado, se realizaron entrevistas a 5 expertos internacionales que desarrollaron experiencias de aprendizaje dentro de Second Life, y por último, se analizó una experiencia realizada con la Universidad Santo Tomás, donde la investigadora tomó parte activa en el desarrollo, implementación y finalización del proyecto.

En los tres eventos de investigación que conllevaron a que fuera exploratoria se tomaron datos por medio de audio, video y fotografía, esto con el fin evidenciar los elementos que serían analizados y poder estimar los hallazgos que permitan resolver la pregunta de investigación del presente documento.

La investigación se desarrolló en tres (3) escenarios dentro de SL y en cada uno se estableció la meta de identificar las características de implementación y objetivos enfocados: una primera meta de exploración teórica, una segunda de intervención y una final de ampliación de la exploración hacia otras experiencias ya empleadas en otros contextos.

1. Fases de la investigación.

Con miras a iniciar el ejercicio investigativo, en primer lugar se hizo una fase de exploración teórica en donde se revisó la mayor cantidad literatura científica posible acerca de las áreas de

PLE y los modelos educativos que se han implementado en Second Life, la cual ha sido citada y ubicada en el marco teórico, y luego se desarrolló un evento piloto con 13 estudiantes de la Universidad de La Sabana, específicamente estudiantes de la maestría en Informática Educativa. Se escogió realizar la actividad con estudiantes de esa maestría porque son usuarios frecuentes de la Internet y han tenido que realizar algunas actividades relacionadas con la web 2.0 en la academia. Es importante reconocer el perfil de los estudiantes porque para la creación de un PLE es necesario al menos ser usuario de la red.

La importancia de realizar el piloto recae en llevar a cabo una experiencia que dure dos semanas, con eventos sincrónicos y tareas asincrónicas. Se seleccionaron escenarios de simulación del SENA y el LMS de la Universidad. Para esta actividad se desarrolló un plan de trabajo que fue publicado en el wikispace <http://aneskanya.wikispaces.com/UniSabana3D>, en donde los estudiantes participantes visitaron el sitio con el fin de conocer paso a paso cada una de las cosas que deben hacer. La guía se realizó con videotutoriales en machinima.

Para realizar este ejercicio, denominado «Second Life Quest», fue necesario realizar una logística de escenario particular con material de contenido digital, todo buscando que los estudiantes lograran reconocer lo que se necesita construir en el ambiente para interactuar y comunicarse en él. Finalmente, se subió la información en la plataforma Moodle de la Universidad.

Dentro de la fase de intervención, en la semana del 21 de noviembre de 2011 se puso en marcha un escenario inmersivo con los estudiantes del segundo semestre de 2011 de la maestría en Informática Educativa de la Universidad de La Sabana. Este escenario se realizó en el terreno virtual del SENA. El mensaje de bienvenida fue el siguiente: «Bienvenid@ (sic) a la aventura en

realidad virtual en la plataforma de Second Life. En este espacio esperamos que aprendas divirtiéndote a usar la interfase (sic) y a desenvolverte en ella».

Esquema de la actividad dentro de Second Life

A continuación se transcriben las instrucciones que se les dieron a los estudiantes participantes del escenario inmersivo para realizar las actividades propuestas:

«Para poder participar debes estar inscrito en el curso de Ambientes Emergentes de la Universidad de La Sabana, tener una actitud abierta y estar en comunicación con los orientadores de esta actividad. Estando dentro de la plataforma o durante la inmersión, asegúrate de las siguientes premisas:

1. Mirar el siguiente tutorial <http://www.youtube.com/apastorp#p/u/45/fL5i3F-41vg> el cual les indicará cómo llegar a lugar de encuentro.

- Apagar todos los programas como sistemas de mensajería, alarmas, calendarios, páginas web, Office.

- Tener un micrófono y audifonos.

- En la actualidad existen varios *viewers* los cuales pueden usar y son más livianos para los equipos:

En el video-tutorial habla de otros *viewers*, los cuales unos no están activos así que te puedes apoyar en los que te menciono a continuación (cualquiera te sirve para la actividad):

- Phoenix: <http://www.phoenixviewer.com/>
- Singularity: <http://www.singularityviewer.org/downloads>
- Second Life: <http://secondlife.com/support/downloads/?lang=es-ES>

2. El Avatar/Avi Anes Kanya te va a colaborar durante toda la actividad en el mundo virtual y debes estar en contacto con otros participantes, para esto debes ingresar al grupo de ++Ambientes Inmersivos ++ dentro de Second Life. Para acceder a él puedes ver el siguiente tutorial <http://www.youtube.com/apastorp#p/u/10/Sazqf1y9fg4>.

3. También puedes dejar mensajes (IM - Incoming Messages) *offline* a Anes Kanya si tienes preguntas o inquietudes al respecto (sic) del evento.

4. Deberás llevar acabo (sic) 3 retos los cuales deberás publicar en la plataforma de la Universidad y compartirlo con todos los estudiantes, dejar comentarios, recomendaciones y sugerencias sobre lo que acabas de realizar.

5. Deberás utilizar todas las herramientas relacionadas comunicación, chat y voice (sic), así como enviar TP (teletransportación) para llegar a los diferentes lugares y recuerda que arrancas desde la isla del SENA.

+++ Inicia el Second Life Quest +++

RETO 1. Modifica el Avi —Avatar—

Inicias en la isla del SENA y debes visitar algunas de las siguientes islas, en donde deberás adecuar el avi de acuerdo a tu gusto personal, recuerda que el avatar necesita adquirir su identidad, o de que alguna manera te represente.

Puedes ver el siguiente video el cual te guiará para hacer las compras y modificar el Avi.

<http://www.youtube.com/apastorp#p/u/4/yzYeS5Aw288>.

Para llevar evidencia del ejercicio puedes tomar foto del antes y después de la compra, y subirlo a la plataforma de la Universidad, dar recomendaciones y sugerencias con respecto a la experiencia.

Usando el buscador de la plataforma, debes visitar al menos 3 lugares de *freebies* (ropa, *skins*, *shapes*, texturas, adornos, casas, carros, etc.) y publicar los LM (Land Mark) en el foro de discusión de la Universidad.

RETO 2. Construcción y uso de la cámara

Para este reto te recomendamos ver los siguientes tutoriales:

Uso de cámara <http://www.youtube.com/user/apastorp#p/u/8/VcWOg5yho7E>

Construir Prims <http://www.youtube.com/apastorp#p/u/5/OYRtKJKOkd8>

Una vez visto los tutoriales, deberás construir una bandera con el logo de Unisabana:

RETO 3. Visitar sitios educativos e interactuar con las personas

En este reto deberás usar todo tu talento de fotografía, visitando los lugares históricos instituciones educativas.

Las fotografías debe aparecer por lo menos una vez tu avi y una panorámica, entre más fotos publiques en <http://virtual.unisabana.edu.co> mucho mejor (sic).

Es posible que tengas distintas alternativas que te ofrecerá el sistema, así que deberás descartar las que no son por la descripción previa que aparece en los *Land Marks*.

<http://www.teknoartia.com/foros/viewtopic.php?f=22&t=118>

Busca y toma fotos en diferentes lugares.

En la búsqueda muy seguramente te van (sic) a salir más de una alternativa, la meta es que puedas visitar varios y el que más te guste tomas evidencias (sic)».

Sobre la fase de exploración teórica, la revisión de literatura aportó para determinar las categorías de análisis para la construcción de un PLE, las cuales también se encuentran presentes en Second Life. Con el fin de evidenciar los elementos que hacen parte de la construcción de un PLE, se determinó que los estudiantes debían realizar tres (3) retos, a saber: a) modificar el avatar, b) construcción y uso de la cámara, y c) visita a sitios educativos con interacción entre personas.

Tal como en el ejercicio inicial, antes de poner en marcha el escenario inmersivo se realizó un reconocimiento de la herramienta, la cual fue también *Second Life Quest*. En este se buscaba que las personas pudieran aprender a utilizar lo más relevante de la plataforma y al finalizar pudieran seguir avanzando de forma autónoma.

Ya con dominio sobre la herramienta se realizó la observación directa con miras a identificar el

comportamiento de las personas, así como los avances que se estaban alcanzando con la plataforma. Dicha información se recolectó durante dos (2) semanas de trabajo en la plataforma de la Universidad de La Sabana con los estudiantes de la maestría en Informática Educativa, al igual que durante las sesiones sincrónicas y el trabajo asincrónico dentro de los días de intervención. Para la recolección de información se utilizó un formato observación directa diseñado.

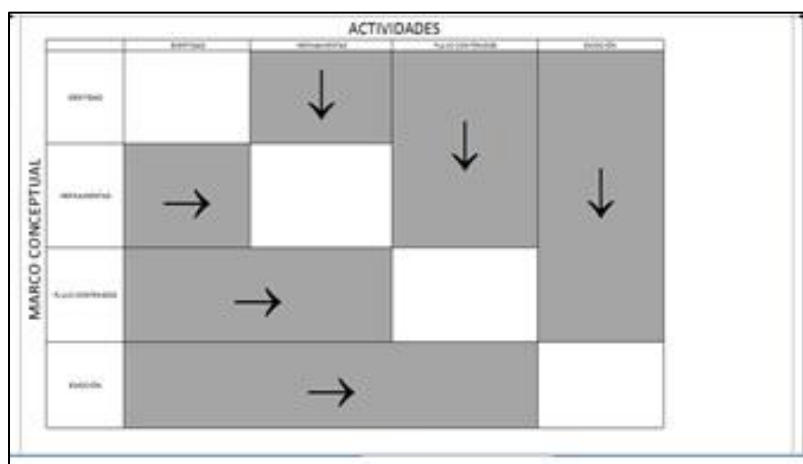


Figura 7. Formato de observación directa.

En dicho formato se buscó almacenar todos los eventos por medio de video y anotaciones, en donde era posible registrar todas las interacciones directas entre los elementos de investigación involucrados con base en la premisa de que estos se relacionan. De esta manera, se dispone la actividad para demostrar su pertinencia en los procesos de construcción de cualquier PLE.

Entrevistas Semiestructuradas a Expertos

Se abordaron cinco casos en los cuales se utilizaron Metaversos como las mediaciones principales de desarrollo de procesos escenarios inmersivos. Su estudio se canalizó mediante

entrevistas a los expertos que orientaron dichas experiencias.

El perfil general de las personas entrevistadas es de personas expertas en educación y en la utilización de herramientas en los procesos de aprendizaje. Se entrevistó a cinco (5) expertos en áreas de escenarios inmersivos y ambientes virtuales de aprendizaje, que son usuarios de la Internet y tienen alguna participación en las redes sociales. En las entrevistas se buscó abordar las experiencias en torno a los cuatro elementos planteados para la construcción de PLE y las categorías de análisis por medio de preguntas abiertas y relacionadas con dichos elementos.

#	Entrevista	Enlace web	Fecha	Duración
1	Ruben Dario Betancourt SENA, - Colombia	https://www.youtube.com/watch?v=KH94sWqFpw&feature=player_embedded	06/07/201 2	26' 50''
2	Izzy Lander. Profesor de Texas A&M University, Corpus Christi, Estados Unidos	https://www.youtube.com/watch?v=W9MStlXBiy0&feature=player_embedded	17/05/201 2	27' 38''
3	Cooper MacBeth Ingeniero cognitivo. Boise University, Estados Unidos.	https://www.youtube.com/watch?v=XDcwKfRUn5Y&feature=player_embedded	26/04/201 2	42' 27''
4	Cesar Pachon. Mundo Pato, Colombia.	http://www.youtube.com/watch?v=uy4II4qpTig	23/04/201 2	22' 03''
5	Jhon Fill Walk, Ball State University, Estados Unidos.	http://www.youtube.com/watch?v=n9PN0KwI2U0	12/04/201 2	23' 00''

Tabla 1. Entrevistas.

Perfiles de los entrevistados

El primer entrevistado, Rubén Darío Betancourt, es ingeniero de sistemas industriales graduado

en Italia, ingeniero en formación en la Escuela Nacional de Ingenieros de Metz - Universidad Paul Verlaine (Francia). Formador especializado en competencias laborales y actualmente implementa actividades de educación y formación por medio de simulación para el SENA y Director Regional de innovación de la Tecnoacademia.

Con él se aplicó una entrevista semiestructurada en donde las preguntas estaban orientadas a conocer cómo ha sido la experiencia de usar la web 2.0 y los escenarios inmersivos en la educación.



Figura 8. Imagen de avatar de Rubén Darío Betancourt (experto # 1, ingeniero de sistemas industriales).

La siguiente entrevista se realizó al profesor Izzy Lander¹² de la Texas A&M University. Su

¹² Izzy Lander es su nombre y apellido, IzzyLander Karu es su nombre de residente en Second Life.

importancia radica en que participó en el proceso de la creación de comunidades educativas dentro de SL, y también lideró la logística para el Encuentro Educativo Mundial EPIC en SL. EPIC es el lugar dentro de SL donde se comparten todos los avances en tema de investigación de distintas universidades en los procesos de simulación e inmersión. Dentro de la entrevista él comparte muchas de las conclusiones del evento de EPIC, sobre todo en lo que tiene que ver con experiencias de implementación y la visión de lo que puede llegar a ser la educación en unos años.

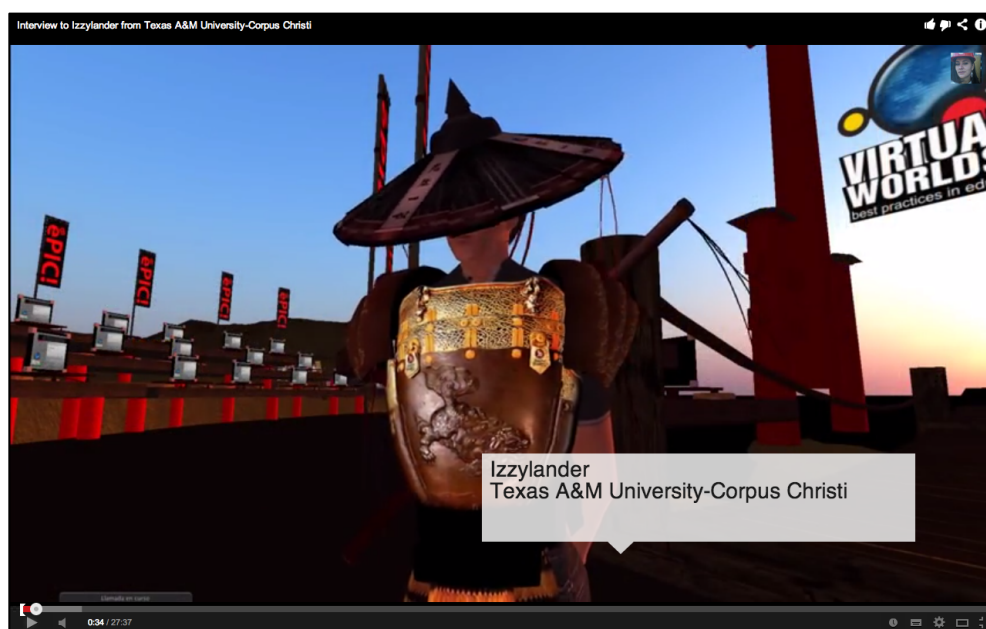


Figura 9. Entrevista a Izzy Lander (experto # 2, Texas A&M University).

La tercera entrevista se hizo al ingeniero cognitivo Cooper MacBeth, (de la Boise State

University), quien es desarrollador de la teoría de números de subQuan, además de consultor para la implementación de estrategias pedagógicas innovadoras para las universidades de Washington y Oregon State University, en donde busca la implementación de nuevas alternativas para comprender las matemáticas basado en la teoría de subQuan. Es importante para esta investigación porque uno de sus postulados es lograr que los estudiantes tengan una comprensión sobre los diferentes modelos de sumas, aritmética y finanzas, donde la mente reconozca de manera simple y directa las diferentes posibilidades. El ingeniero MacBeth desarrolló un escenario interactivo en Second Life que le permite, como profesor, lograr todas estas dificultades que se presentan en la vida real.



Figura 10. Entrevista a Cooper MacBeth (experto # 3, Boise State University).

El siguiente entrevistado, el ingeniero Cesar Pachón, quien cuenta con una maestría en e-Learning, es relevante para esta investigación porque tiene experiencia en la implementación de los mundos virtuales para la educación usando la herramienta *Unity*, además expone el desarrollo e investigación sobre cómo se pueden utilizar mundos virtuales para tratar una enfermedad

psicológica como lo es el autismo, donde el principal problema es la percepción del ambiente y la comunicación con el entorno.



Figura 11. Entrevista al ingeniero César Pachón (experto # 4, Mundo-Pato).

La quinta entrevista se realizó al profesor John Fillwalk, director en diseño de tecnologías híbridas del instituto Digital Intermedia Arts y profesor asociado del College of Fine Arts de la Ball State University. Él concibe que SL nace por la necesidad de enseñanzas en modelos de 3D; en donde se busca el acercamiento a modelos de escenarios virtuales en 3D de manera colaborativa y básica. El trabajo en grupo es una interacción donde cada cual participa a su ritmo, más todos aportan; y aunque en colegios tienen trabajos con 3D es en la Escuela secundaria donde se da con mayor facilidad por el tipo de pensamiento.

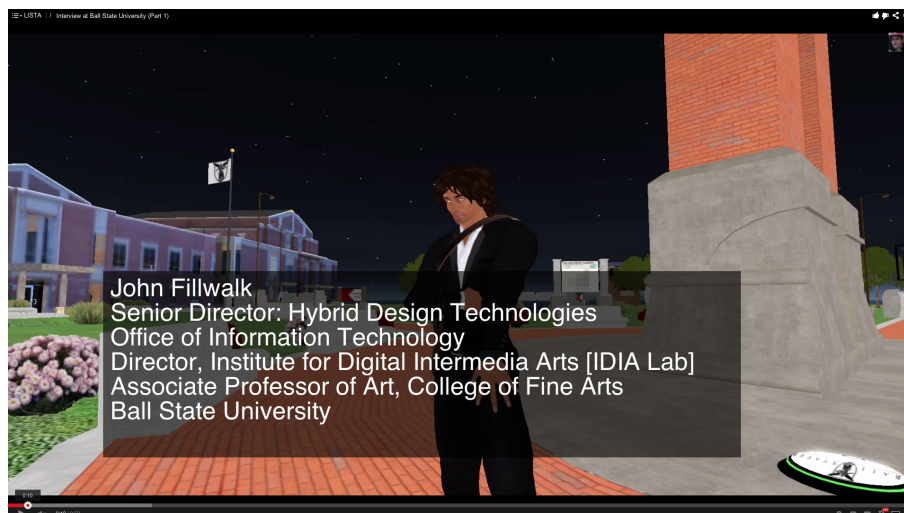


Figura 12. Entrevista a John Fillwalk (experto # 5, Ball State University).

Simulación con la Universidad Santo Tomás

Además de las entrevistas, en colaboración con la Universidad Santo Tomás se realizó una experiencia a modo de juego de rol en donde se hizo una simulación, de la cual la investigadora fue partícipe en el desarrollo del estudio. El nombre de la experiencia se denominó «La simulación de la realidad organizacional como forma de conocimiento en el estudio de las organizaciones y el trabajo». A continuación se transcribe el resumen del documento:

«El artículo describe los ejes conceptuales con los cuales se construyó el proyecto de investigación: “Comprensión del conflicto organizacional, a partir del simulador virtual SL de prospección de problemas sociales y culturales”, específicamente en los aportes conceptuales de la simulación como forma de conocimiento en el estudio de las organizaciones y el trabajo. A través del diseño de un juego de rol se recrearon las

condiciones de una organización. Específicamente, se reflexiona sobre la importancia de la construcción de historias compartidas en los escenarios virtuales tridimensionales como una forma de comprender la realidad lingüística de las organizaciones y en el cual se conceptualizan las consecuencias del estudio realizado mediante la simulación, como una forma de conocimiento y metodología en la psicología de las organizaciones».

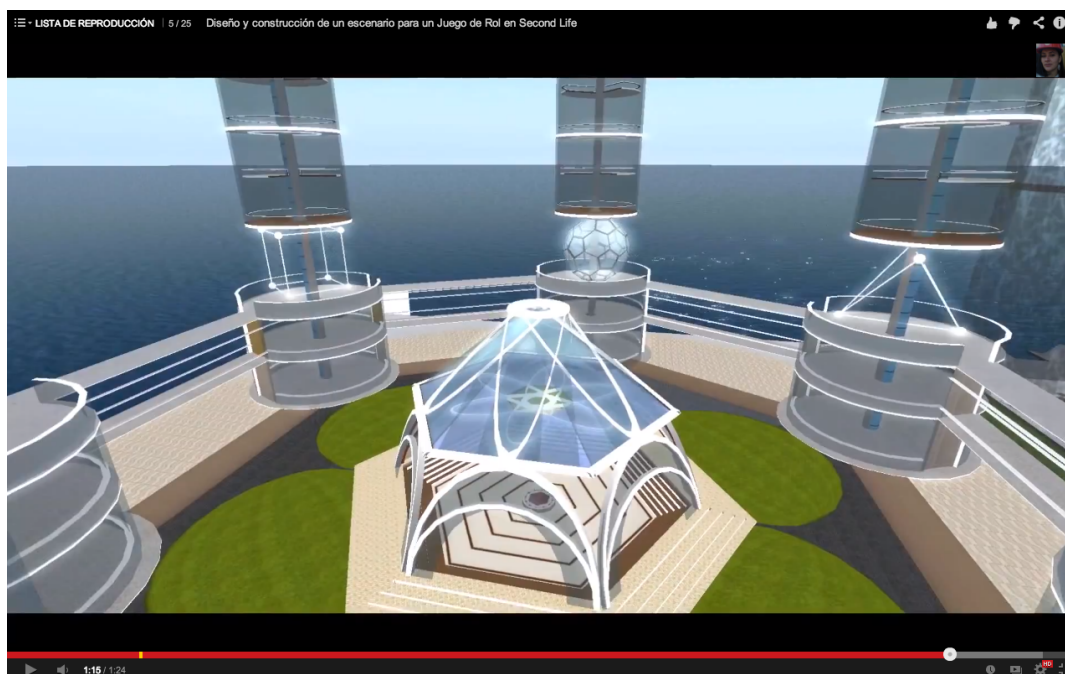


Figura 13. Entrevista experto # 5 de la Ball State University.

El proceso que se realizó con la Universidad Santo Tomás de Aquino, en 2011, se lideró dentro de uno de los objetivos de investigación de la Facultad de Psicología de esta universidad: ¿cómo generar estrategia para la solución de conflictos organizacionales? Con respecto a esta cuestión, se buscaba establecer los aportes conceptuales y metodológicos de la ciencia social *performativa*, y la simulación virtual de proyección de problemas sociales y culturales para la comprensión cualitativa del conflicto organizacional. Sin embargo, dentro del trabajo que se llevó a cabo

dentro de esta universidad se encontraron varios puntos que pueden llegar a ser pertinentes para la creación de un PLE, entre ellos la simulación y la interacción con las redes sociales, ya que cada participante en el juego debía buscar respuestas y soluciones a la situación, haciéndose valer de la web 2.0. Se estimuló a que cada quien defendiera su identidad, y el flujo de contenido se presentaba partiendo de la experiencia hasta las lecturas que se dejaban para poder desarrollar el personaje.

Resultados

Experiencia con estudiantes de la Universidad de La Sabana

La experiencia implementada en la Universidad de La Sabana permitió determinar que una sola inmersión no era suficiente para evidenciar las características que se necesitan para la implementación de un PLE. Siendo la premisa indagar y buscar respuestas sobre la pregunta de investigación, se realizó en una actividad de juego de rol en SL, la cual fue llevada a cabo por la Universidad Santo Tomas de Aquino dentro de Second Life. Para efectos de la experiencia se tuvieron en cuenta los siguientes aspectos:

- Los estudiantes debían realizar tres (3) retos, los cuales fueron: 1) modificar el avatar, 2) construcción y uso de la cámara, y 3) visitar sitios educativos e interactuar con otras personas.
- Para que los estudiantes pudiesen tener una visión mucho más objetiva se utilizó una wiki como herramienta: <http://aneskanya.wikispaces.com/UniSabana3D>.
- Sobre los resultados se encuentra que existió una alta deserción por razones desconocidas, siendo que la distribución que se presentó con referencia a la entrega de tareas presentó la siguiente tendencia y distribución:

	Reto 1	Reto 2	Reto 3
Frecuencia	5	1	1
Porcentaje entregados	41.67%	16.67%	16.67%
Porcentaje deserción	58.33%	83.33%	83.33%

Tabla 2. Frecuencias en porcentajes.

Con referencia a los retos entregados, se observa que para el reto 1 (modificación del AVI / Avatar) los resultados tienen la siguiente tendencia en cuanto a entregas:

Reto 1 — Second Life Quest

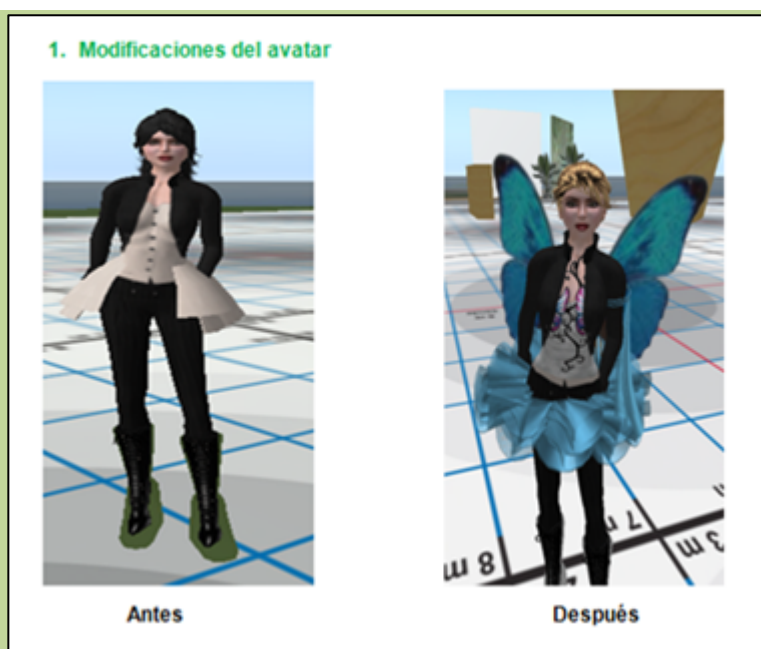


Figura 14. Modificación AVI estudiante I.



Figura 15. Modificación AVI estudiante II.



Figura 16. Modificación AVI estudiante III



Figura 17. Modificación AVI estudiante IV

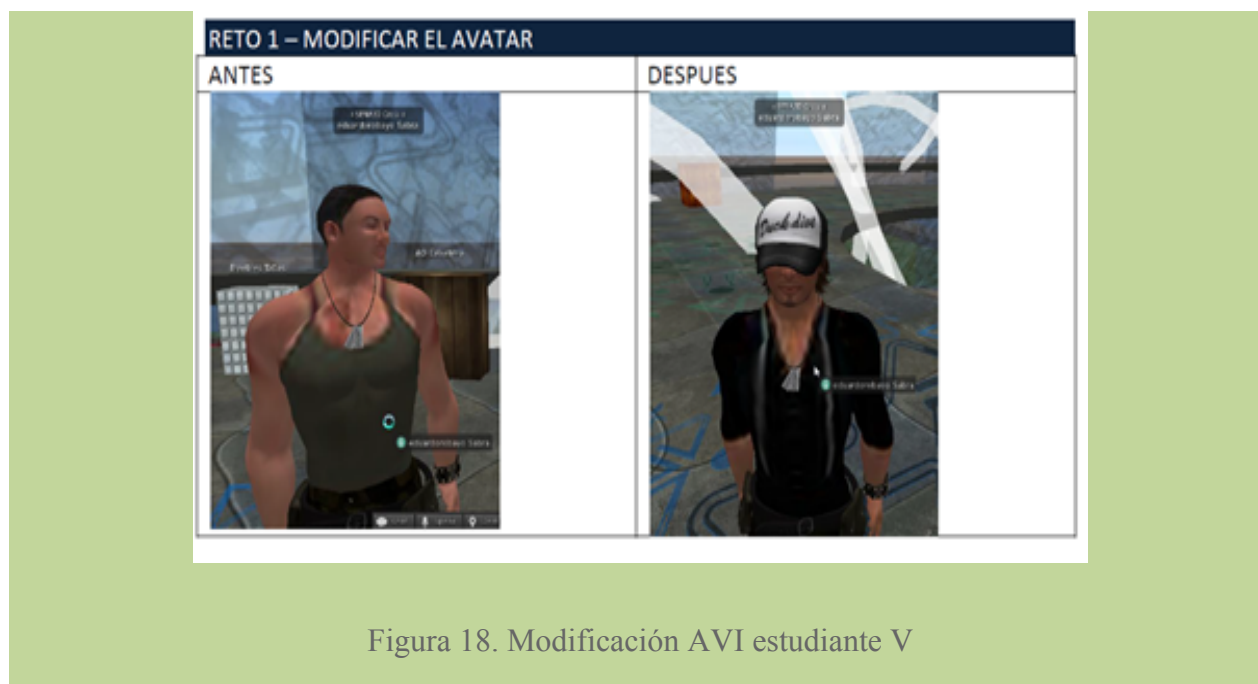


Figura 18. Modificación AVI estudiante V

En el reto 1 (modificar el AVI / avatar), se observa que en general los estudiantes que accedieron a la actividad mostraron un alto nivel de agrado por esta y participaron activamente. En el análisis que se realizó con el formato de observación directa, este arrojó como resultados relevantes para la correlación identidad (marco teórico) vs. identidad (actividad), que se busca la modificación de los AVI de acuerdo a características y patrones propios. Lo anterior evidencia que las personas procuraron crear su AVI lo más idénticos a sí mismos en cuanto a su morfología, pues se identificaron con ellos y buscaron seguir modificándolos (personalización).

Para la correlación herramienta (marco teórico) vs. herramienta (actividad), se encontró que con la inmersión en sí misma se observaron las características más relevantes de la herramienta y se lograron grandes avances, haciendo manifiesto que indiscutiblemente la herramienta facilita los desarrollos de las actividades propuestas. Es por eso que dicha herramienta se constituyó inicialmente como un elemento de exploración, y posteriormente, al ser conocida, fue un

elemento de trabajo que permitió el propio desarrollo de identidades y flujo de contenidos.

Para la correlación flujo de contenidos (marco teórico) vs. flujo de contenidos (actividades); la información se retroalimentó constantemente y en concordancia se registró en la wiki de la actividad, con participación constante durante todo el ejercicio.

En general, se observa que dada la novedad se generaron muchas preguntas, las cuales fueron contestadas a cada participante por mensajería instantánea. Esta dinámica permitió que los estudiantes estuvieran en constante comunicación, gracias al trabajo colaborativo, ya que el ejercicio estaba diseñado para que se formaran grupos de trabajo y avanzaran durante cada uno de los retos.

Para la correlación emoción (marco conceptual) vs. emoción (actividad) se encuentra que en general al final de la actividad, y en encuentros posteriores, se expresaba un alto grado de interés y emoción por la actividad. Se observó también que la herramienta es novedosa, las características de la misma y la aparente [proyección] que los estudiantes presentaron (entre otros) generó emoción el dominio de la herramienta y la consecución de los objetivos se constituyó en un reto emocionante y novedoso. Para consultar este primer reto y los resultados del mismo.

Reto 2 — Second Life Quest

Para el reto 2, se partía del concepto de que ya existía algún nivel de experticia sobre el manejo

de la herramienta SL. En este reto se proponía perfeccionar el uso de la cámara con miras a la creación de la bandera de la Universidad de La Sabana. Para esto, el total de entregas fue de dos (2) evidenciando una disminución significativa con relación a la cantidad de personas que enviaron dicha actividad o que desertaron de la misma.



Figura 19. Creación de objeto, estudiante «A».



Figura 20. Creación de objeto, estudiante «B».

Sobre el reto 2 (manejo de cámara/creación de bandera), es posible evidenciar que los estudiantes mostraron un mayor dominio manejo de la plataforma SL:

- El análisis arrojó como resultado para la correlación identidad (marco teórico) vs. identidad (actividad) que «se busca que la creación de los objetos sea lo más “personalizada” así cada cual construye desde cómo concibe que se ha de empezar (asta, bandera, logo)».
- En la correlación herramienta (marco conceptual) vs. herramienta (actividad) es posible

evidenciar que «dada la plataforma, se exploraron diferentes recursos y se experimentó para la consecución del objetivo que era la construcción del elemento».

- Para la correlación flujo de contenidos (marco conceptual) vs. flujo de contenidos (actividad), «se compartían vía IM mensajes y “tips” para la mejor creación de su objeto, forma de importar imágenes, etc.».

- Con referencia a la correlación emoción (marco teórico) vs. emoción (actividad) se encontró que «dado que este era un 2º reto, se concibió que el nivel de complejidad de la actividad aumentó, lo que generó interés por parte de las personas que permanecieron en el programa y mayor nivel de exploración para la consecución de los objetivos».

Reto 3 — Second Life Quest

Para el último reto, se pedía que se visitaran al menos dos lugares diferentes al del SENA, en donde era la meta interactuar con otros avatares o usuarios en SL. En este punto se encuentra, por un lado, que solo dos (2) personas entregaron el reto en la plataforma de Moodle de la Universidad, y por otro lado, que el resto de las personas que decidieron continuar con el evento de aprendizaje inmersivo participaron en las clases sincrónicas que se programaron.



Figura 21. Visitas a lugares, estudiante «A».

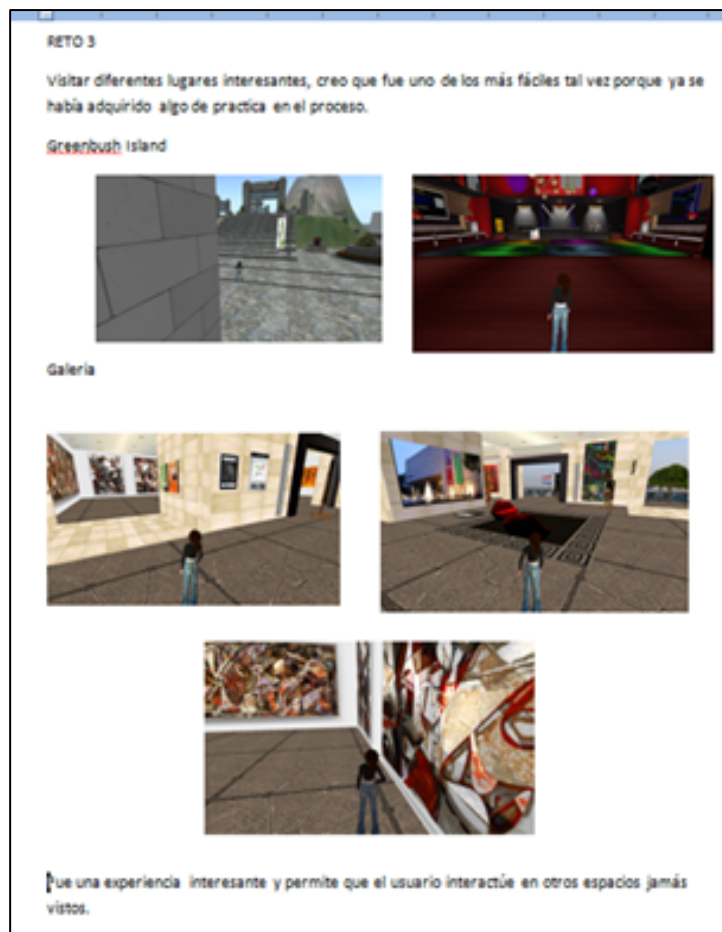


Figura 22. Visita a lugares, estudiante «B».

Para este reto, se encuentra que los participantes pudieron realizar la actividad. Se destaca, además, lo siguiente:

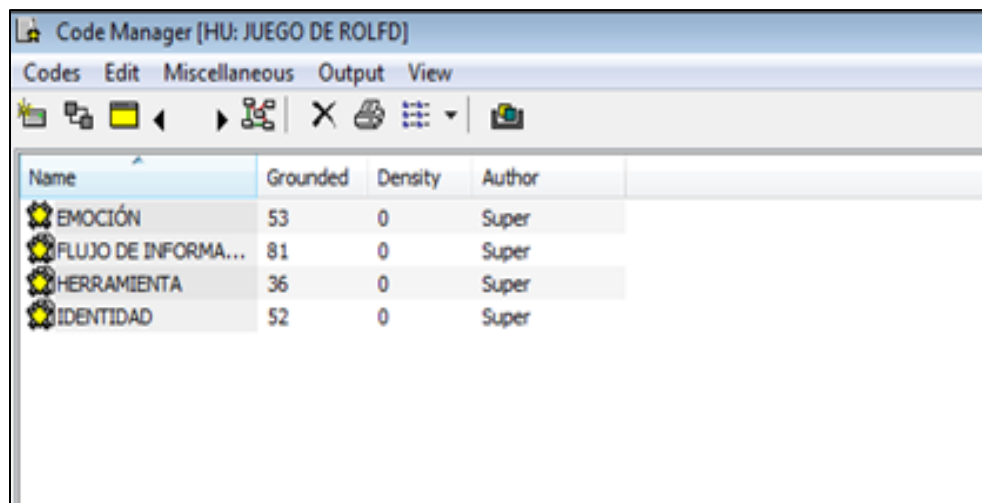
- En general, para la correlación identidad (marco conceptual) vs. identidad (actividad), se encontró que «dado que este reto implica la interacción y el cambio del *shape* del avatar, se evidencia una puesta en marcha de características propias, arquetípicas en sus formas de relación con otras personas. Las personas lograron intercambiar *shapes* (formas del avatar) en donde se sintieran más cómodos. Otra cosa que se anotó fue el hecho de que las personas que participaron

buscaron cambiar el avatar al ingresar al sistema; esta fue la solicitud que más se tuvo entre todos los participantes.

- Sobre la correlación herramientas (marco conceptual) vs. herramientas (actividad), se encuentra de forma evidente que «en este punto se tenía una experticia mucho más alta del manejo de la herramienta, lo que permitió que se pudiese interactuar de una manera mucho más fluida en la plataforma,

- Para la correlación flujo de contenidos (marco conceptual) vs. flujo de contenidos (actividad) se hace presente porque que el ejercicio permitió la interacción con otros avatares, los contenidos de información (percepciones, emociones relaciones) se presentan durante las actividades.

- Sobre la correlación emoción (marco conceptual) vs. emoción (actividad) se encuentra que «dada la interacción entre [los] AVI, y la posibilidad de conocer nuevos contextos y escenarios, se evidenció un alto grado de emoción y participación, [pues] fueron comentarios alegóricos a la alegría y la diversión.



The screenshot shows the ATLAS.ti Code Manager interface. The window title is 'Code Manager [HU: JUEGO DE ROLFD]'. The menu bar includes 'Codes', 'Edit', 'Miscellaneous', 'Output', and 'View'. Below the menu is a toolbar with various icons. The main area displays a table with the following data:

Name	Grounded	Density	Author
EMOCIÓN	53	0	Super
FLUJO DE INFORMA...	81	0	Super
HERRAMIENTA	36	0	Super
IDENTIDAD	52	0	Super

Figura 23. Aplicación de la herramienta cualitativa ATLAS.ti.

Resultados de las entrevistas. Casos de investigación de usos educativos de los mundos Metaversos

La entrevista con el ingeniero Rubén Darío Betancourt aportó como principal aspecto relevante la definición general que él da sobre lo que son los procesos inmersivos y cómo estos han ayudado a formación profesional para el trabajo. Se considera que fue pertinente para el trabajo de investigación por su experiencia en la implementación en los procesos de formación bajo escenarios simulados en SL; también porque ha promovido la utilización de herramientas colaborativas de la web 2.0 en el SENA. Dado el campo de acción y trabajo del ingeniero Rubén Darío Betancourt, él asevera que la creación de un escenario sintético con la colaboración de funcionarios puede llevar al aprendizaje necesario de acuerdo a los objetivos establecidos.

También es importante valorar otros elementos, como el aprendizaje que se convierte en un

proceso alegre y divertido, siendo de alguna manera multidisciplinario y donde cada cual aporta para lograr su objetivo específico. Desde esta postura, es posible ver el cómo los metaversos de alguna manera generan espacios individuales, objetivos propios y caminos personales, lo cual es un elemento que se relaciona directamente con lo que se concibe dentro de los PLE, estructurándolos como una forma articulada entre lo personal y lo colaborativo-social. Las experiencias que adquieren los usuarios en el ambiente inmersivo también son contenido, porque se trata de aprendizajes que se alcanzan. Además, la interpretación de la vivencia que tiene cada usuario en SL es diferente, tal como en la vida real.

El ingeniero Betancourt también afirma que el avatar de alguna manera expresa el «alter-ego», donde cada quien permite reflejarse y darse a conocer. De alguna manera, la creatividad del avatar sirve como vehículo para la expresión (ejemplo de esto es el aprendizaje de lenguas), y la imaginación sirve para re-crearse, y, de alguna manera, vencer el miedo a alcanzar las cosas. En este punto es cuando la persona se inspira en un héroe, y en su personaje está ser invencible, pues cualquier obstáculo se puede superar.

Con referencia al tema de las herramientas, es posible encontrar que el escenario posibilita generar una familiaridad con el entorno en el cual se está adquiriendo la competencia específica. Un ejemplo que lideró el ingeniero Betancourt fue la simulación de situaciones específicas, como las del proyecto que se llevó a cabo en el escenario arquitectónico «Mi robot ordeña tu vaca», el cual es una puesta en escena de aprendizaje colaborativo que incluye diferentes objetivos de emprendimiento. Este escenario permite que el aprendiz conozca los procedimientos para montar su propia empresa de ordeño en el ámbito de la ganadería, así como las competencias que puede adquirir a la hora de hacer un negocio o llevar el producto al comercio. El escenario y juego de

rol fue desarrollado por el SENA en el Centro del Eje Cafetero, en la competencia Edugame del Campus Party. Esto, además de la puesta en escena del proyecto, de alguna forma permite adquirir conceptos generales de otras disciplinas.

Asimismo, el ingeniero Betancourt realiza una exposición de aspectos como lo emocionante y el interés, los cuales permiten crear diversos conocimientos, y cómo el simple hecho de la interacción con imágenes y sonidos, incluso la interacción en sí misma, permite un trabajo colaborativo, que motiva al aprendiz a descubrir su propio conocimiento. Una evidencia de esto en SL fue el proyecto mencionado anteriormente y que se presentó en el Campus Party, en la sección de Edugame. «[El] juego debe ser una herramienta de aprendizaje; asimismo, debe incluir herramientas o temáticas afines a la robótica educativa, fomentando la comprensión de conceptos básicos de la robótica como electricidad, electrónica y programación». En este evento había varios retos para los aprendices, como por ejemplo lograr lo que pide Edugame, al menor costo y con resultados de aprendizaje divertidos. Entonces, el desarrollo de la actividad consiste en hacer una programación sobre objetos como la vaca, realizar todas las tareas de ganadería normales, con las dificultades que se pueden llegar a presentar en la ganadería, hasta llegar al comercio, en donde el comprador quiere comprar barato y el lechero quiere vender caro. Toda esta dinámica de trabajo permitió que los aprendices conocieran qué se siente ser ganadero y comerciante.

Por su parte, el profesor Izzy Lander concibe que el proceso de aprendizaje no es algo estático, sino que se encuentra en constante movimiento y flujo. Desde su experiencia personal, el profesor Lander entiende que muchas personas abandonan su formación por falta de compañerismo y poca simpatía por la universidad.

Con referencia a la emoción, se entiende que los mundos virtuales permiten crear la sensación de presencialidad, lo cual no es posible en las plataformas de LMS, pues difícilmente se ha evidenciado que se generen lazos sociales entre las personas, sino que se limitan al contenido de la materia o área de estudio con herramientas de trabajo colaborativo. La identidad se expresa en términos en los que usuarios se empiezan a identificarse como una extensión personal. Es así como el avatar permite representar lo que el usuario siente en el ambiente, lo cual generalmente es muy parecido a la vida real.

También, el elemento de flujo de contenido permite que los estudiantes se sientan familiares en el escenario inmersivo, y posibilita que cada usuario trabaje de manera colaborativa, es decir, que todos participen en la construcción en una misma meta. A partir cada persona se genera una experiencia, la cual es un saber personal. Si se suman todos los saberes de cada estudiante en una misma meta, se tendrá un flujo de contenido que aporta desde lo individual a lo grupal.

Desde la perspectiva de este entrevistado, la emoción permite que personas trabajen sincrónicamente e interactúen, dado que se usa una interacción tú / yo y (la misma se da durante los trabajos de clase). En términos generales, se habla de la interacción entre el “yo” y el “otro”, la retroalimentación vivencia la interacción con otros durante las actividades de clase. Así mismo concibe que la forma de hacer los ejercicios es diferente cuando la actividad se ha de hacer en grupo.

En cuanto a la entrevista con el ingeniero cognitivo MacBeth, se encuentra que él entiende el flujo de contenidos como procesos mentales que se han de dar de una manera ordenada y lógica, donde la mente tiene una comprensión natural y casi que innata con los números. En la clase

también busca generar una perspectiva diferente al estándar con el cual los alumnos se encuentran acostumbrados a trabajar. Como herramienta y/o estrategia él usa la aritmética para enseñar a sus aprendices sobre diversos procesos, por ejemplo las bases numéricas del uno al diez, en donde se puede representar en 3D números muy grandes en cuestión de segundos y sin ocupar un espacio muy grande, en un ambiente controlado por el profesor.

El ingeniero Macbeth también utiliza el modelo «squide» el cual es un modelo interactivo en 3D; en donde el contenido se ve representado de manera tridimensional. En la entrevista realizada, él reconoce que hay una gran dificultad y repelencia para aprender algebra, simplemente porque los estudiantes no le ven el sentido, es decir, la forma en la cual se podría aplicar en la vida real. Una manera de generar interés y aplicabilidad a la aritmética es si se le da una forma a los números dentro de un escenario conocido, como es el sushi bar, lugar donde se lleva a cabo la entrevista.

Con respecto a si los estudiantes aprenden más rápido de esta manera de enseñar la comprensión de los números, el ingeniero responde: «El cerebro responde de una manera más natural si se enseña desde la forma y no desde la representación numérica», a lo cual añade en su entrevista «Los mundos virtuales tienen la habilidad de recrear formas que en la vida real no serían posibles de realizar». En sus propias palabras, el aprendizaje en los mundos virtuales tiene el poder de «generar una concentración en los estudiantes, en donde se olvidan que están en un juego sino que están participando en una clase». Con relación a la identidad, él piensa que todos son iguales y que aunque algunos estudiantes han llegado con avatares bastante creativos, de igual forma logran aprender lo que se les enseña.

De otro lado, el ingeniero Cesar Pachón es relevante para esta investigación porque él ha trabajado con mundos virtuales, especialmente con la herramienta de Unity, y en la entrevista expone el desarrollo e investigación sobre cómo se pueden utilizar mundos virtuales para tratar una enfermedad psicológica como lo es el autismo, cuyo principal problema es la percepción del ambiente y la comunicación con el entorno.

Puesto que el autismo es un problema de percepción del mundo, un niño que padece esta condición no tiene ningún tipo de control sobre los estímulos que hay a su alrededor o en el medio ambiente y presenta dificultad para filtrarlos, es decir, se le dificulta focalizar la información en los momentos de aprendizaje. El autismo se puede presentar en cualquier estrato social, en cualquier país y en cualquier momento. El trabajo de grado del ingeniero Pachón fue cómo dar una solución al problema del autismo por medio de los mundos virtuales. La experimentación muestra que las personas que han sido diagnosticadas con autismo se interesan bastante al trabajar con un computador. Según el ingeniero César Pachón, esta comodidad se debe, tal vez, a que el computador tiene un nivel de estímulos menor y el niño se siente más seguro trabajando en él. Por lo tanto, es factible que el computador sea una herramienta de inmersión y de concentración en el aprendizaje.

De esta entrevista se deduce que el ingeniero Pachón entiende que los mundos virtuales amplían las capacidades innatas que cada ser humano tiene para poder interactuar con otros, independientemente de la distancia. También, parte del concepto por el cual el computador permite tener una versión limitada de la realidad, donde los espacios son a distancia, mas no formativos. No obstante, el e-Learning permite crear un espacio educativo haciendo uso de las plataformas existentes, y aunque se elimina el flujo de información o contenidos irrelevantes, la

misma interacción de los contenidos catapulta el proceso de aprendizaje. Concibe que la información ha de ser filtrada, y esto es algo que los ordenadores posibilitan.

Este entrevistado desarrolló un modelo para niños con autismo, donde no se propone un proceso terapéutico pero sí uno de interacción, pues dada la característica de la población objetivo (niños en condición de discapacidad por su diagnóstico médico clínico de autismo), la información debe presentarse con ciertas características particulares, en plataformas dedicadas en donde expertos pueden brindar información que permita crear estrategias de apoyo para los niños. Dichas plataformas han de interactuar con la web 2.0 o las redes sociales para apoyar con terceros el trabajo desarrollado por los niños o beneficiarios. Se entiende también que el mundo virtual ha de ser un elemento central y para que el servicio funcione se deben tener elementos de comunicación centrales y contextuales que permitan la interacción social. En el mundo desarrollado por el ingeniero Pachón es posible encontrar un editor de AVI especializado para los usuarios (avatares en forma de animales). Él también comprende que dispositivos como las tabletas y la misma web permiten ser herramientas de trabajo.

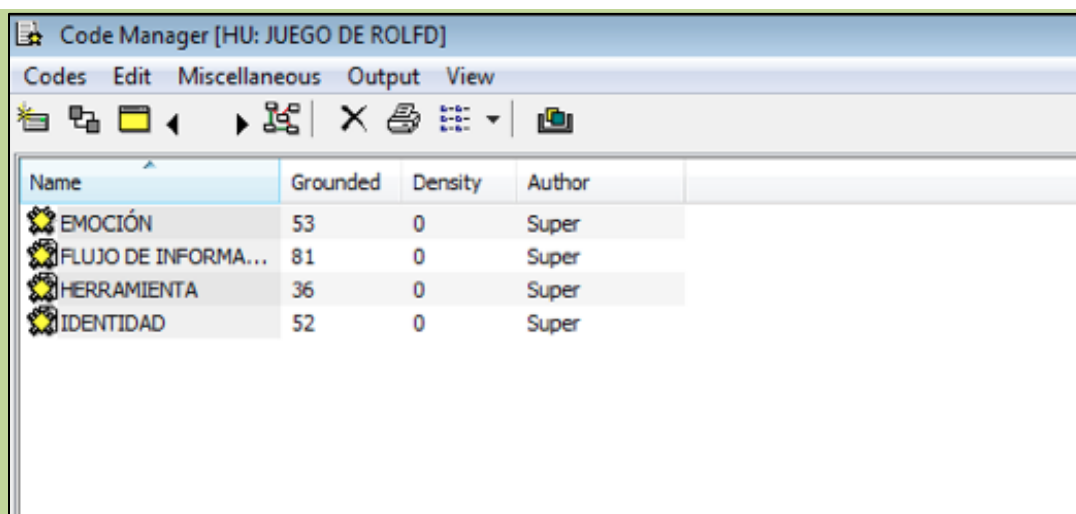
La quinta entrevista fue para el profesor John Fillwalk, director de diseño de tecnologías híbridas y director del Instituto Digital Intermedia Arts, y profesor asociado de arte del College of Fine Arts de Ball State University. Concibe que SL nace por la necesidad de enseñanzas en modelos de 3D, en donde se busca el acercamiento a escenarios virtuales en de manera colaborativa y básica. El trabajo en grupo es una interacción donde cada cual participa a su ritmo, mas todos aportan, y aunque en las universidades tienen trabajos con 3D es en la escuela secundaria donde se da con mayor facilidad por el tipo de pensamiento. Para la Ball University se creó una red de trabajo en donde la academia brindaba los lineamientos necesarios para el trabajo en 3D y que

fuese a distancia y de bajo costo, además había que interconectarla con el LMS de la Universidad, en este caso con la plataforma *Black Board*. El entrevistado entiende que el AVI es una representación ideal de cada uno y que cada participante se adapta fácilmente y es capaz de socializar con compañeros.

Resultados de la Universidad Santo Tomás

Finalmente, la actividad de juego de roles, de la Universidad Santo Tomás, fue analizada a la luz de la herramienta *Altas.ti 5.0*. Dicha actividad fue transcrita y se adjunta en los anexos 11 y 11a. En esta investigación, donde la construcción del conocimiento era colectiva y en escenarios simulados, se creó un evento que buscaba ubicar un problema social en un ambiente artificial

Para dicho juego de roles, la distribución de información que se generó fue la siguiente:



Name	Grounded	Density	Author
EMOCIÓN	53	0	Super
FLUJO DE INFORMA...	81	0	Super
HERRAMIENTA	36	0	Super
IDENTIDAD	52	0	Super

Figura 24. Resultados de la aplicación de ATLAS.ti

Con respecto al elemento de *emoción*, el texto arrojó un total de cincuenta y tres (53) elementos o unidades exegéticas de análisis; *flujo de información*, ochenta y uno (81); *herramienta*, treinta y

seis (36); e *identidad* cincuenta y dos (52). Lo anterior indica que la identidad en el desarrollo de los personajes ha permitido personificar.

Conclusiones

Como parte del proceso de investigación, se quiso dar respuesta al primer objetivo de investigación, a saber, identificar desde la teoría y la práctica algunas condiciones clave para la generación de ambientes personales de aprendizaje. Dentro de este proceso de compilación de información que pudiera ser relevante para identificar las condiciones claves para un PLE se logró un acercamiento a la utilización de los mundos metaversos como escenario para generar conocimiento y que los usuarios aportaran contenido desde su experiencia como parte de su proceso de formación personal en un PLE.

Durante la exploración del marco conceptual, en donde se tomaron diversos artículos científicos referentes a los PLE, se encontraron las 4 características de investigación que son relevantes para poder darle respuesta a la pregunta de investigación. Dichas características fueron seleccionadas de acuerdo a la actividad literaria de investigación, así como de diferentes teorías psicológicas que han tenido relevancia en la historia. También, se hizo una exploración de datos y hechos que han marcado la historia de los PLE. De acuerdo con lo anterior, se puede afirmar que esta es una investigación exploratoria, en la cual se pretende aportar al lector cuál es el estado actual de los PLE, a pesar de que no sean una herramienta habitual para muchos y que cada usuario de la Internet tiene el libre albedrío de usarla a su gusto personal, tomando como referente la historia y los aportes que le puedan llegar a ser interesantes.

Es posible encontrar que los eventos que aportan a la creación de un PLE siempre han estado presentes a lo largo de la historia, con la diferencia de que solo que hasta esta época se comienza a conceptualizar sobre su importancia, el impacto que tienen en la cotidianidad de las personas y

sobre todo en el aprendizaje, al que cada persona puede llegar si se pone metas a alcanzar. Asimismo, el contenido del aprendizaje está orientado a ser compartido con la comunidad que participa de la web 2.0, ya que a su vez la información le regresa y el usuario es libre de ser o no usuario o participe de los contenidos.

Para las condiciones claves para un PLE, es necesario tener en cuenta el legado de información que han dejado autores anteriores, pues estos aportan contenido que puede ser útil a los nuevos visitantes. Desde el aporte que hacen los mundos Metaversos, en este caso Second Life, se encontró que se puede lograr el aprendizaje desde la experiencia en escenarios de inmersión y simulación, en donde el evento es diferente a solo utilizar contenidos de texto, videos y herramientas que tiene la web 2.0, sino que permite que cada usuario, desde su propia experiencia e inmersión, al final termine siendo un contenido¹³.

Esta definición de contenido se ha investigado desde el psicoanálisis porque retoma todas las experiencias de la vida, no solamente los objetivos de aprendizaje; por lo tanto, Second Life abre la oportunidad de simular situaciones de vida, en donde las herramientas tecnológicas permiten tener eventos que impactan en la persona, los cuales pueden ser denominados aprendizajes. Desde este punto de vista fue pertinente hacer investigación de un PLE con escenarios que permitan una simulación de una situación real, porque permite que las personas tengan una experiencia de aprendizaje que luego utilizar como contenido de alguna lección en particular.

El aprendizaje bajo experiencia es un tema absolutamente pertinente en la psicología, porque

¹³ Contenido visto desde el psicoanálisis.

permite determinar el impacto de un evento u otro, en el cómo este podrá afectar la toma de decisiones, la actitud y la solución de conflictos o problemas. Los contenidos vistos desde el psicoanálisis se puede comprender como eventos de aprendizaje y gracias a la ayuda de escenarios inmersivos es posible hacerlo.

Con respecto al elemento de la identidad se encontró, desde la exploración teórica, que todos los usuarios que participan en la red tienen una identidad digital. Una forma de probar este hecho es que para que un usuario pueda participar de alguna comunidad o evento, o para utilizar alguna herramienta, se tiene que identificar o conectar su cuenta con la de alguna red social a la que pertenezca, con relación al avatar. Es un evento único y personal cómo cada usuario de la red se quiere dar a conocer. En la construcción de los PLE, en donde se ingresa a contenidos desde la persona hacia las otras personas y viceversa, tener este espacio permite indicar quién hizo el aporte respectivo en cada foro, o bien, referenciar el aporte en el espacio personal de trabajo.

Cuando la identidad en SL es vista desde la óptica de la psicología, el alter ego tiene una presencia más visible, porque la herramienta que permite modificar el avatar o personalizarlo ayuda a que cada persona saque lo que considera mejor de sí, o lo que le gustaría llegar a ser. En el caso abordado, algunos estudiantes de la Universidad de La Sabana colocaron decoraciones adicionales como alas de mariposa, aureolas u otras cosas, o bien el avatar era totalmente diferente con el que ingresaron. Esta es la posibilidad que se puede dar a los estudiantes de ser creadores de contenido desde la experiencia. También cabe destacar que los estudiantes manifestaron cambiar totalmente sus avatares una vez ingresaron a la isla, por esta razón el primer reto en Second Life Quest se llamó «Modifica tu AVI».

En el espacio de juego de la Universidad Santo Tomás la situación fue un poco más desarrollada, porque cada personaje de la historia requería generar un perfil ficticio, con su propia historia y rasgos de personalidad, que fueron contruidos de acuerdo a la historia de vida. Cuando se llevó el juego a Second Life, a pesar de que el alter ego era de alguna manera predeterminado, los participantes lograron personificar cada personaje asignado. La diversidad de personajes, el escenario y la época permitió desarrollar una simulación de conflictos organizacionales.

Con relación al objetivo de generar y analizar experiencias educativas mediadas por mundos metaversos con el fin de explorar la manifestación de dichas condiciones clave (identidad, flujo de contenido, herramientas y emocionalidad), se realizaron entrevistas a 5 expertos de diferentes universidades y un experto usando Unity Game Engine, como parte del proceso de formación para los participantes.

Con respecto a las entrevistas cabe resaltar una de ellas en particular, en donde el entrevistado expresa: «Es posible ser lo que siempre he querido: ser un samurái». Si el lector lee esto por primera vez, puede llegar a sonar hasta ridículo, pero si se hace una reflexión más profunda al respecto, puede encontrar mucha simbología y todo tipo de arquetipos relacionados con el samurái, pues cada persona «desnuda» su inconsciente en Second Life.

Durante la entrevista a Izzy Lander, él indica que utilizar Second Life ayuda en parte a disminuir los niveles de deserción que se pueden presentar en un curso que tenga como plataforma Moodle o Black Board, pues en estas últimas las personas se sienten muy solas durante el proceso de formación, y a pesar de que cuentan con una base social para contenidos, permiten pocas relaciones interpersonales o generar lazos sociales. Así, los escenarios virtuales como Second

Life permiten tener una simulación de presencia en espacios digitales. En esta misma entrevista, el profesor Lander anota que las personas pueden expresar libremente su personalidad y su identidad en el mundo virtual sin ningún tipo de rechazo.

En la entrevista de Rubén Darío Betacourt se preguntó sobre el tema de diversión y colaboración durante los procesos de formación, a lo cual el experto respondió que se divierte mucho y se colabora mucho mientras se aprende. Así mismo, cuando un aprendiz comienza a jugar desde su avatar, se han observado que el nivel de timidez o de miedo al fracaso disminuye, porque no son ellos directamente los que están haciendo el ejercicio, sino que este se realiza a través del avatar., lo cual permite que los aprendices puedan experimentar varias veces un ejercicio sin miedo a equivocarse y que procuren alcanzar la meta de aprendizaje con mayor empeño. Al utilizar el alter ego, los aprendices han descubierto que la creatividad puede ser la mejor manera para descubrirse y de desarrollarse como persona.

Dentro de la misma entrevista el escenario de trabajo estaba ambientado en Second Life, con el fin de que los aprendices experimentaran allí actividades de su día a día, desde el ordeño hasta el proceso de venta de la leche. Luego de estas actividades, los contenidos que ellos aprendieron durante su proceso de inmersión fueron subidos a su LMS en Black Board y compartieron su experiencia en las redes sociales.

Dentro del proceso de experiencias las personas desarrollan contenidos que se almacenan en el inconsciente; esta información se manifiesta como información aprendida, la cual puede llegar a tener muchas representaciones dentro de los mundos metaversos, como por ejemplo el diseño del avatar, el tipo de datos que se quiere intercambiar con otros usuarios y la motivación que lleva a

profundizar en un tema o en otro.

Si se tiene en cuenta que cuando una persona está escribiendo desde el computador en las redes sociales es muy probable que lo haga desde el inconsciente, y que en la actualidad existen millones de personas que se encuentran aportando contenido a la red, se podría llegar a hablar de un inconsciente colectivo digital, porque el contenido se encuentra en flujo. Este flujo de contenido es un elemento que se puede encontrar en cualquier evento histórico, con la diferencia de que en la actualidad se comienza a mover con mayor velocidad gracias a las TIC, generando diversidad con un mayor número de palabras y conjugaciones, y la información se encuentra cada vez más cerca de las personas.

En el caso de los PLE, se puede afirmar que son una herramienta indispensable para intercambiar, consultar, filtrar, encontrar y guardar información. Dentro de la actividad que se realizó con la Universidad de La Sabana, la información se obtuvo de manera sincrónica y asincrónica, pues los estudiantes compartían el contenido en el Moodle (tareas) y en algunos casos, cuando la clase era sincrónica, se dio el diálogo y el hecho de compartir información que le pudiera aportar a los otros participantes. No obstante, esta experiencia se consideró insuficiente debido a la deserción de algunos estudiantes durante esa semana; por lo tanto, se recomienda a futuras investigaciones trabajar en encontrar nuevas alternativas para evitar la deserción y promover el interés. Cabe añadir que la edad y las ideas preconcebidas de algunos estudiantes ayudaron a generar rechazo con la herramienta.

El flujo de contenido en las entrevistas básicamente fue una exploración de personas que tienen mucha experiencia en la utilización de los mundos virtuales para la educación. La información

que se puede recoger de ellos es cómo se puede graficar la información en 3D y también cómo es posible explicar conceptos de difícil entendimiento de manera fácil y directa. En los espacios virtuales los estudiantes pueden tener una experiencia específica u orientada, que busca sobre todo captar la atención del estudiante, incluso si se encuentra en un estado de discapacidad. El flujo de contenido es importante para el desarrollo de un PLE, porque sin esta característica no hay comunicación con el resto del mundo digital.

El conocimiento personal se compone de una *red*, la cual alimenta a organizaciones e instituciones, que a su vez retroalimentan a la red o hacen que la información regrese, lo cual provee de nuevo aprendizaje para los usuarios. Este ciclo de desarrollo del conocimiento (personal a la red, de la red a la institución) les permite a los aprendices estar actualizados en su área mediante las conexiones que han formado. El flujo de contenido y la identidad necesitan un lugar para ser ubicados en la Internet, un elemento adicional para poder crear los PLE: se trata de la herramienta. Cuando este proceso se describe desde el punto de vista del psicoanálisis, los contenidos comienzan a ser dinámicos porque cada persona, desde su propio conocimiento y aprendizaje, puede aportar información a la red, así como recibir más de ella.

Ahora bien, el flujo de información en la Universidad Santo Tomás se basa en una experiencia de conflicto organizacional, en donde la actividad que se hizo venía predeterminada por el ambiente, la historia y la simulación. El flujo de información fue mayor en el momento del juego en Second Life por dos razones: por un lado, no se sabía cómo se iba a desenvolver la historia, y por otro lado, la comunicación entre los participantes fue hecha con un método de comunicación llamado juego de rol, en donde se describen con anterioridad las actitudes, y además se enfatiza en lo que se va hablar. Al final queda una historia entre 8 personas llena de creatividad y novedad.

A través de la experiencia en los flujos de contenidos, hoy día las posibilidades de creación, remezcla, difusión e intercambio son casi que son exponenciales. El apetito por realizar intercambios se puede observar en los niveles de participación y penetración que tiene el mundo en la red, así como su demanda por estar allí. En las entrevistas se puede destacar que los estudiantes son sometidos a diversas maneras de ver los problemas, una de ellas de forma gráfica, lo cual les permite tener una perspectiva más amplia de la situación a solucionar. En el evento de la Universidad Santo Tomás de Aquino, a pesar de que muchas de las situaciones y personajes estaban predeterminados, la creatividad e imaginación de los participantes les permitía llegar a soluciones y conclusiones.

Con referencia a la herramienta, las experiencias con el piloto la Universidad de La Sabana no fueron lo ideal debido al tiempo en el cual se desarrolló el experimento, pues fue corto y siempre se recomienda tener al menos 2 semanas de trabajo para reconocer la plataforma. La herramienta Second Life tiene tantas posibilidades en su interfaz que su utilización puede ser un poco difícil. Por lo tanto, no es suficiente tener una experiencia de una semana para que sea exitoso.

Contrario a lo anterior, la herramienta en la Universidad Santo Tomás contó con 3 meses de preparación de los usuarios y también 3 meses de construcción de la plataforma¹⁴, de forma tal que el evento permitió aportar cómo la disposición de cada usuario influye en la toma de decisiones y en el ambiente de trabajo, y además que se pueden hacer simulaciones de las dificultades que se podrían presentar en el 2050.

¹⁴ Diseño y construcción de un escenario para un Juego de Rol en Second Life
http://www.youtube.com/watch?v=ai_3jF9DL8M

La emoción y la motivación son un elemento que se encontró presente en todos los niveles de la investigación. Con la Universidad de La Sabana, a pesar de que los estudiantes expresaban mucha alegría y hacían una especie de sublimación a través de la risa que les provocaba las diferentes situaciones que tenían que superar a través de los retos del Second Life Quest, el evento en general no arrojó resultados positivos, aunque fue divertido para los participantes, lo cual permite concluir que la emoción y la motivación son un determinante en el éxito de los proyectos de inmersión, y que durante el proceso de aprendizaje pueden llegar a influenciar en la toma de decisiones de los usuarios y participantes que se encuentran en una misma red; ese evento puede traer consigo tomar una decisión o comprender algún evento de enseñanza.

Los elementos claves para la creación de un PLE usando mundos metaversos como Second Life encontrados en esta investigación, fueron la identidad, el flujo de contenidos, la herramienta y la emoción. Estos elementos se encontraron en los diferentes estados de la web, así como en los diferentes escenarios inmersivos de aprendizaje.

Dentro de los ámbitos para identificar el potencial y las dificultades propias de los mundos metaversos como recursos aplicables en la generación condiciones clave para la creación de ambientes personales de aprendizaje se encontró que es necesario tener en cuenta que familiarizarse con la herramienta es absolutamente fundamental y se necesita una orientación eficaz al inicio para que los participantes puedan disfrutar de la experiencia durante su proceso de formación. También se encontró que el tiempo de aprendizaje que necesita un participante para usar la herramienta, si nunca ha trabajado con ella, depende mucho de la disposición a las nuevas tecnologías y la motivación de querer aprenderla a usar o no. Si el usuario es *gamer* o si ha

participado de juegos multijugador masivos en línea (MMORPG, por sus siglas en inglés), existe una mayor probabilidad de que encuentre familiar el sistema de Second Life.

Dentro de las ventajas de usar la plataforma Second Life está el hecho de que se puede realizar el escenario que se quiere, con todas las programaciones de *scripting* de acuerdo al tipo de aprendizaje que se quiere enseñar, y también según el costo y el tiempo de implementación de una clase a otra. Es necesario planear una clase en Second Life teniendo como base escenarios de simulación de situaciones sociales así como el desarrollo de competencias blandas. Asimismo, esta plataforma es un espacio que permite tener una presencialidad digital de las personas y generar espacios de socialización e interacción con el escenario enfocados en un mismo objetivo, lo cual puede llegar a ser más divertido y entretenido que solo trabajar en un LMS o en la web 2.0.

Recomendaciones

Dentro de las recomendaciones para realizar investigación de los PLE usando los mundos metaversos, se podría validar si, realizando actividades pedagógicas en el escenario artificial propician a la generación de competencias blandas y así como de entrenamiento profesional. La razón para esta investigación es que los PLE por sí solo son dinámicos, y el aprendizaje se da en su mayoría por la lectura y la interpretación personal. Pero como se encontró en esta documento de trabajo los metaversos ayudarían a la creación de un PLE si se generan las condiciones de experiencia para la adquisición de conocimiento.

Para los PLE es fundamental la lectura, escritura y gramática, la capacidad de plasmar lo que se quiere argumentar, defender, aportar o debatir. Pero la situación no es la misma cuando los usuarios se encuentran en línea y es necesario, tomar decisiones inmediatas y con consecuencias sobre la decisión, Así que ¿Cómo los PLE ayudan a tener una toma de decisiones en un evento bajo presión o estrés?.

Para la psicología se puede investigar ¿cómo se generan los procesos de adquisición de conocimiento usando escenarios y ambientes virtuales de aprendizaje?. Porque permitiría tener una comprensión de terapéutica, y pedagógica de cuales serían los procesos psicológicos y sociales sobre las personas y la comunidad que es partícipe de las TIC.

En psicología existe un área de investigación y es la Inteligencia Emocional de Daniel

Goleman, es la “capacidad cada individuo para identificar su propio estado emocional y gestionarlo de forma adecuada” (Goleman 1995 pag. 34). Entonces una investigación sobre las emociones en las redes sociales y en el trabajo bajo presión permitiría entender de que manera influyen la toma de decisiones cuando se encuentran un estudiante trabajando bajo presión. Y este punto aportaría mucho cómo se pueden promover el desarrollo de competencias blandas en los participantes.

El e-Learning tiene muchos retos en la actualidad, y uno de ellos es la deserción de los estudiantes en clase, así que una investigación si la inclusión de mundos metaversos ayudan a aumentar los niveles de permanencia y bajar la deserción, si se tiene en cuenta que el ambiente de trabajo es en el LMS, el metaverso y los círculos de trabajo del PLE. Esta investigación se podría tener un enfoque de dinámico e interactivo dentro del metaverso, en donde las personas puedan practicar, equivocarse y desenvolverse dentro de varios roles, esto con el fin de que tengan una posibilidad de socialización e interacción con los demás usuarios y con el escenario.

Dentro del proceso de implementación de los mundos metaversos para la creación de ambientes personales de aprendizaje PLE, se destacan los siguientes puntos como recomendaciones para futuras investigaciones:

Identidad

Se resalta la posibilidad de manejar un código y un protocolo de conducta y presentación del avatar en el mundo metaverso, siempre y cuando se encuentre alineado con el diseño curricular de lo que se está estudiando.

En el caso del desarrollo de competencias blandas, los profesores pueden crear los avatares para que los estudiantes representen el personaje y desarrollen algún rol en particular. En este caso, el docente puede partir desde la presentación general del avatar hasta el diseño del escenario, incluso puede perfilar el modo de comunicación y el protocolo de trabajo que deben llevar los estudiantes. Este proceso puede aportar mucho para que cada estudiante alcance las competencias, el objetivo de aprendizaje o el conocimiento que se requiere para pasar la materia que se está estudiando.

Es necesario recordar que cada estudiante puede expresarse de manera libre, así que se recomienda al profesor no realizar juicios de valor al respecto.

Dentro de las materias que se pueden desenvolver en los mundos metaversos, están todas las humanidades, ciencias sociales, diseño, arquitectura y arte, esto debido a que se puede disponer de entornos e historias predeterminadas en donde sea posible alcanzar los objetos de clase y en donde se puede poner a prueba la capacidad de los estudiantes a la hora de enfrentar alguna problemática social.

En el caso de la medicina, enfermería, cocina, mesa y bar, medicina veterinaria, química y biología, se recomienda trabajar sobre los protocolos y con comunicación asertiva, ya que este tipo de carreras en la práctica no tienen mucho espacio para el error o la equivocación, y la toma de decisiones bajo presión son determinantes en el desempeño de la carrera.

Flujo de contenidos

Las competencias blandas como la comunicación efectiva, liderazgo, trabajo en equipo, flexibilidad y adaptabilidad en un entorno de trabajo se podrían llegar a potencializar si se ejercitan en escenarios artificiales y controlados como los metaversos, porque se puede inducir a los estudiantes a diferentes retos o metas para alcanzar.

El metaverso puede ayudar a orientar la creación de contenidos desde lo personal a la red de aprendizaje, en donde se puede integrar al LMS y cada estudiante es libre de elegir si quiere salir de ese servidor o no.

En un flujo de contenidos, si las actividades se van a llevar a cabo por medio del chat general del metaverso, es posible que ayude a mejorar la gramática, ortografía y redacción, así como la comunicación asertiva con el resto del equipo de trabajo.

Herramienta

Independiente de la población con la que se quiera trabajar, se recomienda agrupar a los participantes por la velocidad de aprendizaje con que se adapten a las nuevas tecnologías. El proceso de alistamiento de estudiantes implica que todos tengan un entrenamiento previo al mundo metaverso, pues este puede presentar muchas herramientas nuevas para los usuarios, por lo cual se recomienda realizar videos, acompañamientos y algunos ejercicios que permitan a los estudiantes descubrir la herramienta.

También, es importante tener en cuenta la población a la cual se quiere hacer participar del

metaverso, ya que en estos tiempos de tecnología es posible que haya choques generacionales, en donde algunos usuarios terminen rápidamente una actividad mientras que otros no. Por lo tanto, se recomienda tener presente una nivelación al respecto.

Emoción

Este aspecto siempre se encontrará presente, y como tal puede generar un movimiento en la circulación de información dentro de un curso en que se esté participando. Sin embargo, aunque es posible que no se pueda predecir o controlar, es posible generar un escenario que lleve a los usuarios a inclinarse hacia un lado o hacia el otro.

Recomendaciones adicionales

El tiempo y la planeación son importantes para poder trabajar en una plataforma como las descritas en este trabajo, y tal como se resaltó anteriormente, no todos los usuarios aprenden al mismo tiempo, así que es necesario identificar quiénes necesitan más apoyo que otros para lograr un equilibrio en todos los participantes del curso.

ANEXOS DE MOTOR DE BÚSQUEDA

Categorías de Second Life

A continuación se mencionan las categorías, eventos y comunidades para el fin de Semana del 17 de agosto del 2014. Estas categorías tienen patrocinador y también son las tendencias.

Dentro de estas categorías las que tienen mayor transito están Fashion 396, Gaming, Music y Role Play Community.

1. Featured Events (33)
2. Editors' Picks (8)
3. Adventure & Fantasy (43)

4. Art (98)
5. Bars & Pubs (39)
6. Beaches (41)
7. Business (16)
8. Castles & Ruins (10)
9. Chat Hot Spots (12)
10. Cosmic (7)
11. Cyber (7)
12. Discussions & Communities (21)
13. Duran Duran (16)
14. Education & Nonprofits (65)
15. Exceptional with Oculus Rift (29)
16. Fashion & Style (396)
 - a. Animations (24)
 - b. Clothing (210)
 - c. Gadgets (30)
 - d. Shoes (18)
 - e. Skins & Shapes (50)
 - f. Hair (19)
 - g. Jewelry (14)
 - h. Tattoos & Accessories (30)
17. Games (51)
18. Haunted (24)

19. Help & How To (50)

- a. Creator Resources (14)
- b. Newcomer Friendly Spots (16)
- c. Sandboxes (12)
- d. Freebie Spots (8)

20. Home & Garden (121)

- a. Homes & Buildings (28)
- b. Furnishings & Decor (54)
- c. Gardens & Landscaping (31)

21. International (65)

- a. Other Languages (4)
- b. Turkish (1)
- c. Spanish (13)
- d. Russian (2)
- e. Portuguese (10)
- f. Polish (6)
- g. Korean (1)
- h. Japanese (7)
- i. Italian (1)
- j. German (13)
- k. French (8)
- l. Arabic (3)

22. Land & Estates (31)

- 23. Linden Realms (2)
- 24. Media, Movies & TV (11)
- 25. Memorials (10)
- 26. Miscellaneous (27)
- 27. Music (317)
 - a. Country & Folk (14)
 - b. Electronic & Dance (40)
 - c. Indie & Alternative (11)
 - d. Jazz & Blues (30)
 - e. Live Musician Spots (55)
 - f. Pop Music (31)
 - g. Hip-Hop, R&B & Reggae (8)
 - h. Rock & Metal (73)
 - i. Cafes & Cabarets (9)
 - j. Live DJ Spots (71)
- 28. Nature & Parks (81)
- 29. Pets & Animals (37)
- 30. Photogenic Spots (40)
- 31. Popular Places (13)
- 32. Premium (39)
 - a. Premium Gifts (8)
 - b. Premium Sandboxes (20)
 - c. Racer's Gulch (4)

- d. Premium Flight Zones (3)
 - e. Premium Hunts (4)
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34. Rides & Mazes (17)
35. Role-playing Communities (151)
- a. Vampire (15)
 - b. Steampunk (11)
 - c. Fantasy (36)
 - d. Historical (31)
 - e. Pirates (6)
 - f. Sci-Fi (17)
 - g. Urban/Noir (27)
36. Romance (76)
- a. Wedding (8)
 - b. Romantic Spots (76)
37. Sailing & Boating (26)
38. Science & Technology (17)
39. Second Life Origins (13)
40. Spirituality & Belief (23)
41. Sports & Hobbies (34)
42. Strange & Mysterious (21)
43. Surfing (10)
44. Underwater (12)

- 45. Wilderness (6)
- 46. Winter Attractions (10)
- 47. Zombies (5)
- 48. Adults Only (133)
 - a. Adult Clubs & Entertainment (83)
 - b. Adult Fashions & Commerce (10)
 - c. Adult Role-playing Areas (41)
 - d. Adult Arts & Culture (8)
 - e. Adult Newcomer Friendly (15)

Directorio de Second Life Universidades

El listado que se muestra a continuación son de algunas universidades que se encuentran oficialmente registradas ante el Wikipedia de Second Life. Dentro de la misma página advierten que no garantizan que todas las universidades se encuentren allí¹⁵.

Institution Name	Country	Type	Inworld
Saint Leo University Saint Leo, FL	UNITED STATES	University	SL irl
Embry-Riddle Aeronautical University Daytona Beach, FL	USA	University	SL irl

¹⁵

Fuente: Wikipedia. Del usuario Linden Labs.
http://wiki.secondlife.com/wiki/Second_Life_Education_Directory

University of Cincinnati Cincinnati, OH	UNITED STATES	University	irl	SL
Universität Bielefeld Bielefeld, North Rhine-Westphalia	GERMANY	University	irl	SL
Islands of jokaydia Community Wollongong, NSW	AUSTRALIA	Other	irl	SL
Oregon Community Colleges Distance Learning Association Portland, OR	UNITED STATES	Community College	irl	SL
Oxfordshire LA Oxfordshire,	UNITED KINGDOM	Other	irl	SL
University of South Alabama College of Education Mobile, AL	UNITED STATES	University	irl	SL
University of the West of Scotland Paisley, Renfrewshire	UNITED KINGDOM	University	irl	SL
Senior Project® Center at P4DL, Medford, OR Inc.	UNITED STATES	Other	irl	SL
eXtension Lincoln, NE	UNITED STATES	Consortium	irl	SL
PATINS Project Columbia City, IN	UNITED STATES	K-12	irl	SL
Texas Wesleyan University Fort Worth, TX	UNITED STATES	University	irl	SL
Marshall University Huntington, West Virginia	UNITED STATES	University	irl	SL
Tulane University School of Continuing Studies New Orleans, LA	UNITED STATES	University	irl	SL
Eastern Iowa Community Colleges Davenport, IA	UNITED STATES	University	irl	SL
University of the Pacific Stockton, CA	UNITED STATES	University	irl	SL
University of Texas Arlington Arlington, TX	UNITED STATES	University	irl	SL
TOLC Mountain Campus	UNITED STATES	K-12		SL

Austin, Texas			irl	
ASSET Eight Educational Outreach- Phoenix, AZ	UNITED STATES	University	irl	SL
University of Texas at Brownsville Brownsville, Texas	UNITED STATES	University	irl	SL
University of Illinois at Chicago Chicago, Illinois	UNITED STATES	University	irl	SL
Dallas County Community College Dallas, TX	UNITED STATES	Community College	irl	SL
University of Warwick Coventry, West Midlands	UNITED KINGDOM	University	irl	SL
University of Porto Porto,	PORTUGAL	University	irl	SL
University of Idaho Moscow, Idaho	UNITED STATES	University	irl	SL
Tasmanian Polytechnic Hobart, Tasmania	AUSTRALIA	Other	irl	SL
Washington University St. Louis, MO	UNITED STATES	University	irl	SL
the Raymaker Field Studies Centre at Bowness Singapore,	SINGAPORE	Other	irl	SL
Glendale Community College Glendale, AZ	UNITED STATES	Community College	irl	SL
Global Kids New York, NY	UNITED STATES	K-12	irl	SL
American Library Association Chicago, IL	UNITED STATES	Library	irl	SL
Oxford University Computing Services Oxford, Oxon	UNITED KINGDOM	University	irl	SL
Virtual Realty Learning Institute Register, GA	UNITED STATES	Other	irl	SL
University of the West of England	UNITED KINGDOM	University	irl	SL

Bristol,					
University of Kentucky Lexington, KY	UNITED STATES	University	irl	SL	
Clemson University Clemson, SC	UNITED STATES	University	irl	SL	
Ramapo Central School District Suffern, New York	UNITED STATES	K-12	irl	SL	
Anne Arundel Community College Arnold, Maryland	UNITED STATES	Community College	irl	SL	
Buena Vista University Storm Lake, Iowa	UNITED STATES	University	irl	SL	
College of DuPage Glen Ellyn, IL	UNITED STATES	Community College	irl	SL	
East Tennessee State University Johnson City, TN	UNITED STATES	University	irl	SL	
University of Hawaii Honolulu, Hawaii	UNITED STATES	University	irl	SL	
UT Richardson, Texas	UNITED STATES	University	irl	SL	
Exploratorium San Francisco, CA	UNITED STATES	Other	irl	SL	
Splo San Francisco, CA	UNITED STATES	Other	irl	SL	
Northern Kentucky University Highland Heights, KY	UNITED STATES	University	irl	SL	
University of Sheffield Sheffield,	UNITED KINGDOM	University	irl	SL	
Nova Scotia Community College Halifax, Nova Scotia	CANADA	Community College	irl	SL	
Santa Barbara City College Santa Barbara, CA	UNITED STATES	Community College	irl	SL	
Faculty of Information and Media London, Ontario	CANADA	University	irl	SL	
Texas State Technical College	UNITED STATES	Institute	Of	SL	

Abilene, Texas			Technology	url	
Florida International University Miami, FL	International Online	UNITED STATES	University	url	SL
University of Kentucky Lexington, KY		UNITED STATES	University	url	SL
Coastline Community College Fountain Valley, CA		UNITED STATES	Community College	url	SL
University of North Carolina at Pembroke, North Carolina	Pembroke	UNITED STATES	University	url	SL
Iowa State University Center for Excellence in Learning and Teaching Ames, IA		UNITED STATES	University	url	SL
University of Arizona Tucson, Arizona		UNITED STATES	University	url	SL
NASA Houston,	eEducation	UNITED STATES	Other	url	SL
ICS-Connect, Houston, TX	Inc	UNITED KINGDOM	Other	url	SL
Skoolaborate Burwood, NSW		AUSTRALIA	K-12	url	SL
The Hong Kong Polytechnic University Hong Kong,		HONG KONG	University	url	SL
Howard Community College Columbia, Maryland		UNITED STATES	Community College	url	SL
Leiden University of Applied Science Leiden,		NETHERLANDS	University	url	SL
Loyola Marymount University Los Angeles, California		UNITED STATES	University	url	SL
University of Delaware Newark, DE		UNITED STATES	University	url	SL
Bradley University Peoria, IL		UNITED STATES	University	url	SL
University of California, Irvine		UNITED STATES	University	url	SL

rvine, CA					
Seneca College Toronto, Ontario	CANADA	Community College	irl	SL	
University of South Florida Tampa, FL	UNITED STATES	University	irl	SL	
Texas Woman's University Denton, Texas	UNITED STATES	University	irl	SL	
Literature Alive! @ The Hotchkiss School Lakeville, CT	UNITED STATES	University	irl	SL	
Penn State World Campus University Park, PA	UNITED STATES	University	irl	SL	
Georgia State University Atlanta, GA	UNITED STATES	University	irl	SL	
Air University (Air Force) Maxwell AFB, AL	UNITED STATES	University	irl	SL	
Rockcliffe University Consortium Newport Beach, CA	UNITED STATES	Consortium	irl	SL	
California State University, Chico Chico,	UNITED STATES	University	irl	SL	
Fashion Institute of Technology New York, NY	UNITED STATES	University	irl	SL	
Montclair State University Montclair, New Jersey	UNITED STATES	University	irl	SL	
Hispanic Addictions Studies Program, U. of Texas El Paso El Paso, TX	UNITED STATES	University	irl	SL	
Tacoma Community College Tacoma, Washington	UNITED STATES	Community College	irl	SL	
Southern Lehigh School District Center Valley, PA	UNITED STATES	K-12	irl	SL	
The Ohio State University Columbus, Ohio	UNITED STATES	University	irl	SL	
Security Market Brokers Melbourne, Victoria	AUSTRALIA	Library	irl	SL	

Florida State College at Jacksonville Jacksonville, Florida	UNITED STATES	University	url	SL
Texas A&M University College Station, Texas	UNITED STATES	University	url	SL
University of Ulster Derry,	UNITED KINGDOM	University	url	SL
The University of Akron Akron, Ohio	UNITED STATES	University	url	SL
Universidade do Vale do Rio dos Sinos - UNISINOS São Leopoldo, RS	BRAZIL	University	url	SL
National University School of Media and Communication La Jolla, CA	UNITED STATES	University	url	SL
Stockholm School of Economics Stockholm,	SWEDEN	University	url	SL
Southeastern Louisiana University Hammond, LA	UNITED STATES	University	url	SL
University of Florida Levin College of Law Gainesville, FL	UNITED STATES	University	url	SL
University of Liverpool Liverpool, Merseyside	UNITED KINGDOM	University	url	SL
EdTech, Boise State University Boise, ID	UNITED STATES	University	url	SL
The University of Ioannina - The Educational Approaches to Virtual Reality Technologies Lab Ioannina, Ioannina	GREECE	University	url	SL
University of Denver Denver, CO	UNITED STATES	University	url	SL
Geneva School of Business - University of Applied Sciences Western Switzerland Geneva,	SWITZERLAND	University	url	SL
University of Leicester Leicester, England	UNITED KINGDOM	University	url	SL

James Joyce Library, University College Dublin, Dublin,	IRELAND	Library	irl	SL
Pellissippi State Community College Knoxville, TN	UNITED STATES	Community College	irl	SL
University of Southern Queensland, Toowoomba, Queensland	AUSTRALIA	University	irl	SL
Australian Film TV and Radio School Sydney, NSW	AUSTRALIA	University	irl	SL
Columbia College Chicago Chicago, IL	UNITED STATES	University	irl	SL
Curtin University Bentley,	AUSTRALIA	University	irl	SL
Monash University Melbourne,	AUSTRALIA	University	irl	SL
Deakin University Geelong, Victoria	AUSTRALIA	University	irl	SL
University of New England Armidale, NSW	AUSTRALIA	University	irl	SL
Tecnologico de Monterrey Atizapan de Zaragoza, Estado de Mexico	MEXICO	University	irl	SL
Behavioural Studies, Monash University Caulfield East, VIC	AUSTRALIA	University	irl	SL
The Abyss Observatory Yokohama city,	JAPAN	Other	irl	SL
University of Queensland Brisbane, Q	AUSTRALIA	University	irl	SL
London Metropolitan University London,	UNITED KINGDOM	University	irl	SL
Kennesaw State University Kennesaw, Georgia	UNITED STATES	University	irl	SL
Wright State University Dayton, Ohio	UNITED STATES	University	irl	SL
Lone Star College-Kingwood	UNITED STATES	Community		SL

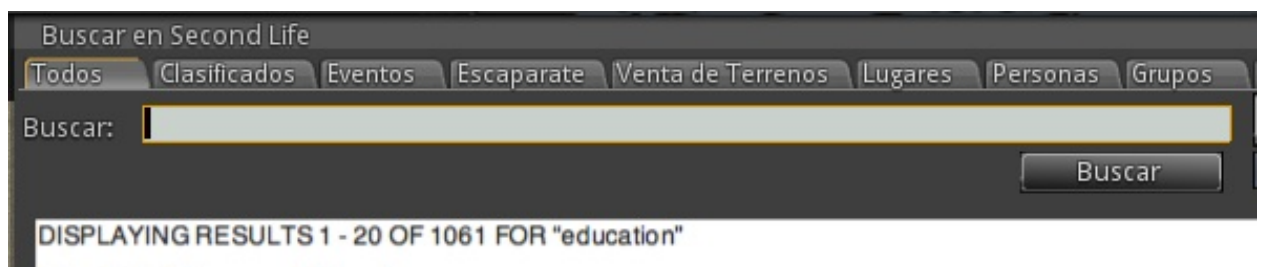
Kingwood, TX			College	irl	
HCU Hamburg,	Hamburg	Germany	University	irl	SL
NY, Bradley	University	UNITED STATES	Trade School	irl	SL
Denton, TX Texas Woman's	University	UNITED STATES	University	irl	SL
St. Louis, Missouri Fontbonne	University	UNITED STATES	University	irl	SL
Word San Antonio, Texas	University of the Incarnate	UNITED STATES	University	irl	SL
Leeds, West Yorkshire University of	Leeds	UNITED KINGDOM	University	irl	SL
Toledo, OH Owens Community	College	UNITED STATES	Community College	irl	SL
London, LanguageLab		UNITED KINGDOM	Other	irl	SL
Newport's Learning Newport, Wales	University of Wales, Institute of Digital	UNITED KINGDOM	University	irl	SL
Newport, University of Wales,	Newport	UNITED KINGDOM	University	irl	SL
Milton Keynes, The Open	University	UNITED KINGDOM	University	irl	SL
Huntsville, Texas Sam Houston State	University	UNITED STATES	University	irl	SL
State University, AR Arkansas State	University	UNITED STATES	University	irl	SL
Australia Perth, wa University of	Western	AUSTRALIA	University	irl	SL
Adelaide, South Australia Transforming University of	Assessment Adelaide)	AUSTRALIA	University	irl	SL
American Edinburg, Texas University of Texas	Pan	UNITED STATES	University	irl	SL

midisoft Wuesseeldorf,	GERMANY	Institute Technology	Of url	SL
Henry Ford Community College Dearborn, MI	UNITED STATES	Community College	url	SL
Cuyahoga Community College Cleveland, Ohio	UNITED STATES	Community College	url	SL
Marlboro College Graduate School Brattleboro, VT	UNITED STATES	University	url	SL
University of Silvaner Inc. Panama City,	PANAMA	University	url	SL
College of North West London London, UK	UNITED KINGDOM	University	url	SL
Tulsa Community College Tulsa, Oklahoma	UNITED STATES	Community College	url	SL
Madrid Open University - UDIMA COLLADO VILLALBA, MADRID	SPAIN	University	url	SL
University of Derby Derby, Derbyshire	UNITED KINGDOM	University	url	SL
Dongguk University- Gyeongju Campus Gyeongju City,	KOREA, REPUBLIC OF	University	url	SL
Chihlee Institute of Technology Banciao, Taipei county	TAIWAN, PROVINCE OF CHINA	Institute Technology	Of url	SL
International Academy, University of Essex Colchester,	UNITED KINGDOM	University	url	SL
East Carolina University Greenville, NC	UNITED STATES	University	url	SL
University of Central Florida Orlando, FL	UNITED STATES	University	url	SL
Kansas State University Manhattan, Kansas	UNITED STATES	University	url	SL
Rutgers University New Brunswick, NJ	UNITED STATES	University	url	SL

The University of Nottingham Nottingham,	UNITED KINGDOM	University	url	SL
Laurea University of Applied Sciences Vantaa,	FINLAND	University	url	SL
Diaconia University of Applied Sciences (Diak) Helsinki,	FINLAND	University	url	SL
Indiana University, Kelley School of Business Indianapolis, IN	UNITED STATES	University	url	SL

Búsqueda Directa sobre Second Life

En el documento de investigación se menciona a 927 entidades educativas, entre universidades, colegios, institutos, centros educativos y de entrenamiento, en la página 49, búsqueda realizada en agosto del 2013. Al realizar la misma consulta en agosto 2014 Second Life arrojó un listado de 1061 en el ámbito educativo. Es necesario tener en cuenta que la fecha es tan solo un corte de información el cual puede variar en orden y en número.



Etopia Eco Village - Environmental Sustainable Living Community

Etopia Eco Village. Learn more about how to participate in a socially and environmentally sustainable world at Etopia Island, a place to explore and learn.

HAPPY HIPPO BUILDING SCHOOL, SANDBOX, CLASSES, BUILD, FREEBIES

Happy Hippo Building School Store. Tutorials ... textures, scripts, FREEBIES, gadgets, fun items, lessons, live classes, build, Sandbox, builders, building, tutorials, s

Dry-Erase Board

Dry-Erase Board. An all-purpose text display device, featuring chat, graphic slideshow, and notecard reading support. It's great for presentations, message ...

Central Higher-Education Cooperative

Second Life in higher education: Assessing the potential communities and some degree of cooperative workflow through the in-world tools and teacher presence, central elements in Garrison and Anderson's (2003) community.

GABERIUM Prefab Office Building

Gaberium is a modern multipurpose building which can be used as headquarter, main office, media center, education and training center, gallery, shop for you

Innovation and Professional Ed

Innovation, Research and Professional Development in Higher Education: Learning from Our Own Experience. Garcia, Leonor Margalef; Roblin, Natalie Pareja.

College Life - Free Gallery / Cafe / Social Building

Google Street View also requires the free Flash Player. Street View... Education, Social Work & Community Education - Carnelly. Education... Life Sciences Main College Office... Tower Foyer Gallery ... Top Of The Tower Cafe and Restaurant

GOS - Professional Content Creation

I'm a highly accredited design consultant specialising in '3D Web'. I work with Corporates, Agenices, NPOs, Educators and visionary residents.I can manage

UMSL The United States Medical Licensing Examination (USMLE) assesses a physician's ability to apply knowledge, concepts, and principles, and to demonstrate...

College of North West London College Training Education CNWL

College of North West London College Training Education CNWL. College of North West LondonDudden Hill LaneLondon NW10 2XDUnited KingdomCome

Thothica Community--Arts, Sciences, Education

Art, Literature, Philosophy, Economics, Music, Education, and more: Thothica provides a respectful environment for thoughtful conversation. Weekly discussions, art gallery, smart hangout, chess, sandbox. Since February 2007; Under 1 billion served.

World Language Education at Harambee

World Language Education University of South Florida USF College of Arts & Sciences and USF University College eTeaching & Technology Group French, Chinese, Spanish, German, Arabic, Russian, Japanese

Mathematics Education Math Bear Education Initiative / Math Bear Education Initiative

The efforts he leads in Second Life he calls the Math Bear Education Initiative (MBEI), which he and his assistants administer from Dalton

David Wheeler Institute for Research in

The David Wheeler Institute is physically located in the Faculty of Education at Simon Fraser University. Directors: Rina Zazkis; Nathalie Sinclair; Peter Liljedahl; Stephen Campbell. Chief Architect: Nick Zaparyniuk.

EdTech Island - Teacher Education in Virtual Worlds

EDTECH island offers free resources and space for all teachers and faculty. Boise State University, educational technology, teach, education, teachers, educators, teaching

EDTECH Island Sandbox & Campus - Virtual Teacher Education

Open to public. Sponsored by Boise State University, supporting teachers; education, teaching, sandbox, teacher, educational technology, teach, educator, build, building, tutorials, builders, builder, free scripts, textures, sounds, free

BDPA Education and Technology Foundation

(BETF or BDPA Foundation) is a 501(c)3 non-profit charity, founded in 1992 to support the education and technical programs of Black Data Processing Associates (BDPA).

Central Higher-Education Cooperative

Experimental arena for the exploration, assessment, and study of virtual-reality applications in higher education. We are happy to help get you started up this steep learning curve. Free advertising available for educational sites and materials.

INTERIOR DECORATING EDUCATION AND SALES

Interior Decorating course for various styles including Art Deco and Contemporary homes as well as various styles of RETAIL STORE interiors. The course is sold in portions and is boxed for home study.

CNDG Virtual Campus

An experimental, educational site dedicated to exploring sustainable building, teaching and education in sustainability, and expanding our knowledge of how to help each other create a more environmentally friendly world.

Virtual Hallucinations

UC Davis-sponsored schizophrenia education building.

UIW Cardinal Sandbox

University of the Incarnate Word, San Antonio, Texas

The Lernin' Tree

A place to realize the potential of Second Life and other multi-user virtual environments for diverse educational subjects.

College of Education and Human Services Welcome Center

Welcome to Montclair State University's College of Education & Human Services Welcome Center. Counseling & Educational Leadership, Curriculum & Teaching, Early Childhood, Elementary & Literacy, Foundations, Exercise Science & Physical, F

UTSA TejanoTech

Virtual exploration of interdisciplinary and culturally situated STEM education. TejanoTech is part of the University of Texas at San Antonio (UTSA), a former SciLands member, and located near the SciLands continent.

vTSTC - Commons

Texas State Technical College in SL! Education university technology learning teaching edtech Cafe 101 Teachers Lounge degree training

STEM Island

Educational and interactional exhibits of Science, Technology, Engineering, and Math -- sponsored by the Computer Information Systems Department of the University of the Incarnate Word in San Antonio, Texas

UIW Cardinal

University of the Incarnate Word, San Antonio, Texas

BUILDERS BREWERY - SCHOOL & HELP Community - Full Perm Shops

SL's favorite place for Creators to Learn and Build. Free classes & tutorials. A non-for-profit Education & Bulding School / University. Free scripts, Textures Mesh sculpts animations Mesh Studio Blender Gimp Photoshop templates sculpties freebies

Danish Visions

Shops, Café Coco, DV Classes, Virtual Learning Environments VLE, Education, CSCL,

The College of North West London

General Further Education College - United Kingdom - eLearning London - UK - Plumbing Gas H&V student courses

Learning Virtuale

Explore Learning Virtuale! For those seeking some education in their second lives. Experience the Women's Equality Day Exhibit and archives on Black History and Hispanic Heritage. Explore other content and occasional special exhibits to come. evolve!

Second USMP - Universidad de San Martin de Porres

Second Usmg - Flamante Campus de la Universidad de San Martin de Porres del Perú (USMP). Informate en <http://www.usmp.edu.pe/secondlife> KEYWORDS: universidad university peru Perú pregrado posgrado educación education investigaci?

Immersive Education

The Immersive Education Initiative is an international collaboration of universities, colleges, research institutes, consortia and companies that are working together to define and develop open standards, best practices, platforms, and communities of support for virtual reality and game-based learning and training systems. Visit ImmersiveEducation.org for details

Ritsumeikan_GCOE-JDH

The main goal of this SIM is to provide learning materials for educators and learners around the world. This SIM has been established and maintained by the Digital Humanities Center for Japanese Arts and Cultures, Ritsumeikan University.

Riverwalk Medieval Renaissance Village

The Riverwalk Village provides arts, crafts, food, drink, shopping, En Garde fencing, archery, 7Seas fishing & more. Shop rentals available- jousting coming soon. Adjacent Community Center offers free meeting space to non-profit education

Healthcare Education

To provide community, support, collaboration opportunities and learning activities for health care educators in Second Life.

EdTech Island

EDTECH island is a free resource open for use to all teachers. teach, education, educators, learning, classes, educational technology, teaching

Etopia Island - Etopia EcoCommunities - Sustainable Living

Educational EcoVillage modeling Sustainable Community, Renewable Energy, Organic Products & Community. Train, gondola, non-profits, nonprofit, rentals, cohousing, climate change, transition towns, aquaculture, wind turbines, solar

Luckstone suli

Magyar virtualis iskola új dolgokat megismerni vagy avatároknak. A suliban játszatsz, ismerkedhetsz, megtanulhatod a SL alapokat, egyszerű modellek és szkriptek létrehozását. ;)

(Education place for Hungarian speaking avatars.)

Campus SecondLearning

Education area - Lezioni di Building e Scripting gratis e aperte a tutti- Corsi

T2 Virtual PTSD Experience

The T2 Virtual PTSD Experience is an immersive, interactive learning experience designed to educate visitors about combat-related post-traumatic stress disorder (PTSD). Learn about the Causes, Symptoms, and Help Available for PTSD following deployment.

Open Education in Second Life

Membership is open to anyone with an academic interest in using Second Life for (predominantly higher) education.

Best Practices in Education

The Second Life International Conference: Best Practices in Teaching, Learning and Research was held on May 25, 2007.

Treebeard Art Gallery & Museum TAG&M

Exhibiting art for sale and educational in nature from contemporary and historical artists and civilisations in Chamonix adjacent to restaurant public roads club Japanese temples gardens skilift satellite station free rides

Koinonia Congregational Church

A progressive Christian community supporting the diverse expressions of human love & sexuality among all of God_??s children & is committed to acts of justice, education, conversation, & celebration with Second Life & the larger world. 4+ years in world.

Virtual Pioneer Headquarters

This building is home to a group of educators committed to using collaboration through virtual worlds to enhance their pedagogy.

USC Marshall School of Business

The University of Southern California/Marshall School of Business @ Second Life. education,business school,shopping,rentals,USC,clothing,Patriotic Series,flags,Reico Rose,DEF!,Blow-Up,Sentou,The Sea Hole,Satoko,musical instruments,Zhao shoes,House of Zen

Programming education

Join this group to be notified about programming classes/lessons/courses/lectures and events all over second life. Classes in: HTML, Linden script (lsl/scripting), PHP, mysql, bash, css, flash, c++, java, javascript, perl and more.

Constructive Education

Join us for educational classes, games, and fun events for those who like to build - or would like to learn how! Search in Events for "@CE" for the schedule.

eMax Education

eMax is dedicated to bringing real life education into Second Life. It focuses on subjects like Mathematics, Science, and Language. We will also be teaching SL basics classes such building and scripting.

Courthouse

Virtual Iowa (vIowa) was created as an educational and outreach effort of the University of Northern Iowa's College of Business to foster knowledge about immersive technologies, provide education to Iowa students and businesses in their

SL Culture of Peace Hub

A network of groups promoting the 8 Action Areas for a Culture of Peace: - Education for Peace - Sustainable Development - Human Rights - Women's Equality - Democratic Participation - Dialog & Tolerance - Free Flow of Information - Disarmament & Security

AAUW

Advancing equity for women and girls through advocacy, education, and research.

UH College of Education

The University of Hawai'i's College of Education Second Life group. Please send an IM to Professor Szwarcz for a group invitation.

Experimental Education

The purpose of this group is to bring together educators who want to experiment in using SL as an educational medium. Collaborative efforts and the sharing of ideas is encouraged! All members are able to send their own notices. Should you have an educational project you would like to advertise, feel free to let the group know! Contact: Kip Yellowjacket at SecondLifeEnglish@gmail.com

Tolkien Education Center and Museum

To further the knowledge about J.R.R. Tolkien and his visions. Visit the Tolkien Education Center to learn all you ever need to know about the world of Tolkien, The Lord of the Rings, and Middle-Earth! Join the group and receive a free welcome package containing a t-shirt with the group insignia, the one ring of Sauron, posters and other goodies! After joining, you can choose

from the different titles listed below for your halo. Choices are: Middle-Earth Elf, Hobbit, Orc, Dwarf, Gondorian or Rohirrim

The Frontier Project

The Frontier Project is a 14,000 square foot demonstration building that has obtained a LEED® Platinum certification from the U.S. Green Building Council. The building educates resident consumers, commercial builders, and sustainable advocates

Penn State Isle

Education Technology Services at PSU

Media Zoo

University of Leicester, UK, Media Zoo island. Research into the educational use of virtual worlds. Island includes a virtual genetics lab, oil rig, Sami tent and Second Life training area.

ESSDACK Island for Educators!

Essdack Island

Helsinki Adult Education Centre

A Second Life group for Helsinki City Adult Education Centre, Finland. Helsingin ty_v_enopiston Second Life ryhm_. <http://somedl.blogspot.com> <http://tinyurl.com/somedl-slurl/>

BSC Exceptional Education

Buffalo State's Exceptional Education Department. Come Visit us in Ketchum Hall. <http://maps.secondlife.com/secondlife/Buffalo%20State/52/70/29>

Help Education Quorum

This group is to facilitate a closer relationship with Linden Lab for mutual support and communication with our in-world Help and Education groups and organizations. PLEASE: Check notices archive for latest information. 2nd Meeting with Ebbe/LL: TBA

The TSL Department of Education

We the people of The TSL Department of Education (TTSLDE) are here to help! From generic assistance, to building and scripting, to clothing creation, we are a group of mentors and aides to help anyone, anytime to get adjusted and more experienced with Teen Second Life. With us, you are in safe hands. Now, let your era shine a new light.

eXtension education

For students of Cooperative Extension in SL programs. Notices of upcoming programs will be posted through this group.

FaeWay Academy of Education

The college of the Faery Crossing, this place is the central hub for all paths of learning. Students can enter various schools in order to advance their knowledge: - The School of Good Neighbors - The School of Skills - The School of Lore Current Headmistress is Lady Qim Toxx.

Hellenic American University, Manchester, NH, USA

Hellenic American Union, English oral exam preparations, Eco Fans Path, Teacher Education Center, Library, chat in Greek, Greece, Ellada, Hellenic, American.

Sandbox USMP-SL - Universidad de San Martin de Porres

Sandbox del grup USMP-SL de la Universidad de San Martin de Porres del Perú (USMP).
 Informate en <http://www.usmp.edu.pe/secondlife> KEYWORDS: universidad university peru peru pregrado posgrado educación education investigaci?

Unnamed Parcel

First Responder is an immersive educational environment for catastrophic planning / disaster response with LindenLabs > RL certification . We invite participation of individuals, groups and volunteers. Contact Treacle Darlandes to register.

DISPLAYING RESULTS_61 - 80_OF_1061_FOR_?education?

Blue Isle Health

This hospital/clinic sim provides a public venue to develop and present role play scenarios for education in hospitals, health, wellness, medicine, provider-patient relations, nursing and health care administration. Facilities include clinic and ER.

Innovation at UWE

Innovation at UWE island is the home of the MA Education in Virtual Worlds at the University of the West of England, UK. Please feel free to visit. Access is generally open, but if it is closed there'll be a class in session. Please call back again.

UCF Games and Education Group

For UCF students and faculty interested in using SL for educational purposes.

Museum of Distance Education & Tech

The International Museum of Distance Education and Technology --- Join and we will keep you updated on all events - discussions, exhibits and classes - for anyone interested in distance education and learning. Joining the group gives you access to our campus - Please be courteous to other members of the group and to all.

International Education Island

this group is only for IEI members

Landmark Education

For those committed to living a life they love.

SLL Outreach to Higher Education

Group Charter: This group works to build connections between the Second Life libraries and RL colleges/universities that have a presence in SL. Its goal is to enhance the sustainability of the

libraries and their educational partners in SL and to promote a safe, vibrant creative environment for individuals in the library and academic communities.

Education PGMD

UCHIDA EDUCATION

Brainiac Education Exchange Project

Please join this group if you are signed up to BEEP! To connect and organise users of BEEP, a free system to spread knowledge to all in a peer-to-peer fashion. Everyone is a student, and everyone is a teacher! Drop by Brainiac HQ in Afton, or ask Deevyde Maelstrom for more information :).

SL Roleplayers in RL Education

Roleplayers that are in the educational field in first life/RL here for support, griping, laughs, networking and tips for success! -For specific member titles contact Kalie Munro -Feel free to send an introduction upon joining Group members meet the following criteria: 1) Enjoy roleplaying in one or more Second Life realms 2) A real-life undergrad, graduate, post graduate, professor, teacher, teacher-assistant, alumni 3) Not intersted in off-topic notices spamming up the group.

Rising Hope Education

Currently associated with Capella University. www.capella.edu This group is primarily for the use of IDOL dissertation students in Capella University's School of Education. Secondly, this group and region endeavor to assist those wanting to conduct instruction in Second Life with all aspects of preparing for that instruction. We have not arrived and do not claim to be experts. We are on this journey together. If you are interested in joining us, contact DawnRyder Wycliffe or DaiLaoShi Yifu.

CAVE: Community of Academic Virtual Educators

Media Learning

Danish Visions, Virtual Learning Environment (VLE), Education, CSCL, iCSCL, ICT, Winner of the The Danish Research Network's Innovation Prize 2009 VLE, Vinder af Forskningsnettet 's Innovationspris: Det gyldne snit 2009

Texas A&M University Second Life Campus

Howdy! The Texas A&M Second Life Campus is a publicly available virtual extension of our main campus in College Station, Texas. Explore this unique educational environment and experience the Spirit of Aggieland, right here in Second

Collaborative Education Alliance

Collaborative Education Alliance "bringing knowledge down to earth"

UnivMissouriStL Education

VSTE: VA Soc. for Tech in Education

WWW . VSTE . ORG Membership in the SL group AND the RL organization is complimentary! The Virginia Society for Technology in Education (VSTE) was founded in 1986. It is Virginia's affiliate of the International Society for Technology in Education (ISTE). VSTE serves the entire community of technology-using educators, technology integration specialists, and administrators.

Education UK

Education UK island is being set up by a group of UK educational philanthropists. It is aimed at: UK practitioners, managers, staff and learners across the educational sectors [schools, Post 16 - ACL, PCDL, FE, OLASS, HE, WBL, VCS to develop and explore second life as an educational concept.

Economic Education

The Economics group will provide a venue for discussing the use of Second Life for economics education

TEC - Training & Education Center

Training & Education Center Sunshine Isle 128,128,22 INFORMATIONS for teachers: You want to start your own class? The TEC offer 6 classrooms and 2 halls in a modern and lag-free environment. If your class is free of charge your able to rent a classroom without any cost! For further informations contact Allen Ewing inworld or mail to allen(at)aeworx.com

PATINS Project Second Life Training & Collaboration Island

The PATINS Project is an Indiana Department of Education/Center for Exceptional Learners assistive technology systems change initiative. The project is designed to impact both the organizational capacities of local public schools

Casa de Canarias

Les damos la bienvenida a este espacio educativo-cultural canario.Para amigos de las islas.Sede del grupo Canarias *Blog=www.casadecanarias.net* Welcome to this cultural-educative Canary place.It's for friends of Canary islands. Join to the group Canarias

Campus Hamburg

CAMPUS HAMBURG is Hamburg's 3D gateway and meeting point for the growing community of science and education in SL, already hosting projects created by the University of Hamburg, HAW, HSBA and more. For info please mail to ht@buerox.d

NASA eEducation Island Main Building

The hub of NASA eEducation Island - stop by for info and events related to NASA and NASA education. NASA eEducation is located in the Scilands.

Education Online

Promote online education and learning

Special Education Exchange (SpEdEx)

A group dedicated to the exchange of Special Education teaching strategies, ideas, frustrations, collaboration, consultation, referral, career opportunities, or just plain chat with people that speak the same language. Teachers, Special Educators, or any interested parties may join. As special educators we are supposed to collaborate, why not do it on-line in a fun environment?

LA Education in a Digital Age

This is a group to discuss the changes in education in a digital age. How are we to use new technologies effectively and efficiently? For more information, contact RichardSpeaker Zhaoying by IM in SL or rspeaker@uno.edu.

SL Education Scholars

This group is for Education students who are participating in scholarly activities in Second Life.

Texas Computer Education Assoc

Group Charter The Texas Computer Education Association is dedicated to the improvement of teaching and learning through the use of computers and technology. Educational Technology

iBex Immersive Education

iBex Immersive Education provides effective teacher training by combining the strengths of online and traditional methods - A Real and Virtual World consultancy facilitating innovative educational development and coaching to practitioners or professionals alike.

NSCC "Education Without Boundaries"

For all NSCC staff, faculty, and students interested in exploring the educational possibilities of Second Life. Friends are welcome here. Visit NSCC Island: <http://slurl.com/secondlife/NSCC%20Island/128/128/22>

Health Education Consultants

A group of licensed and/or certified health care professionals and educators who provide medical education, support, and general consultation to individuals and groups in Second Life, on request. We encompass multiple support and healthcare disciplines, but refrain from clinical practice, except where permissible. Our services are available free of charge. All members subscribe to the individual codes of conduct for their professions and are self-regulating.

Educacao Matematica-Math Education

Noosso objetivo _ discutir e pensar uma Educa?_o Matem_tica para todos e para cada um, ou seja, respeitando a individualidade de cada pessoa, e n_o buscando um aluno padr_o. Our aim it_s discuss and think about a Math Education for everybody, and for each one, in other words, respecting the individuality of each person, and don't trying to make a standard student.

Spiritual education in second life

Join this group to receive notices about spiritual courses, classes, lessons, lectures and events all over second life. Classes in: mediumship, shamanism, crystal healing, the rune oracle, generla psychic development, working with energy, touching the void, spirituality of quantum mechanics, working with chakra, gods and goddesses, healing with herbs, clairvoyance, clairaudience and clairsentience, meditation, vipasna, hypnosis, astrology and more

Center for Water Studies

Explore and enjoy the "natural" scenery and water activities at the Center for Water Studies. This Center is an educational and recreational build dedicated to increasing the appreciation and understanding of water habitats.

Pedagogicka fakulta Univerzity Palackeho v Olomouci

Faculty of Education, Palacky University, Olomouc, Czech Republic

TAMUCC 2nd Education

More than 460 Texas A&M-Corpus Christi students representing the University's five colleges earned their diplomas at the summer commencement ceremony at ..

Clemson Teacher Education

Teacher Education, School of Education, Clemson Univesity. Student working with child. Clinical Experiences are an integral part to teacher preparation.

Duke Corporate Education

Duke Corporate Education (Duke CE) is a global provider of non-degree custom executive education and other learning and development services.

HKU Education Island

HKU SPACE Island East Campus 北角港島東分校. ... Under the expansion of education in the 1990s in Hong Kong, the establishment of institute introduced ...

T2 PTSD Education

The T2 Virtual PTSD Experience, based in Second Life, is an immersive, interactive learning experience designed to educate visitors about combat-related ...

Avian Influenza Project

This is a project of EDEN, the Extension Disaster Education Network. The purpose is to educate the public about best practices to prevent the spread of Avian Influenza in small backyard poultry flocks.

Real Life Education in Second Life

This is a group for real life educators and academics using Second Life for real life education and research. Please use this group to find collaborators, ask questions, and share information about upcoming educational events. Also be sure to join Linden Lab's "Second Life Educators (SLED)" mailing list by visiting <http://tinyurl.com/qfvv4> Note: Use of this Group for commercial purposes, personal attacks, rants or spamming will result in immediate Ejection and Banning from the Group without warning.

Education Online Student

Education Online Student group is for students studying education at the University of New England, Armidale, NSW, Australia. This group will enable students and lecturers to easily keep in touch with each other.

Higher Education eLearning Forum

A Second Life-based group of higher education e-learning administrators sharing best practices and discussing issues related to 3D virtual world and LMS online learning.

SAVE: Save Avi Virtual Education

SAVE is dedicated to preserving free Basic Education classes in Second Life. We believe that easy access to life-skills education is critical to the continued success of Second Life. By opening a dialog between LL, SL residents, and RL interests, we're confident we'll be able to engineer a solution that works for everyone. Let's keep Basic Ed free, pay our teachers, and support LL's growth. visit our blog @ <http://saveinstructors.org>

Marketing Education

Group Charter Group for Marketing Educators to exchange ideas about SL, marketing and education. Help each other in developing tools how we can use SL in our lectures!

Greenhouse 4 The Arts and Education

ArcaneJill Magic's group representing friends of hers. We are all interested in Aquaculture, Hydroponics, and Aquaponics. We also work together to provide education on those subjects. Membership is by invitation only, for the time being! This will change in the future. We are just getting started. Bear with us!

SL Education Council

As of 2014 this group is now dead. People should be going to the "Help Education Quorum" group now instead of this one. All resources related to this group have been released including URLs, Wikis and other materials..

Conscious Education

The Center for Conscious Education is a virtually-based educational institution, combining real-world perspectives with critical theory and practice. Our classes are rooted in the traditions of Paolo Freire; as such, we foster education in a mutually supportive, community-minded environment. Donations to the Center are most welcome. If you are interested in taking classes at CCE, contact [solidad Sugarbeet](#), CCE bottomliner for details.

Vue Education

Group Charter Contact Frank Lassard for membership

Opensim education

Education in OpenSim made easy by 3DLES. Still in SL? Planning to move to OpenSim?

We provide a stable environment and educational support for your learning projects. Contact Nick Mulligan. Or go to our website: <http://3dles.com>

F/Xual Education Services

Interactive educational content development. Building, texturing and scripting services.

Education PGMDNW

Post Graduate Medical & Dental Education Resource for education of Medical, Dental and other Health professionals.

Higher Education in Second Life

Higher Education in Second Life is designed to explore the possibility of integrating current college-level online courses into a 3D world.

SUNO Education in Virtual Worlds

The purpose of this group is to provide a forum for SUNO students, faculty, and administrators to communicate about the use of Virtual Worlds in higher education.

Education Associates

Independent Group of Education Associates for Public and Business Education and Training.
Parcels and Facilities available for group activities. dreamland.inthisworld.com
learningsecondlife.com

T2 PTSD Education Presenters

This group exists to manage roles, permissions, and abilities for presenters utilizing the Conference Center on T2 PTSD Education island. Membership will change depending on need, current and pending events, etc.

IMB - Distance Education

IMB - Instituto Metaverso Brasil N_cleo de Estudos e Pesquisas em Educa?_o e Novas Tecnologias

Realm of Skills & Education

(ROSE) welcomes any age verified Adult to join in courses to enhance their knowledge base in building, adult-themed discussions or topics, and More. Proud Network Member of ACES Adult Community Education Society. Headmistress - JeZeBeLe Dagger. ROSE School is sponsored by Rayne Saltair. " A rose is the visible result of an infinitude of complicated goings on in the bosom of the earth and in the air above, and similarly a work of art is the product of strange activities in the human mind. " ~ Clive Bell

Diplom

Shops, Café Coco, DV Classes, Virtual Learning Environments VLE, Education, CSCL,

ISTE SIGVE

The home of ISTE SIGVE in Second Life continues the traditions of the ISTE Island community, traditions maintained by the International Society of Education since 2006, and by SIGVE, its Special Interest Group for Virtual Environments since 2007

Sanity Island

NEWBIE FRIENDLY Entertainment, education, healing & wellbeing, reflection, NEWBIES WELCOME, Stonehenge, Sufi, Rumi, cantina, Rhondell, dance, music, food, games, pub, Mary, vineyard, Reiki, chess, herbalist, whirling dervish, cars,

Pearson Education Deutschland

Gruppenmitglieder werden über unsere neuesten Bücher oder Videotrainings (speziell zum Thema Second Life) informiert und erhalten kostenlose (eingedeutschte) SL-Scripte und Tipps. In unregelmässigen Abständen veranstalten wir hier auch Sessions mit Autoren, denen Ihr dann gerne ein Loch in den Bauch fragen könnt. Scripts Free Newbie Buch Camp Deutsch

HKU Education Island Build Team

This group is responsible for building and configuring the HKU Education Island.

Greenbush Education Service Center

The Greenbush Education Service Center is an Education Service Center dedicated to providing k-12 education services to educators and parents - We offer live streaming content in our auditorium. If you are an educational institution and would like to reserve the auditorium at no charge contact Growing Wise to reserve your date and time!

Music Education

Music students and educators interested in music activities SL

USC Upstate Nursing Education

USC Upstate Nursing Education - members are using SL for nursing training. part of the University Center of Greenville SimHub initiative.

Virtual Worlds Education Roundtable

The Virtual Worlds Education Roundtable, formerly known as the SL Education Roundtable, is a weekly meeting for anyone in Second Life who wanted to meet other educators, talk about

topics, etc... This group will meet every Thursday @ 11:30am SLT in the VWER Amphitheater on the Bowling Green Virtual Campus (island name is BGSU Community) Check our website at <http://www.vwer.org> and find us on Facebook at Virtual Worlds Education Roundtable

PREVIEW-Psych & PREVIEW-Sustain Info Area

This is the project site for the PREVIEW-Psych (Problem Based Learning in Virtual Interactive Worlds for Psychology) and PREVIEW-Sustain (Problem Based Learning in Virtual Interactive Worlds for the Education of Sustainable Development).

Phoenix Rising Education

Phoenix Rising Education provides both spiritual and practical education in second life free of charge.

SLPEA - SL Prison Education Assoc

The Second Life Prison Education Association are an association dedicated to educators, administrators and others involved in prison education. The association welcomes people from all over the world that are interested in the development of prison education, and interested in getting involved in the pedagogy and methods needed for correctional education. Our work here will be to make connections between countries, between educator on different levels. We will hold classes for both RL and SL management.

Education research discussion

A small group of people who get together once a month to talk about issues in education and research in Second Life.

Medical Virtual Education Society

Medical and nursing education utilizing a virtual platform, is an incredible pedagogy for communication and delivery of this specialized professional training. The unique paradigm

associated with this method of delivery, utilizes synchronous and asynchronous..styles... to assure for innovative teaching methods..and positive learning outcomes. Please join us..as we network and enhance this specialized method of instruction in a variety of ways..in this world we call Second Life.

Education in 3rd Rock Grid

This is a group for ALL educators and education supporters interested in doing work in the Open Sim 3rd Rock Grid while contiuning their work in SL.

Schreiner Education Land Group

Education2L

Everything and anything to do with the educational community in Second Life. Education2L group (registered by Verum Vacirca) is the inworld directory of Second Life educators, educational services schools and libraries. This is not affiliated with Education2L.com or Directory2L.com The group list announces educational events, conferences and necessary information for Second Life educators. For more information about the in-world directory or to place your information please contact Verum Vacirca.

Technology in Education

NCSU Management Accounting

NCSU, NC State, College of Management, Accounting, Ernst & Young, MAC, MAC Program, North Carolina State Uniiversity, North Carolina State, Department of Accounting, E&Y, E&Y Education Foundation

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Project Jason

Project Jason, a 501(c)3 nonprofit charity, creates public awareness of missing people through a variety of outreach and educational activities. This non-profit brings hope and resources to families of the missing to help their cases.

USC Upstate Teacher Education

USC Upstate Teacher Education. Members are using SL in teacher education, part of the University Center of Greenville SimHub initiative.

Center for Virtual Worlds Education

The Center for Virtual Worlds Education and Research (CVWER) encourages resource sharing and collaboration among educators and researchers in virtual worlds, through in-world and real-world conferences and seminars, as well as through publication of The Journal of Virtual Worlds and Education.

Education Village

3DLES @ Dvandva Plaza

3DLES - the education specialist in OPENSIM

NCI South Sky Classroom & Build Platform

New Player, New Resident, Newbie, Noob, Beginner, Help, Basics, Information, Info, Questions, Freebies, Free Stuff, Clothing, Sandbox, Hangout, Newsstand, Events, Tutorials, Classes, Class, Education, Learn, Teacher, Mentor, Tutor, Helper

Sequim Humanities and Arts Alliance

A connection between community, culture & creativity. SHAA encourages & enhances the arts & culture in the Sequim-Dungeness Valley by facilitating connections & collaborations among artists, cultural organizations, educational institutions, & businesses.

San Jose State SLIS Immersive Learning

SJSU SLIS Library Librarian Graduate Studies Education University SLoodle Classes

Courses distance learning immersive learning Tudors Florence

Texas State University - San Marcos: TXSTATE Campus

Texas State University - San Marcos SL Campus TXSTATE, academic, second life education, sandbox, library, Wittliff Gallery, Official SL campus.

Center for Adv. Tech in Education

Educational Podcasting

Exploring the potential of education, podcasting and Second Life. Please join if you are interested in these three areas.

Indigenous Education

Etopia Eco Village - Bike Shop - FREE Bamboo Bikes & Bike Trail

Educational EcoVillage modeling Sustainable Community, Renewable Energy, Organic Products & Community. Train, gondola, non-profits, nonprofit, rentals, cohousing, climate change, transition towns, aquaculture, wind turbines, solar

NCI Kuula - New Citizens Incorporated - Help/Classes/Freebies

New Player, New Resident, Newbie, Noob, Beginner, Help, Basics, Information, Info, Questions, Freebies, Free Stuff, Clothing, Sandbox, Hangout, Newsstand, Ginny Gremlin Park, Mall, Events, Tutorials, Classes, Class, Education, Learn

Greener Side #1 @ Route 7

Greener Side is here to educate people on the many uses of the Cannabis Hemp plant, and renewable energy! Get your hemp on @ Fourman w/ Putnam road frontage!

Academics in SL

to collaborate internationally in our efforts to better higher education and all education

SL Education Senate

Meet and discuss education.

Virtual World Education

Would you like to explore more virtual worlds? Perhaps you heard something at the Virtual Worlds Best Practices in Education conference and more

Training and Education

Training and Education Materials ... This series consists of publications and multimedia resources aimed at supporting general human rights education efforts

VEJ - Virtual Education Journal

In this issue of VEJ we explore the concept of METAGAME. So, what ... The Virtual Education Journal has been publishing a digital journal for nearly two years.

Virtual World Education Technology

Learning in a virtual world? ... Outdoor Roman Technology Museum ... is a Second Life outdoor museum of ancient Roman technology, conceived, developed ...

HHBS Building School, Live Classes, build,, Sandbox tutorials

build, building school, free tutorials, tutorials, building tutorials, textures, gimp, blender, photoshop, building, mesh tutorials, sandbox, education, learning, classes, live classes, freebies,, lessons, building lessons, interior decorating course

Wright State Early Adopters

For members of the Wright State University community exploring the potential of Second Life in education.

NextEd

The Use of Web 2.0 technologies in the advancement of education

pharmacology education

Group Charter Organization

MSIT Second Lifer

Group Charter To explore the educational implication of Second Life and to hang out in the virtual world and see what educational opportunities arise.

LIS Educators in Virtual Worlds

Group Charter - a group for educators teaching LIS classes in virtual worlds

CC International

Promote the use of Virtual Reality for Education and other real life applications. To provide training seminars and certificates in Building, Scripting, Furniture making, and texturing. To offer real college level classes for credit and / or a degree program. This is the largest education group in SL. Please visit our website for lots more information. See link below.
<http://www.creativetwists.com/ccint.html>

Art and Design Educators

Educators (predominantly HE) using Second Life for teaching the Creative Arts.

MiddleburySL

Members of the Middlebury College community who are exploring Second Life for education.

University of Hamburg

Representation of the University of Hamburg Research and Higher Education

Sanity Island Big Red Barn

Classic country 24/7 Commerce & entertainment, education & service, healing & wellbeing, reflection, Stonehenge, Sufi, Rumi, cantina, Rhondell, music, food, games, pub, Mary, vineyard, Reiki, chess, herbalist, whirling dervish, yoga

Sanity Island's Little Paris

Commerce & entertainment, education & service, healing & wellbeing, reflection, NEWBIES WELCOME, Stonehenge, Sufi, Rumi, cantina, Rhondell, dance, music, food, games, pub, Mary, vineyard, Reiki, chess, herbalist, whirling dervish, cars, y

Educator's Coffee House

A place to meet in cooperation to share ideas and to advance real life education in SL - and drink coffee, eat cookies :-) Come over anytime and see who's around! Post notices on Bulletin Board. Hold meetings or classes . Get help for projects. Volunteer! Try new things~Have fun!

Note: Please keep all activities centered around education!

<http://slurl.com/secondlife/ISTE%20Island%202/175/161/23>

Teacher Networking Center

A place for educators to meet, share, collaborate and work together. Explore the many educational tools and resources that can be found there. Meet other educators. Visit anytime and see who's around! Post notices on the Message Boards.

//Aethyr.Combine | Education

Educators New to SL

This group is for educators who are new to Second Life. Use this group to ask questions and receive notices about events for Educators in Second Life.

University of Southern Denmark

A platform for scholarship, e-learning, education and mental agility

Group 357

Please accept the group invitation for access to the Army Education Fair on Army Island.

Karismatic Enchantments

Learning and Education Group for Colorado Mountain College.

MSED CLASSES

Group for students in Northern Michigan University science education courses.

University of New Orleans

Group Charter This group is open to all faculty, staff, students, friends, and alumni of the University of New Orleans who have an interest in exploring the educational and research potential of Second Life for U.N.O.

Yamagata University

A educational and research group at Yamagata University of Japan to explore and research interactions between real and virtual worlds.

Elon University

A community of Elon University faculty, staff, and friends dedicated to exploring education within Second Life.

VWBPE Organization Committee

Virtual Worlds Best Practices in Education 09 - 12 April 2014 Contact Phelan Corrimal for more information

Picayune SLEDheads

The public group for contributors and fans of the SLED Picayune, a publication for education, training & library news, events, etc.

CAVE: Community of Academic Vir Edu

Community of Academic Virtual Educators

OLN SL

OLN Second Lifers commit to exploring SL's educational affordances.

Accounting Educators in Second Life

Group Charter To build a community of Accounting Educators in Second Life Started by Rocky Maddaloni founder of SLACPA and owner of CPA Island Visit us at CPA Island (134,116,22)

Southampton educators

To share good practice Develop education through the use of SL

West Midlands Educators Group

Group Charter For educators in the West Midlands to share good practice and experiences and support each other etc. IM Ladyjane Plympton to join.

James Randi Educational Foundation

The James Randi Educational Foundation is a non-profit learning resource aimed at promoting critical thinking and debunking of supernatural, paranormal and occult claims everywhere.

ISTE: Educational Technology Assoc

The International Society for Technology in Education (ISTE) is the trusted source for professional development, knowledge generation, advocacy, and leadership for innovation. A nonprofit membership organization in RL, ISTE provides leadership and service to improve teaching, learning, and school leadership. www.iste.org Please send all requests and questions to

secondlife@iste.org and not via inworld IM. Thanks!

<http://slurl.com/secondlife/ISTE%20Island/92/109/23>

Greek Educators

Group of Greek Secondary Educators

Virtual Museums Incorporated

The Corporation is a voluntary association of individuals, the purposes of which, as set forth in the Articles of Incorporation, are exclusively educational within the meaning of Section 501(c)(3) of the Internal Revenue Code of 1986, as amended (the "Code"). The Corporation was created to promote the virtual collection, preservation, educational interpretation and display of those artifacts, documents and events most representative of Architectural history and development

CUE, Inc.

"Advancing Student Achievement Through Technology" CUE (Computer Using Educators) is a California affiliate of the ISTE (International Society for Technology in Education)

R_?education?

NSU-COM Medical Education

Distance Educators

What exactly IS Distance Education? How does research and established best practices in the field of Distance Education map out onto a MUVE environment such as Second Life? What are the unique and specific considerations educators must make in the design and delivery of Distance Education instruction? This group exists to examine these questions in a supportive, collaborative atmosphere.

Uchida Education

Group Charter

EDTECH Community

<http://edtechisland.wetpaint.com> Designed for teachers to get information, share ideas and techniques, and get tips from other teachers. Friendly chat ok to a point. EDTECH island is a resource for all teachers. We offer a variety of no-cost spaces for education events and teaching, a sandbox, some free condos, and an informational center. Graduate courses and workshops offered on the island. IM Bcreative Wilde to reserve space. Educational Technology, education, Boise State University

Bloggers Cafe

The Bloggers' Cafe is a central location within Second Life focused on continued conversation and ubiquitous learning among educators who blog worldwide.

Learning in Second Life

Educators from Finland

jokaydia News and Info

News and Information about events, projects and activities being undertaken on the Island of jokaydia. We support a community of practice exploring arts and educational uses of Second Life! For further information please IM jokay Wollongong.

Botanica - Botanical Gardens

Group for patrons of Botanica a Botanical Garden where citizens can enjoy a stroll though the grounds and can purchase the plants on display with a right click. This group recieves notices for hunts, sales or special events as well as request for volunteers to product test new items or educational hunts before they are offered to the public.

NCI South- New Citizens Incorporated - Help/Classes/Freebies

New Player, New Resident, Newbie, Noob, Beginner, Help, Basics, Information, Info, Questions, Freebies, Free Stuff, Clothing, Sandbox, Hangout, Newsstand, Events, Tutorials, Classes, Class, Education, Learn, Teacher, Mentor, Tutor, Helper

ISTE: ET

We will support the work of ISTE's Emerging Technologies Task Force before and after NECC. Our goal is to increase the educational community's knowledge and understanding of effective infusion of new and emerging technologies to support teaching and learning.

Teaching Spanish in Second Life

This group of educators is interested in innovative methods for teaching Spanish in Second Life. It is open to teachers of all levels. Bienvenidos a todos.

Shimmer group

Tutorials, resources, freebies and a place to meet for educators and students at Shimmer Island Star Beach.

SLCF

Group Charter This is an educational group you must be a member of LCF or an invited member

Librarians of Second Life CE Group

I am interested in joining with other SL librarians to explore and discuss library research and continuing education issues.

Literature Alive!

Literature Alive! in Second Life is a non-profit educational group dedicated to creating open access immersive interactive literary experiences in the SL platform to foster a lifelong love of

learning through a lifelong passion for reading. Wiki: <http://literaturealive.wikispaces.com> Blog: <http://literaturealive.blogspot.com>

Pikes Peak Comm College

Promoting distance education and the virtual environment at the Pikes Peak Community College Writing Center. For more information on how ESMG can help move your school forward, pleas IM, Landau Shippe or Jezzy Writer.

Community Colleges in SL

This is a group for community college educators. Mission: to increase awareness about opportunities for CC's in SL and to stay in touch. Check out and add to this group's WIKI at: <http://ccsl.wetpaint.com!>

UM Second Life

A user group for members of the University of Michigan community who are working with education in Second Life.

UCF_UEPP

UCF Undergrad Education Pilot Program

AUT Languages

Group Charter To explore the possibilities of virtual worlds for education in the fields of language, literature and discourse.

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NASA eEducation

University of North Dakota

Group Charter This group is for students, faculty and staff of the University of North Dakota who are utilizing Second Life in their educational practices.

Lancaster University educators

This is a group of academics and researchers interested in Second Life at Lancaster University.

Insight Virtual College

Insight Virtual College's mission is to educate SL residents in a wide variety of topics with quality instruction and top notch teachers. Vision: A place for residents to learn skills and gain knowledge that will enable them to contribute to the community.

Rowdy Learners

Educators learning more about using Second Life.

EdCons & EdMedia

Educators from Education Conferences including Ed-Media.

Discovery Educator network

Connecting teachers to their most valuable resource?each other! The Discovery Educator Network is a global community of educators who are excited by the power of digital media and want to collaborate and share resources with other educators. The Discovery Educator Network SL site is a place for educators to share ideas, as they connect with other educators from all over the world.

Teen Educators In SL

Teen Educators in SL (TED) is a collaborative community of RL educators seeking to support, inspire and train others in using SL-like interfaces to educate students ages 13-17. We are interested in the development of effective, engaging instructional experiences that result in real learning! As such, we are focused on issues of pedagogy and assessment as well as the

supportive systems and tools necessary for both teacher and learner success. Both present and future educators are welcome!

EDU TOOLS

A group dedicated to the creation and sharing of educational scripts in Second Life. What is meant by "educational script"? It basically refers to any script that can be applied to an object so as to have some sort of educational application. Contact Kip Yellowjacket for more information.

SecondLifeEnglish@gmail.com

K-12 Educators

This group will serve as the general group for a listing of all PreK-12 educators, administrators, and staff utilizing Second Life. The idea is to have a centralized group for receiving notices of upcoming events, links to Web sites and SLURLs to support PreK-12 educators, and much more. This group was created by Kathy Schrock (RL) / Kathy Dryburgh (SL). A gathering place for the group will include a presentation area on Eduisland II (147,160,21) and others to be announced later.

Tufts University - Tisch/Wright

This project will successfully explore new technology in science education and library research by developing video tutorial lectures, podcasts, online visual lab demonstrations, multi-user virtual environments (MUVEs) activities, and professional development opportunities for teachers and students (6-16) to better utilize the Tufts University libraries and Wright Center for Science Education's programs on climate change research.

LVHN

This is for the staff of Lehigh Valley Health Network. Founded by the Division of Education. Teleport Link:
<http://maps.secondlife.com/secondlife/Division%20of%20Education/103/124/22>

eLumenata Educational Research

For those dedicated to the exploration of non-traditional education in the Metaverse and beyond!

Free Geek

Helping the needy get nerdy since the beginning of the third millenium. The primary purpose(s) of Free Geek, in furtherance of its charitable and educational purpose, shall be to recycle technology and provide access to computers, the internet, education and job skills in exchange for community service. http://wiki.freegeek.org/index.php/Main_Page

New Citizens Inc.

* No Advertising Allowed* NCI is a voluntary association, dedicated to providing information, education and assistance to Second Life users (new and old), in order to maximize the benefits that they can gain from Second Life. NCI believes that new users who are better educated, supported and prepared benefit all of Second Life. NCI does not operate for profit and is not motivated by any desire for monetary gain. On the web: <http://www.nci-sl.org/> Rules: <http://wiki.nci-sl.org/doku.php/policies:groupim>

Alternative Educators in SL

For people who home educate, or use alternative models to school and schooling, for support, discussions, information

TxDLA Boot Camp

This group is for educators new to Second Life; it's an extension of a pre-conference workshop offered at the Texas Distance Learning Association's 2008 Annual Conference. Charter members attended that session, but all educators are welcome!

Aikibudokai

Aikibudokai is a non profit educational group. Aikibudokai is dedicated to teaching and educating the general public about Aikido in particular and Japanese Budo in general. The Aikibudokan Dojo is the headquarters of Aikibudokai. All styles are welcome at the Aikibudokan.

Helicon Opleidingen

education, agricultural, environmental, pilot We are a group of teachers working at Helicon Opleidingen, exploring innovation in education. We are in a pilot situation to discover the possibilities in SL for our students. Visit our college in SL

HAMK LAUREA educators

hamk and laurea seconlife educators group

Foundations for the Future

Foundations for the Future (F3) is a project of the Georgia Tech Research Institute to assist K-12 educators in incorporating technology into the classroom. We provide resources, technical assistance and professional development opportunities to K-12 educators throughout the state of Georgia. <http://www.f3program.org/>

Courtoom-ET

A Mock Trial Group for the Educational Technology community

Invisible Museum

Members of the Invisible Museum of Post Contemporary Art (IMOPCA) will be invited to all functions and exhibition openings. The museum's goal is to Educate and bring awareness of project based works that deals with ephemeral art and theory. Discussions and lectures will be conducted on related subjects.

Verum's Place

We create.....Life through communication in the arts. Artists and educators of all types welcome. Verum's Place allows you to showcase work and discuss your ideas about life. Socrates Cafe philosophy discussions held every Tuesday and Thurs 8 PM SL., open chat every day. For more information or to schedule an event IM Parrot Ferrer or Phelan Obscure.

Open Source Scripting

Group Charter To encourage the development of sophisticated scripts by sharing code and offering help in understanding that code. To produce useful tools and items for the wider Second Life community. To educate and encourage scripters at all levels by exposing us to example code and listening and responding to each other's suggestions and questions.

Educators Coop

To create and extend collaboration with others for more educational, social, and non-profit opportunities in SecondLife. To use a phrase from the May 2007 wonderful "Best Practices in Education in SL" conference, we're exploring the potential for "Educators-at-Large" in SL learning-teaching environments.

University of Miami

This group is for students, faculty and staff of the University of Miami who are utilizing Second Life in their educational practices.

UNC School of Info and Library Sci

Research and educational activities at the University of North Carolina at Chapel Hill School of Information and Library Science.

SL University

SLU was founded on September 22, 2003. Our goal is to provide quality education in the arts and sciences for all citizens of Second Life. We have no classes or plans at present, but if you want to start something up, just IM Kanker Greenacre.

Open Seas Project

Open Seas Project Nautical activities in SL are getting increasingly difficult due to the many residents who use ban lines over waterways. The purpose of the OSP is inform and educate these residents on how to minimize the effect ban lines have on nautical activities and to encourage them about keeping waterways navigable.

Science School

A place where you can explore various wonders of physics and astronomy... Visit the working observatory on top of Mount Evans, a RL "2nd highest in the world" binocular observatory, and don't miss Roger Amdahl's e tour of Astrophysics, the weather map, the Solar eclipse buiding, which includes the Physics of Climate exhibit. Located in the heart of the SciLands continent! Home of Science Friday. Come see the Global Text Project site for free textbooks, text books and Open Educational Resources.

PwC L&E

This group was created for members who are part of Learning & Education within PwC.

Dudes & Birds

This group will foster the exploration of Second Life for friends of FleetDude Dagger and Freebird Carnell. Hopefully, educators initiated into SL will be inspired to bring this innovation into their world.

VITA-Learn

VITA-Learn is a Vermont group to promote Educational Technology

Open Educators

Group Charter Research group of The Open Polytechnic of New Zealand

EDU Machinima

Educational machinima group.

EducandoVirtual

Educ@ndo Virtu@l es un lugar para alumnos y docentes que quieran compartir una experiencia educativa en entornos 3D.

ICE Students

While "how do I" questions are welcomed, if responses are lengthy, please take it to IM. DO NOT ask for items, or otherwise spam the group. To further your education in SL, please join the group: SLEdu Events Please IM an officer or helper if you would like to join, Tnx and sorry for any inconveniences!

Instructional Designers

Instructional Designers exploring educational opportunities in the metaverse. IM Stargazer Blazer for an invitation to join the group.

University of Denver

The University of Denver provides cutting edge excellence in Education

SUNY Buffalo State Guests

Guests of Buffalo State Educational Island. Please make sure to visit the Fashion Student Exhibit while you are here - all fashions and textures are free.

West Chester University COE

West Chester University College of Education Avatars

GONE GITMO

A place to educate and discuss issues surrounding Habeas Corpus rights and the constitutionality of detention without legal recourse and interrogation as represented by Guantanamo Bay.

MLTI

Maine Learning Technology Initiative Dedicated to educators working with the MLTI.

Craven CC SLifers

Education is not the filling of a bucket but the lighting of a fire. William B. Yeats, poet

Cisco Users Group

The Second Life Cisco User Group continues to bring people together to provide individual networking with their peers while studying technology and emerging trends in voice, video, and data networking. We will provide industry insight and continuing education through presentations, case studies, and demonstrations by industry professionals. Contact Shaft Seattle for details.

Kelley Executive Partners

A group dedicated to unique insight into the current value and potential of immersive social worlds to executive education, corporate/institutional learning partnerships, training, team building and related disciplines.

OCTAGON:Creative Exploration

OCTAGON:Creative Exploration Marly Milena founded this group which combines arts-based processes with humanistic psychology, education, personal awareness, creative innovation and community building. She welcomes collaborators. Contact her for a sample of Octagon program descriptions.

Metanomics

METANOMICS Sadly, it is no more. TREET.tv has programs archived for now. Business, education, economics, science and policy in the metaverse of virtual worlds! Visit our website at www.metanomics.net for online content that gives our audience to background on the concepts and issues which frame each interview. The thought-provoking interaction between host Robert Bloomfield and invited guests provides a framework for a lively audience discussion in chat.

Neosome Institute

Group for geologists, educators and those new to geology. Rockhounds welcome!

Kiwi Educators

A group for New Zealanders interested in the educational possibilities of virtual environments and keen to support the development of such initiatives for New Zealand education. Made up mainly of educators and students from within New Zealand, the group generally meets once a week for tours, info sessions and discussions (dates and times advised weekly). Educators from other nationalities are welcome to join in. (Oh! and we have fun too!) The weekly meeting area is at Koru (150, 123, 27).

Education Faculty

Group Charter

Schome educators

To collaborate to develop schome (not school - not home - schome - the education system for the Information Age). Check out the schome website for more info @ <http://www.schome.ac.uk/>

KS & MO Educators

For Educators in Kansas and Missouri

Interdisciplinary Practices

1) Facilitate productive collaborative relationships between health and education professionals in academic and clinical settings 2) Develop creative learning activities and resources within an interdisciplinary framework 3) Conduct research and other scholarly activity within and related to SL We welcome individuals from all branches of health care and education, along with individuals with disabilities and the people who care about them.

Mayo Clinic

Mayo Clinic is a not-for-profit healthcare organization that strives to provide the best patient care every day through integrated medical practice, education and research. This group is designed to help people with an interest in healthcare to connect with each other, information and resources. www.mayoclinic.com (health & wellness) www.mayoclinic.org (medical services) www.mayo.edu (education & research)

Educ.Ar

Observatorio de Videojuegos Educ.ar S.E.

Chai Life

A network of educators in Jewish settings interested in exploring virtual worlds and their educational potential.

Inf6011 Educational Informatics

This group is for students taking the Masters module Educational Informatics at Sheffield University Information School, and for their tutors

Mentor Educators of SL

MISSION: Members Mentoring dedicated in instructional education thruout Second Life. We are a group who devote part of our time to helping new people. Meeting, greeting and answering questions is our specialty! People make the difference! A group to gather and announce meetings to share each with each other lesson preparations and Orientation Sessions to assist the VTeam To apply and learn more, please see:
http://wiki.secondlife.com/wiki/Volunteer_Portal

DISPLAYING RESULTS_281 - 300_OF_1061_FOR_?education?

We Are 1

VR1 is a group of people dedicated to bringing Second Life services and education to India. We are also creating the OURS (Open University Resource Sharing) Network, which will undertake to design, build and link all major Indian universities into a vast resource-shared network. Designers, architects, spiritual people, educators on all levels, artists and anybody interested in working with us in SL and in general VR,are more than welcome to this group.

ACTEM

The mission of ACTEM (the Association of Computer Educators of Maine) is to enhance and influence education though the use of technology.

VWBPE

09 - 12 April 2014 Virtual Worlds Best Practices in Education Conference 2014 is a completely in-world conference on ... virtual worlds, best practices and how they are used in

education. Unlike a number of other conferences this one is BIG - it is also FREE. So sign-up to get notices today and mark the date on your calendar!!!

Montmartre Artiste Guild

The promotion and awareness of the creative arts throughout Second Life, through events both educational and social, competitions, and actively seeking out those with talent or promise of talent to attain our goals. Assisting and educating members to become self sustaining with in the in game economy. Science and art belong to the whole world, and before them vanish the barriers of nationality - Goethe-

Wine Pros

We are dedicated to educating about and consuming wine. We don not tell people what a good wine is but rather what a good wine is with their meal. We abhor pretentiousness and overzealous sales people and are comitted to bringing wine education to the masses.

ESMG

Providing, educational facilities, security, training, research and more. A globally reaching company capable of helping your college or university garner the benefits of the virtual environment in distance education. For information on how we can help you get started and flatten the learning curve in Second Life, Contact Landau Shippe or Jezzy Writer.

ECAWA - SL

ECAWA (Educational Computing Association of Western Australia) is an association of volunteer educators committed to encouraging the use of computer technology in teaching and learning environments.

USQ Explorers

These are the expeditions of the USQ Explorers. To seek out new life, new civilisations. To bravely go where no educator has gone before.

Edupunk

Anarchy in education? What is edupunk anyway?

GIS Users Group (GISUG)

Open to GIS users, programmers, developers, managers, educators and businesses interested in Second Life and Real Life Geographic Information Systems. Meetings are biweekly on the 2nd and 4th tuesday of the month. Please im Neo Prinz for more info.

Social Work Educators of SL

This group is open to all colleagues who teach professional social work.

Romanov Russia

During her reign, Catherine the Great expanded Russia's borders to the Black Sea and into central Europe. Catherine the Great promoted education and the Enlightenment among the elite. Baroque-RP (1796) Open enrollment. New construction for 1825 will be opening soon. Established: Janury 1, 2010

SLanguages Annual Symposium

SLanguages 2014 28 Feb - 1 Mar 2014 This group is for participants of the annual SLanguages Symposium which looks at language education in virtual worlds.

University at Albany

A group for UAlbany faculty, staff, students, and alumni to share their Second Life experiences, and to collaborate on educational projects.

Builder's Brewery

USE JOINER BOARD TO JOIN ? <http://j.mp/BuildersBrewery> (it helps us keep bad guys out!) ? Proud Winner of "SL'S FAVORITE GROUP" SL's most loved Help Group & Free School for Creating, Building or anything in SL. For all who need to learn or want to teach on all levels, from Pro to Newb. Our goals are to promote visual & structural quality in SL, by encouraging intelligent design, builds & innovations, through education, sharing & support SCHEDULE <http://j.mp/BBcalendar1> RULES <http://j.mp/bbchatrules>

Thothica SL

Art, Literature, Psychology, Philosophy, Economics, Music, Education, and more: Thothica provides a respectful environment for thoughtful conversation. Weekly discussions, art gallery, smart hangout, chess, sandbox. Since February 2007; Under 1 billion served. Calendar of events: <https://sites.google.com/site/thothicasl/>. To visit, type Thothica into your SL search bar.

SL Biological Society

A group for Biologists and people interested in biology, research, knowledge, and helping out with answering biological questions and information to i.e. educational sim owners and creators in SL.

iTeach

iTeach education media products

Root Square Academy

Education for the children of SL.

Eduserv Foundation

In RL... to advance the effective use of ICT for learners, researchers and the institutions that support them. In SL... to support the use of SL by educators and librarians. Joint his group to receive in-world news about the grants call and other Foundation activities.

NPL UK

Scientists and Knowledge Transfer experts at the UK National Physical Laboratory with educational applications and collaborations in Second Life

Media Zoo Events

The University of Leicester's Media Zoo hosts events related to the use of technology in education. <http://www2.le.ac.uk/departments/beyond-distance-research-alliance>

Rowdy KYians

Group Charter: A place for Kentucky librarians, library employees, information professionals, teachers, faculty and anyone associated with libraries and education to discuss and provide support to each other in new worlds like Second Life. Also found at: <http://groups.google.com/group/rowdy-kyians>

TXSTATE Bobcats

Members of this group are staff, faculty and students of the Texas State University - San Marcos. They are all participating in our educational explorations in SL. You can also join our group if you're a visitor who wants to set our campus as your home.

Alzheimers SL

Primarily to organize fundraising events for the Alzheimers Association in SL, but any other educational efforts or support for caregivers or victims of this affliction are welcome here.

EDU-K-8 CAFE

WELCOME to EDU-K-8 CAFE, a place where educators can meet to discuss teaching and learning or just share ideas or relax!

AECT in Second Life

www.aect.org AECT Mission Statement: The mission of the Association for Educational Communications and Technology is to provide international leadership by promoting scholarship and best practices in the creation, use, and management of technologies for effective teaching and learning in a wide range of settings.

Lloud Labs

Humble experimenters in SL. Some Educators and some just for fun.

Technical User interfacing (TUi)

Dedicated to the Advancing of Knowledge in non-traditional education in a metaverse taking you anywhere you want to go! ~ Think more. Learn more. Be more.~

Queer Pagans

A gathering of gay, bi, lesbian, and transgendered Pagans and those of other lifestyles who enjoy our company. We will be planning online full moon rituals and sabbats, education for a number of Paths, and social events. If you would like to lead a ritual or present on a topic, please contact Ghareth. Blessed be!

Cornwall College Island

This is a general group for anyone who wishes to support Cornwall College. We'll have regular social and educational events for group members...so watch this space

Medipelago

Medipelago is a group of Second Life islands dedicated to medicine and science education. The members of this group have access to these islands.

Synapse3Di

To enhance the SL experience for all members by providing educational opportunities hosted at our SL campus with guest speakers and subject matter experts To reach us in RL- contact: Gina@synapse3Di.com

Nederlandse educatie over SL

Education about SL in Dutch, if your interesting ask for translation at Narda Snowdrop. Als je hulp nodig hebt im me danik wil graag helpen als het kan.

CSULA

The CSULA Group is for educational professionals, faculty, students, and associates of the California State University, Los Angeles (CSULA).

OpenSLedware

An OpenCourseWare project for Second Life. This is an education and research group devoted to bringing open academic content to SL. <http://opensledware.wikispaces.com/>

PSU Great Valley

This is the official SL group for students, faculty, and staff of Penn State Great Valley School of Graduate Professional Studies. We are dedicated to providing a quality educational experience for our students in Second Life while maintaining its connection to current and future workplace performance.

OCC2007

This is a group of professional educators interested in using SL to connect students.

NCCE

NCCE (Northwest Council for Computer Education) is a non-profit organization dedicated to supporting effective uses of technology in education. In addition to hosting the largest educational technology conference in the Pacific Northwest, NCCE provides its members with

resources and professional development opportunities throughout the year. This is our home in Second Life.

The Lernin' Tree

This group shares knowledge. This could be new educational landmarks, new devices used in Second Life to advance education, educational technology in or out of Second Life, or websites that can be visited to advance knowledge

NC SL Educators

We are a group of educators in second life that gather together the third Monday of each month at 6slt to discuss various topics in education. Please come join us! You do not have to be from NC to participate. Don't forget to bring a friend!

Friends of Kamimo Educators Island

Members of this group will be able to keep in touch with the activities on Kamimo Education Island. This group allows us to send notices to educators, students, and others who are interested.

MBA Educators in Second Life

This group explores how graduate management education can be supported, enhanced, and possibly transcended using the immersive online multi-user virtual environment of Second Life. It's for faculty, instructional designers, admissions staff, MBA students, corporate recruiters, and anyone else with an interest in the quality and relevance of today's MBA education.

University of Second Life

Education is Second Life! The University of Second Life has been in existence for over 10 years, and was created to help standardize in-world education as well as to integrate with education in real life. Spam will not be tolerated!

SL Educators of Escambia County

Second Life Educators of Escambia County SLEEC supports the educators of Escambia County, Florida in the use of Second Life to provide professional development and global collaboration on best practices of teaching and learning. <http://sleec.edublogs.org> **New members please IM Laural McCallen or Lori Galli with your Escambia email address, to be put on our email list. Thanks!

Ananse's Web

Ananse's Web is a community of educators, educational support personnel and others interested in using virtual environments to expand and enhance learning in the fields of African and African Diasporic studies. We will establish a Speakers' Bureau, organize a Black History Month event, and seek out grant opportunities to facilitate an expanded virtual Africana educational presence. <http://anansesweb.ning.com/>

EDU-Scripts

A group dedicated to the creation and sharing of educational scripts in Second Life. What is meant by "educational script"? It basically refers to any script that can be applied to an object so as to have some sort of educational application. Contact Kip Yellowjacket for more information. SecondLifeEnglish@gmail.com

Spicy Vanilla

Got skills? Care to help educators find a place in the classroom for virtual world content? What if professional, *expert* content creators collaborated with educators to produce educational content? Spicy Vanilla is looking for members; join to build, learn, or just join the conversation. For more info visit this URL: <http://bit.ly/11Z5LxG>

T-BUG

This group is open to faculty, support staff, and administrators at educational institutions in Texas which are using Blackboard's Course Management System.

irc|FOREX

irc|FOREX is a real-time chat community, exclusively dedicated to trading the foreign currency markets. We have some of the most outstanding traders participating with us daily, sharing information in real time, as well as educating and assisting you in your trades. Join us at ircforex.com

Chain of Love Outreach

This is a place for support, comfort, education and good clean fun. We also have dancing and live music. Jesus who saved our souls gives us love and we share our love in turn to others, creating a Chain of Love.

Israel Island

Welcome to the community group for Israel Island. Enjoy our facilities & join us for our events. Want to visit Inworld & find out more about us? <http://israelisland.com/index.php> No spamming to this group! Keywords: Israel , Jewish , Christian , Muslim , peace , employment , work , shops , shopping , Masada , Dead Sea , Jerusalem , western wall , wailing wall , temple , shoah , synagogue , shul , beit kneset , romantic , education, art , museum , technology , jobs , tour , international , middle east

SHUCDT

A small group of Sheffield Hallam University innovators. We exist to explore Second Life and its potential to make learning, teaching and assessment in higher education better!

ACM Pep Members and Affiliates

Students who share an interest in computing science and information technology, SecondLife, and educational technology. This group was created so that all students can share their work, and communicate through an Interactive Platform in a 3D environment.

Creation Science

There is a God and this world provides abundant evidence of that fact. This group is dedicated to education in creation science.

BioEdTechnophiles

Group Charter Forwarding the use of SL in biology and educational technology.

ETCV @ UA South

This group supports the Educational Technology Program at the University of Arizona, South. More information on the program can be found at http://www.uas.arizona.edu/?p=acad_grad_MS_Ed_Tech

Ryerson University

This is just a preliminary group for members of Ryerson University, Toronto. This group is hosted by the School of Early Childhood Education, but is open to all interested in Ryerson.

Second Life Medical Association

An association for physicians and medics throughout all the cultures of Second Life. An organization for promoting better health in SL, answering medical questions and providing medical education for the residents of SL. R/L physicians, nurses and other health care professionals are welcome to join and help out.

DITS&SITS

Springfield Technology Educators

R_?education?

McGill University Grad Students

A group for McGill graduate and post-graduate students to discuss how SL can be used for education and research.

Metaverse Project Team

To create inspiring places that further the educational missions of UNO and the College of IS&T.

PC Educators

This group is for Phoenix College faculty and staff interested in exploring opportunities for teaching and learning in Second Life.

NursingAcuteClinicalSHU

Welcome to NursingAcuteClinicalSHU - This group explores interests in virtual nursing education. We discuss the many platforms of teaching and learning and how these can influence successful outcomes within a curriculum, As we investigate the many avenues of nursing you will become more aware of those variables that can directly influence success within a learning community.

Bridge to the Future

The Bridge to the Future project will develop an open source, non-proprietary, version of virtual world based technology through public funding. Open source vendor software infrastructure will support public sector functions such as education, health information and e-governance. See proposal to President Obama at: <http://www.educationworlds.com/>

Metro Prima College

Metro Prima College, Kuala Lumpur(M'sia) Free Education Consultation for International Students who wish to study abroad in Malaysia as well as local citizens.

Virtual Nurse Educator

Nurse Educators exploring and developing in Second Life. Engaged in creating and sharing educationnl activities for expanding Nursing Education into SL.. Join us to share resources and networking to enhance nursing education in SL.

EICCD Community

The EICCD Community Group is a free resource for students and teachers. We offer a variety of spaces for education events and teaching.

MSU Instructional Labs

Students, faculty and staff of Montana State University Instructional Media and Computer Labs exploring the creation and use of educational media in a virtual space. If you are a Montana State University student or graduate, please IM Bill Friis about joining.

SLRR Revival

This Group was founded for owners, operators, and passengers of Railroad equipment who enjoy the social experience that it provides. The intent is to once again breath life on to the rusting rails of the old SLRR and prevent further destruction of the linden rail network through education, experience, and of course members like you.

AFGCE

Advocacy for the Future of Graphic Communications Education

Peaceful Dragon

We are dedicated to the study and education regarding Alternative medicines including, but not limited to: Oriental Medicine -Acupuncture -Herbs -Tai Qi -Qi Gong -Tuina, Reiki, and more! Please join our group to take part in discussions and visit our learning center!

League of Extraordinary Victorians

A band of CHARMing superheroes fighting crimes against good taste and common sense. All all welcome, with the understanding that this Group is for Victorian, Edwardian & Steampunk-themed event, activities, light roleplay & education.

Macrocosm Corp.

To invest, build, educate, and assist.

Multimedia Works

Group Charter A consortium of educators interested in exploring and developing the use of multimedia in the classroom.

ishKiia Studios

EVERYONE can invite! It is my compensation for the rogue joiners that spam and leave. ishKiia Studios ~ "Dedicated to the higher education and growth of the whole self" Web Site: <https://sites.google.com/site/ishkiistudios/>

Citizens Against Grieferers

The members of this group are a collection of hard working citizens of second life who are tired of having their events and lives disrupted by the terrorist acts of grieferers that want to ruin the world we play in. So now is our time to band together and fight back with all the defenses that we can muster and remove these people permanently, with skill and education.

Cafe 101: Teacher's Lounge

We are educators and presenters on the Grid who enjoy good conversation and good friends. We hang at "CAFE 101" @ v.TSTC. Coffee house, and freebies for teachers. Chat, meet, coffee, open mic, music and teacher resource freebies on the second floor. SPAMMING GROUP = BANNED FROM GROUP & LAND! <http://slurl.com/secondlife/TSTC%20Commons/39/218/32>

MAT Science

This is a group of MAT pre-service and in-service teachers who will be working together developing research-based education understanding and classroom projects. SL will be part of the way they work together.

Philosophy Junkie

This group is to discuss philosophical issues related to Second Life and Virtual worlds in general. WE'll do discussions that relate to epistemology, ontology, metaphysics, ethics, rhetoric, content disciplines and education with an emphasis on our experiences in virtual worlds and who that changes the ways we are.

Trainers Collaborative Alliance

Group Charter The group objective is to help each other develop tools and strategies to enhance the student's experience, and to encourage corporations to use SL for their employee training. To explore ways to immerse the learning into the virtual world of learning & education.

Autism Support in Second Life

Autism Support is a group designed for anyone on the spectrum and their friends. I am a parent of two children with Autism in RL and my goal is to educate and enhance others' perceptions of Autism, not to judge, seek a "cure" or tell people how to live. That's your business

Epoch Institute

Your Guide to The Virtual World for Education, Self Awareness, and Research

UNC Charlotte

The UNC Charlotte group is for faculty, staff and students of the University of North Carolina at Charlotte, involved in researching and exploring the uses of Second Life for Educational Purposes.

Terasem

The Terasem Movement, Inc., is a 501(c)(3) not-for-profit charity endowed for the purpose of educating the public on the practicality and necessity of greatly extending human life, consistent with diversity and unity, via geoethical nanotechnology and personal cyberconsciousness.

Global Marijuana March SL

Group Charter - to promote legalization of CANNABIS all over the world - to produce the SL Global Marijuana March to bring together different participating cities - www.globalmarijuanamarch.org - promote and network with like minded people, groups, orgs, corps - education mary jane. cannabis. weed. pot, club,smoke reefer, ganja, hash, bong, dro, sensimilla,

Alma Mater

A group of people who are academics, students, interested in bringing educational programs to second life. Some teach classes, some are college students, some university professors. Science, english, social studies, libraries, exhibits... all inclusive. Join us!

Dreamland University

Die Dreamland University vermittelt Wissen und Fertigkeiten in vielen Berreichen in und um SL. Buche noch heute Deine Kurse bei: ?Muriella Munro? ?Valeska Pennell? To educate our community in the many aspects of second life.

SLHealthy

SL Healthy gathers information about consumer and educational health locations and groups in Second Life. We ask people interested in posting information to the wiki to contact Perplexity Peccable or Skaidrite Norse inworld with requests to be added as writers for the wiki.
<http://slhealthy.wetpaint.com>

HAPPY HIPSTERS

A building group dedicated to helping each other achieve success. The group offers free classes and facilities, free advice, building materials and general support. Group chat is for sharing knowledge. Spamming, bad language, soliciting, or being generally rude is unacceptable and a copy of such chat may be used in evidence for the purpose of banning. Free tutorials classes teaching building lessons school education textures gimp. happyhippoeducation.com
<http://slurl.com/secondlife/Kinetix/243/70/21>

DIDACTICA

This group collects teachers that are interested to improve teaching with new educational technologies. Questo gruppo _ formato da insegnanti interessati allo sviluppo di nuove tecnologie per l'educazione.

EcoColors

<http://slurl.com/secondlife/Calabria/30/125/22>

PBS TeacherLine of Texas

Open to all educators interested in online professional development opportunities from PBS TeacherLine. TeacherLine of Texas invites you to join us at our facility on ISTE Island for ongoing special events, workshops, and informal networking. We support the professional learning network of innovative educators in Second Life who are seeking out strategies for classroom instruction and management.

Whalecall.org

Whale Call Mission The principle purpose of Whale Call Incorporated is to educate, and lobby the public and governments to protect and conserve Whales, to research endangered species and their habitats in order to gain further environmental knowledge. It is a not for profit organisation concerned with protection and enhancement of the natural environment, the provision of information and education material, and the carrying on of environmental research.

PETA Members and Supporters in SL

PEOPLE FOR ETHICAL TREATMENT OF ANIMALS We are an educated group supporting PETA. We are dedicated to establishing and defending the rights of animals & we believe that animals are not ours to eat, wear, experiment on, or use for entertainment. We actively support our mission through education, fundraising, protests, rallies and other measures. *THE SUFFERING AND CRUELTY NEEDS TO END* Join our plight of compassion to effectively reduce the number of deaths that result from man's ignorance & greed.

University of Chester - Fine Art

A Second Life simulation of a Real Life educational department from a University in the UK. The land and subsequent buildings are for the University's students only and any misuse of these facilities will be dealt with accordingly. This project is for research and educational purposes and has been funded by the University's Learning & Teaching Institute. It is supported by the Fine Art Department and by JC construction, a Second Life construction firm.

Educated on the Edge

We come together to share wild tales of adventure and learn about being educated on the edge of the planet, in New Zealand. International students who are in New Zealand or have been

there talk to those who are thinking about going there. Join now to hear about trips to NZ and other cool prizes! New competition to win a trip to NZ begins 29th June.

Poker Strategies And Tactics

START YOUR POKER-CAREER! Texas Holdem <http://www.poker4sl.com> We offer a free and intensive poker-education to you. We give you according to educational-advance up to U.S. dollar 150 - and L \$ 7.000 (lindens dollar) as start-capital for your poker-career. You don't pay in any own money! I promise you one, this becomes your chance! IM Body Prinz

Maine Educators Exploring SL

This is a group for Maine Educators. The main purposes are to connect, share experiences, and explore Second Life.

The Frontier Project

The Frontier Project is a 14,000 square foot demonstration building that has obtained a LEED_ Platinum certification from the U.S. Green Building Council. The building educates resident consumers, commercial builders, and sustainable advocates regarding the latest methods and technologies in water, energy, and site conservation. Latest information, technologies, and approaches to sustainability are available at the virtual site for education and outreach.

VNEC Member

Group Charter" Virtual Neurological Education Centre The design of a virtual neurological education centre that demonstrates a virtual simulated experience. Visit <http://www.vnec.co.uk> for more information.

Upland School

Independent school providing an academically rigorous education in a nurturing environment. Founder & Educator: Lyric Minotaur

GLBT Educators

This group is for GLBT Educators to get together for conversation, share pedagogy, debate, or to just make friends. Also, if you are interested in GLBT issues or teach gender studies, please join!

KindHearted Academy

Welcome to KindHearted Academy :) Alpha Academy is not just a place for children to come to school and expand their education, it is also a safe haven for children to come and relax, play, visit with their friends, as well as get an education. We are looking for staff members here at the school who will be able to teach the children with patience, caring, and understanding.

Educators Coop Residents

This group is exclusively for residents of the Educators Coop residential community

RL EdD/PhD Students in SL

A support group for EdD and PhD students working towards degree in Education-related fields and interested in educational possibilities of SL. IM Naiad Remblai, Danielle Damone, or Snowbell Tiger for invite.

AzTEA

This group supports the activities of the Arizona Technology in Education Alliance (AzTEA), the Arizona state affiliate for the International Society for Technology in Education. The group supports the use of technology to enhance learning for all students.

Assessing Technology in Biology Ed

This group is for Biology Educators who are interested in research and assessment of the use of technology in undergraduate biology education. We are working to form a research network for this purpose.

Wings - Let's Fly with creativity

This group is meant to network teachers and newbies or residents to share their knowledges on various subjects. You will find here various classes and information on educational tools and activities. I strongly feel that SL can be a very rich environment where to set up realistic educational end emotional experiences on technical and other RL aspects of existence.

UMaine Black Bears

The University of Maine is the state's premier public university and is among the most comprehensive higher education institutions in the Northeast. The UMaine College of Education and Human Development is interested in providing a testing ground for teachers and learners in Second Life. Make sure to check us out at Black Bear Island.
<http://slurl.com/secondlife/Black%20Bear%20Island/149/84/31>

Noora EFL Lab

I am currently working on this project in Second Life that invests in the potential of this virtual world as an educational tool. The objective of the project is to enhance students' self-learning skills. I plan to introduce several training programs . I invite my students and whoever interested to join me at "Noora EFL Lab". If you have any suggestions or you want to use any of the resources I have for educational purposes, just email me: naalmalki1@kau.edu.sa

Penn State

This is the Education Technology Services at Penn State's group. ETS is investigating the uses of SL for education. This group will be used primarily for sending notices, etc. on what's happening with Penn State and SL.

jokaydia Educators-in-Rez Projects!

A group to manage the jokaydia Educators in Residence Project

Central Higher-Educator Cooperative

Experimental arena for the exploration, assessment, and study of virtual-reality applications in higher education. While open to anyone interested in education, you will need to contact Rochab for an invitation. An easy going place to begin your introduction to SL and Education. We are happy to help get you started up this steep learning curve. If you are just getting started, need help or are willing to help, please join us. Free advertising space is available for educational sites and materials.

USC Ed Tech

Dedicated to Educational Technology. Working with educators who infuse technology into education and training. Sponsored by the Master of Education in Educational Technology program at the University of South Carolina Aiken & Columbia.

Falcon Springs Land of Many Nations

Falcon Springs is a Native American sim dedicated to educating the public about Native American culture with information on health, education, jobs, veterans etc. We are dedicated to the facts of native histories and cultures, and in teaching native traditions from our respective tribal affiliations. This is not an RP area but a good depiction of native life for educational purposes.

COM Educators in SL

This group of educators seeks to explore effective strategies to teach Communication in SL. By utilizing SL as an instructional tool to teach communication skills, theories, & principles in higher education we explore the web 3-D.

Lone Star Educators K-12

This group is for all teachers interested in the educational applications of Second Life. Please join and share your favorite SL activities and applications with us. We have monthly meetings on the first Wednesday of the month at 1:00 SL (3:00 Central) at our condo on Eduisland (53, 76, 39). All educators are welcome! <http://slurl.com/secondlife/EdTech/62/68/25>

Trimensions

Trimensions is a Metaverse Development firm dedicated to bringing Second Life services and education to India. We aim to connect educational institutions across the country into a vast resource-shared network by building virtual campuses and related environments for all the major universities here Designers, architects, spiritual people, educators on all levels, artists and anybody interested in working with us in SL are more than welcome to this group.

BIO - SE

Biological Interactive Objects for Science Education (pronounced bio-see) is a group of biology educators and builders attempting to make engaging Web3.0 activities for students--We call them Virtual Islands for Better Education or VIBE for short. Get VIBE! More Info at <http://wiki.bio-se.info> Please join if you wish to keep abreast of developments.

VLASMA

The Virtual Learning and Social Marketing Association (VLASM) is a team of media studies scholars, educators and social work professionals dedicated to experimentation and application of social media to education and social change. Current interests: participatory research,

collaborative virtual learning and production, disadvantaged youth, community health issues, leadership, job and life skills, HIV/AIDS and sexual health education, and self awareness.

Digital Tools

Gruppe f_r den Wahlpflichtkurs "Digital Tools" bei Educational Media

Asian Virtual University

For McWeadon Education courses including ET525

New Horizons Aviation

Promote The exploration, education, and knowledge of SecondLife Flying Aircraft & Piloting. A NOT-FOR PROFIT organization, to enhance offerings of Free training of SecondLife navigational procedures, Aircraft usage, Aircraft governance, and any related issues pertain to free flying in SecondLife.

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Kaplan Faculty Second Life Users' Group provides an in-world forum for Kaplan Univeristy faculty to explore Second Life educational capabilities

ManorMeta

Grow. Learn. Discover. Show. Share. Inspire. Create. Believe. Sing. Shout. Teach. Change. Comfort. Dance. Play! ManorMeta is a project of AMO Studio dedicated to interactive education, innovation, integral development and illuminating the mysteries all around us.

Holy Meatballs

This is a group for those interested in tracking the development of the educational non-profit Global Kids' work within the teen grid of Second Life through the monthly journal The Holy Meatballs of Divine Spongiform.

Global Learning Forum

Global Learning Forum (GLF) members critique researching, learning, instruction, and assessment approaches that underline effective cyber-scholarship, advanced distributed learning (ADL) course design, teaching practices, and innovations made possible by educational technologies. A desired outcome of GLF is for members to help scan, focus, and act on promising cyber-scholarship innovations, including the methods and assumptions used when applying learning science theory to instructional design.

FU and your Facelight

Tired of being blinded by facelights? Wish you could be bothered to educate about windlight settings? So are we. Join a group of like minded individuals and our crusade against facelights.

Motorboat Users of Secondlife

We are Identified as MOUSE It Stands For Motorboat Owners & Users of Second life This Group is For the development and education of the Motor boating community in sl. While maintaining a cooperative role with the SL Sailing community and SL Yacht Clubs. After all we are all boaters, right?! This group is not bias, Any one is Welcome. If your a Builder you may advertise your Products here. Please ask me for Merchant rights. Check out our site <http://secondlifemouse.webs.com/>

InfoGroup

A group for real world students participating in courses and events organized at InfoGroup education and conference center.

Kingsfield Tenants Association

Group for people renting residential property on the Kingsfield Island Residential and Educational Centre.

ISTE 21C

The ISTE 21C group provides a place in SL where educators from all levels and backgrounds collaborate to develop practical ways to realize the vision of preparing all learners to develop the skills and abilities they require to thrive in the 21st century. This includes solving the puzzle of simultaneously developing the thinking, problem-solving, creative and collaborative strengths demanded by real life (here in Second Life) while building a firm foundation of core knowledge.

NoR Academy

The NoR Academy is a place dedicated to education and assisting new players as they enter NoR. All Norians are welcome and encouraged to participate in the NoR Academy to learn the basics of Rp and become well adept in UCE combat. NoR is a Roleplay sim that uses the UCE Meter to enhance our everyday Rps. The NoR Academy offers classes and training in both these areas. NoR Mentors will be available to aid any players who come to us for help. So don't be shy!

Prados Azules

Isla dedicada a eventos culturales de todo tipo!! Musica, Arte, Stream de audio y video, Exposiciones, Conferencias, Educacion y lo que se os ocurra!! <http://pradosazules.blogspot.com/>
Island dedicated to organize all kind of culture events!! Music, Art, Stream audio vieod, Expositions, Conferences, Education, any suggestions??

Pro Football Agency

Placements, contract negotiations, player/club marketing, football regulations and advice, education, training... and more. All for clubs and players

AED 322 SP2012

this group is for students and instructors of AED 322: Art Education and Digital Technologies at Penn State in Spring 2012. We will use this group to share ideas, information, objects, and general communication.

Orbit Tours

orb Thursday's second life peregrinations, sojourns, circuits, cruises, excursions voyages, trips, treks, excursions, expeditions, jaunts and junkets brought to you in both general group tours and specialized individual tours. Wonderfully personal and flexible experiences designed for each client. Not limited to art, museums, locales, newbie places, freebie places, music venues and gigs, shopping, planetariums, churches, science, nature, education, fun, trippy, horse, hiking trails, sailing sims, honeymoon

U of S SLUG

SLUG was established to bring together faculty, staff, and students at the University of Saskatchewan that are interested in exploring the educational possibilities of Second Life.

DJ Rosetta Shackleton's Groupies

I am currently taking time off from DJing to further my education, thank you for supporting me!

LTS_421 - 440_OF_1061_FOR_?education?

ArtEdLand

AEL, ARTEDLAND, is an open space for artistic exhibitions, arts in all its forms and languages??. AEL is part of EDULAND project, an initiative of an italian educational institution where the technologies are widely used in learning strategies.
<http://www.facebook.com/artedland> <http://www.artedland.eu>

LVHN - Learners

This group is intended for Lehigh Valley Health Network learners. Link to Island:
<http://maps.secondlife.com/secondlife/Division%20of%20Education/100/120/22>

Virtual Vision

This new group is dedicated to electronic communication, education and entertainment with an emphasis on environmental issues. Events and exhibits are mostly created by the staff and students of the BECA Department at SFSU. Group members receive updates on current and upcoming events. (Group formerly known as the "SFSU Environmental Outpost" from the UOT campus in There.com) <http://beca.sfsu.edu>

antoni GAUDI & Cie

METAXLR8 PARK 2 aLTITUDE 600 METERS Tribute to Antoni GAUDI a catalan architect, The HOTEL ATTRACTION was a project to New York on 1908. In SL is a WORLDWIDE CULTURAL CENTER join us to revival the spirit of the modernism and help us to do it all together. Come to see! Impressive building about 360m height. we are open for all proposes! specially educational and arts.

L'Academie Beauxbatons RPG

<http://beauxbatons.ning.com/> Welcome to the Magic school of fashion, style, and class! We are looking for witches and wizards with class, interest in fashion and with a perfect awareness of civilization. Beauxbatons students follow a strict system of protocol which is noticeably different from at Hogwarts. Our curriculum focuses on cultivating the artistic and aesthetic talents of our pupils and forming them into educated and cultured young ladies and gentleman.

art lab

SL art education

College Professors

This group is for college and university professors on Second Life to discuss educational uses of SL and to just make connections with other members of the profession. Open to teachers at colleges and universities, Feel free to invite other professors you encounter to join as well. Feel free to use the Group land at (MI, 210, 196, 99)

SIUE_CAS

This group is dedicated to educational purposes in support of the College of Arts and Sciences at Southern Illinois University Edwardsville.

I Believe in Angels

A place to learn how to connect and communicate with your Guardian Angel/s. Up and coming events will be listed under discussion or education and begin with the prefix of the same name. If you believe in Angels you are half way there, the rest is easy. Next Event:

Virtually Speaking

Live, in-depth conversations with writers, publishers, pundits, scientists, educators and public officials. Join the studio audience and be part of the conversation. VS w/ Jay Ackroyd, VS Sundays, Maple Syrup Edition, VS Science, VS Susie Subscribe free on iTunes | Calendar at <http://blog.virtually-speaking.com/> FB:<http://on.fb.me/g0zvvh> | VS webcast and archived: [@JayAckroyd @WidgetW #VSpeak](http://www.blogtalkradio.com/virtuallyspeaking)

Sexual Health SIM

An open group/communication forum dedicated to ?Sexual Health? public education and outreach in Second Life/OpenSim worlds. Web: <http://healthcybermap.org/slsexualhealth> OSLurl: <http://osurl.org/grid.newworldgrid.com:8002/Eleniel/58/45/33> The group covers Sexual Health topics like Sexually Transmitted Infections and Contraception. Joining this group is FREE!

Remote Isle

Sharing knowledge and and spending time with friends. Building, Movie nights, Workshops, Educational purposes or just a nice hangout to relax. We encourage discussion groups and new talents of any kind. Enjoy your Stay !

MAME

MAME is the Michigan Association for Media in Education - the statewide association for certified school library media specialists. <http://www.mimame.org/>

Babbage Occult Research Committee

A group of concerned citizens of New Babbage who are educated in the occult and paranormal. We gather to investigate matters such as Haunting, paranormal and cult activity, and are dedicated to learning what we can in order to keep the unknowing citizens of Babbage safe from the creatures of the night.

I-Learning Workshops

This group is closed to open enrollment until such time as we begin to run events and/or projects inSL again. In the meantime, please enjoy our SL community "nature & parks" destination, "Rural New England" at Cape Poge, Islands of New England Do feel free to IM or email as we are still involved with the education and training community. Trudy Takacs

Actors for Machinima

New Project: Short Machinima for Lili Popp. Sponsored by Lili Popp company. Payed Project! Last Project: Actors for education project needed. Pament: 4000 - 6000 L\$/hour We are just looking for people who seriously want to play and are of good reputel! NO NEWBIES! Good skin an hair is required. Infos about the projects, castings and dates will be delivered through this group. I ll keep you informed about upcoming projects!

Crystal Gadgets CHATROOM

A discussion board for customers of Crystal Gadgets. Talk about our products or building in general. Visit our shop: crystalgadgets.com/landmark/ prim finder primfinder online notifier group subscriber reminder free radar hud wizard builders skybox freebies free gadgets free tools business education competitions

Trevor Project

Mission The Trevor Project is determined to end suicide among LGBTQ youth by providing life-saving and life-affirming resources including our nationwide, 24/7 crisis intervention lifeline, digital community and advocacy/educational programs that create a safe, supportive and positive environment for everyone. We have staff members that are willing to sit down and talk with anyone that needs it. also we provide one-on-one mentors. started here in SL since 12/27/2010

Ephemeral Spaces

Designing learning spaces and tools for educators.

AusSLERs

Group Charter The group is for Australian SL Users with a focus on Education and Research, and some select friends from other parts of the world. This charter is currently in development - stay tuned. We have a web presence at <http://www.ausslers.com>

University

University University An affordable Education for those of us who mix fun and learning together. Also a new technique in learning quickly and organizing information in the most efficient way. ps, you learn at your own pace, with no time limit. everything has: table of contents accompanied with prepration. index glossary summary cross reference courses are short

so achievement rates will be almost 100% students will be honored with a degree for each completion. plz see notices

Ecclesia Training Center

We are focused on building up the Body of Christ through education in sound doctrine and encouraging believers to step out in faith to do what God has called them to do. We have many different Christian events such as Church Services. Bible Study. Fellowship, Music Ministry.

Networked Brain Explosions

Visualization in Science and Education and the Washington University group on the Islands of jokaydia - contact Chimera Cosmos or Spiral Theas for further information. We are located on an L-shaped space at the NW corner of Jokaydia and the SW Corner of Jokaydia III.

PATINS-Project SL

The PATINS Project is an Indiana Department of Education/Center for Exceptional Learners assistive technology systems change initiative. The project is designed to impact both the organizational capacities of local public schools and the professional capabilities of school staff in the delivery of assistive technology services and the implementation of Universal Design for Learning Principles.

UMCS@SecondLife

Grupa zajmuje sie zastosowaniami edukacyjnymi SecondLife. Tworzymy wirtualny kampus 3D Uniwersytetu Marii Curie-Sklodowskiej (UMCS). Zapraszamy do wsp_?pracy wszystkie osoby, kt_re chc? co? ciekawego wnie?? do tego przedsi?wzi?cia. Our group focus on educational use of SecondLife. We create Maria Curie-Sklodowska University (MCSU) virtual campus. We invite all people who want to bring in this project.

UofA Ed Psych - Health Sciences

Univeristy of Alberta. Research project involving the Educational Psychology, Health Sciences, and Computing Sciences Departments. The group will be used to give permission for object creation on our island.

NLP House

NLP House is a place for meetings and study of NLP (Neuro Linguistic Programming). A place where we can discuss, learn and practice NLP. We will offer various services like coaching, counseling, therapy and education. If you are interested in the project please join the group.

Pure Land Buddhist Practice

Pure Land Buddhist Practice. Amitabha Buddha name recitation. Kwan Yin .. Great Compassion Mantra. Education Daily Service at 6:30 AM, 10:30 AM and 6:30 PM SLT Formal service is about 15 min followed by 15 min of open discussion.
<http://slurl.com/secondlife/Takeuti/221/196/26> Buddha - Buddhism - Buddhist - Amida - Amitufo

Vidtuts

If you make and/or like video tutorials, this is the group for you! More info: [_ secondlife.com/video](http://secondlife.com/video) Feel free to use this group to promote YOUR video tutorials and share knowledge... we're all about the knowhow. "VIRTUAL EDUCATION, REAL RESULTS".

University of Arizona

Group Charter To support the educational mission of the University of Arizona in Second Life.

Jr. Order of United Human Mechanics

The Junior Order is composed of citizens of good moral character who believe in a Supreme Being as the Creator and Preserver of the Universe. We oppose any union of church and state.

We Believe in Public Schools and encourage the teaching of religions in the schools for educational purposes. We Believe in freedom and support democracy and the right for you to worship as you choose. The Junior Order is a nonsectarian, non-profit, and patriotic benefit society.

Satanists of Second Life

This is a group for all manner of Satanists, be you of the LaVeyan sort or some theistic persuasion--Hell, we're even open to learners. While it's not expected that with such a broad definition of Satanism that everyone will get along, it is expected that if disagreements arise between members, they will be handled as mature and educated adults would handle them. Debate with the use of logic, and exercise some common sense. We exist to better represent the population of Satanists on Second Life.

Educators: Interview P=A*D*E

This temporary group is set up to share results of my research to the avatars I interviewed and to prepare for a meeting on the 12th of March 2008 on Cedar Island Find more information here: <http://aggiornamento-ii.blogspot.com/> or contact joopzahal@gmail.com

I TRT

This group is for Instructional Technology Resource Teachers (ITRTs) in Virginia to meet, collaborate, and share ideas for using Second Life in education. Eduisland II, Eduisland II (23, 236, 73)

Learning Virtuale

Learning Virtual? is a group and site for educators, students, and others interested in the advancement of e-learning in (higher) education, particularly the integration of SL into learning experiences. The group is a means for sharing best practices and staying informed about

educational activities. The center offers resources for those seeking some education in their second lives about various topics through engaging content. Explore the archives plus check the calendar for events!

Oompa Zone Oompa educating facility

Sos E.S.P. Sos E.S.P. - Education for Switch Personalities. Join us on Wednesday nights 5:07-6:07 to talk with other people that relate to themselves as switches. Contact Mikhail Borgin or Annabelledeanne Resident for more informtion.

SecondLearning Italy

SecondLearning _ un progetto di ricerca educativa, che ha come obiettivo l'individuazione di nuove metodologie didattiche attraverso l'utilizzo dei mondi virtuali. Teniamo anche corsi, gratuiti e aperti a tutti, sulle principali skills di SL: Costruzione, Scripting, Animazione...
www.secondlearning.it SecondLife is an italian educational research project, focused on recognizing new learning methods in virtual worlds. www.secondlearning.it

HALE staff

A group for staff of the Faculty of Humanities, Arts, Languages and Education at London Metropolitan University.

RUCE

Rutgers University Division of Continuing Studies Second Life Project group. This group is for Students, Alumni, Staff, and Faculty at Rutgers University that wish to participate in the Rutgers DCS Second Life project and explore the vast possibilities virtual worlds holds for furthering one's education.

Digital Tools Gruppe f_r den Wahlpflichtkurs "Digital Tools" bei Educational Media

Asian Virtual University

For McWeadon Education courses including ET525

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Island dedicated to organize all kind of culture events!! Music, Art, Stream audio vieod, Expositions, Conferences, Education, any suggestions??

Pro Football Agency

Placements, contract nagotiations, player/club marketing, football regulations and advice, education, training... and more. All for clubs and players

AED 322 SP2012

this group is for students and instructors of AED 322: Art Education and Digital Technologies at Penn State in Spring 2012. We will use this group to share ideas, information, objects, and general communication.

SL Classical Arts Centre

The Classical Arts Centre... To encourage, educate and support the best in classical arts (Music, Dance, Art, Opera, Theatre...) throughout Second Life and beyond. If you would like to be informed of all the best classical events on SL, please feel free to join the group. [music ballet classical dance live performance art opera theatre education poetry literature events]

Talent for Growth

Talent for Growth (T4G) is an employment-training program for youth in the NY-Conn. region. FSW, Inc., Bridgeport, Conn., has received funding by the U.S. Department of Labor ? Employment and Training Administration's WIRED initiative to supply SL immersive modules for six WIRED training programs. IM EDucator Freiman E-mail: Wayne Valaitis, Vice President of Operations, FSW Inc. wvalaitis@fswinc.org

Chateau de Chillon Finishing School

A Swiss finishing school for young ladies .Classes include elegance, etiquette, entertaining skills, style, grooming, polish, poise, posture and deportment. Finishing schools are created to help give young women a more complete education. Our program follows after the highest educational standards. Our staff will maintain strict discipline at all times. We pride ourselves in teaching the art of Sophistication.

vushi Nation

The mission of vushi Nation is to foster connections with the community of virtual educators and trainers. This group is to annouce educational events, ask questions and share information.

FSW, Inc

FSW, Inc. has been awarded funding through the U.S. Department of Labor ? Employment and Training Administration's Workforce Innovation in Regional Economic Development (WIRED) initiative "Talent for Growth". Immersive lessons will be held @ the Talent for Growth sim in SL for six programs in the New York - Conn. region. IM Educator Freiman E-mail: Wayne Valaitis, Vice President of Operations, FSW Inc.: wvalaitis@fswinc.org

SOLSTICE Educators

This group has been set up to link together educators primarily at Edge Hill University, who are using and exploring Second Life and other 3D virtual worlds.

d'Grey Wiccans

A group dedicated to the education of SL residents about the Wiccan religion. We do not practice magick in SL. Joining the group only means that you are interested in learning about the religion, its ideals, lore and theory. We are currently between builds! Hopefully a new area will be available soon. Keywords: Wicca Wiccan Religion Pagan Magic Magick Witches Witchcraft Occult Education

SLCCEdu07

Group for in-world chat and questions for people listening in to SLCC Education track. IM questions to the group, and in-world moderators will endeavor to pass them on to the panelists in Chicago. Visit the in-world education track at 'NMC Conference Center' Posters can be viewed at 'Info Island' where there is another listening post.

Iowa Growth & Development

Virtual Iowa was created as an educational and outreach effort of the University of Northern Iowa's College of Business. The goals of the project are to foster knowledge about virtual

technologies, provide education to Iowa students and businesses in their use, and create opportunities for Iowa communities, businesses, and entrepreneurs to explore their potential. If you are interested in becoming part of the community please contact Vicki Pfalz, or Inna Greenwood

InAEA

International Art Education Association <http://www.inaea.org> This is a group for all art educators around the world! You are welcome join us! The group meeting time will be hold on Every Month the First Wednesday, at 8 AM SL time. (8 AM SL time= 8AM PDT/PST, 9AM MST/MDT, 10 AM CDT/CST,11 AM EST/EDT) at InAEA meeting place (<http://slurl.com/secondlife/Dace/113/249/319>). Hope can see you there!!

UIC Distance Education Office Group Charter

BC Educators ETUG

The BC Educational Technology User Group (ETUG) is an informal grassroots group of educators, who are interested in examining educational technology practice and theory. The User Group provides a forum for asking questions, exchanging information, sharing ideas, and collaborating on educational technology issues and/or projects. Topics range from the benefits of teaching online to copyright and intellectual property to technical support for videoconferencing.

HKPU Guest - Educators and Students

A Virtual PolyU Campus has been built on the Second Life platform. We are the first educational institute in Asia who has our virtual campus in SL for teaching & learning activities since 2007. We aimed to enhance the learning experience of our students to support learning activities and let students gaining a deeper level of learning, extend their professional knowledge

and life skills for their all-rounded development. WE LOVE TO SHARE WITH OTHER EDUCATORS AROUND THE WORLD !!

Chilbo Educational Guild

This group was founded to combine Chilbo residents with an educational interest, to work together and build more resources for educators in Second Life.

HRD, High Ed & Workforce Research

This group is in place to support research in the areas of human resource development, community college and higher education, and workforce education and development. Topics of interest would include research methods (quantitative, qualitative, mixed), survey design, statistics, leadership, instructional technology, organizational learning, needs assessment, student development, faculty productivity, as well as any others that fall within the broad subject area of HRD, Higher Education, or Workforce.

MAMAK

Mamak is a educational group-- If your a member of Mamak its free to ask any question but if your not a member you have to pay L\$1 to the educator (Classes are L\$100 to non-members) By joining Mamak the user should benefit in -learning new scripts -how to build -make new friends -the best places for the best experience thank you for your time by joining we will not spam you or annoy you but please join, the more the merryer to become an educator or teacher talk to stevo pelous

TETA

TETA - Tennessee Educational Technology Eduisland Come visit and be a part of interested Tennessee educators interested in technology and its implications for education.

TOLC Educators

This group is for STEM Educators. The focus is on K12 educators and university faculty who support them. The group will be used to control privileges on TOLC Mountain Campus SIM. TOLC is short for the Texas Regional Collaboratives Online Learning Community. TOLC Second Life members will also have access to many of the activities and resources for the University of Texas Virtual Learning Community Initiative.

SL Educator and Researcher Network

SLEARN provides free space within SL for currently active educators and researchers to work and meet and make contact with other educators and researchers. The facility is an extended virtual and social networking space for educators in SL. Members can set up their own space in the building and have free use of the educational only sandbox. SLEARN is open to all SL educators and researchers.

CPCC Island Exchange Educators

For educators that want to have a presence on CPCC's Island - in support of our mission of workforce development of every kind. Members agree to maintain an office space and frequent it often, and within that space to create a "personal presence" that is unique to them and their institution, and to link back (landmark, teleport, hyperlink, et.c...) to their institution, websites, and relevant resources and information.

Simulations and Games ComETS SIG

The Simulations and Games for Higher Education ComETS SIG is a group of UW-Madison faculty and staff who are interested in exploring the potential for games and simulations in higher education.

NCI Staff

NCI is a voluntary association, dedicated to providing information, education and assistance to Second Life users (new and old), in order to maximize the benefits that they can gain from Second Life. NCI believes that new users who are better educated, supported and prepared benefit all of Second Life. NCI does not operate for profit and is not motivated by any desire for monetary gain. This group is for all chat and discussion for NCI Staff. About us: <http://nci-sl.org/wiki/doku.php?id=nci:about>

REACH Educators

Group for REACH Distance Learning Program researching SL use for education.

Vanderbilt CSO

This group exists to implement professional development and virtual environment networking for K-20 teachers, and is based in the real world in Nashville, Tennessee at Vanderbilt University. Join to work with an organization dedicated to improving science education and motivating students to enter the exciting world of Science Research and Education.

TPS at Quincy University

Group for educators (teachers, librarians, professors, etc.) interested in participating in workshops on using primary sources in the classroom. The Teaching with Primary Sources program at Quincy University provides professional development workshops for educators on accessing and using the over 11 million primary source items digitized on the Library of Congress Web site. Being a federal government resource, the Library of Congress Web site is available to everyone at no charge.

SLEdu Events

A group to assist SL students to find out what SL Educational Events are running by allowing the announcement by instructors of their upcoming events. Open to all instructors

regardless of their affiliation - therefore all instructors and their students are welcome to use this group. This is part of the SL Open Education Initiative. As J.R.R. Tolkien might have said 'One Group To Unite Them All'

Second Life University Women

"The unexamined life is not worth living." Socrates Not for profit-real life higher education working in SL to promote teaching and learning in a virtual environment. Especially interested in assisting persons with disabilities and distance learning. Not an active group at the moment, but please join if you would like to share information about education in Second Life.

MyStudents

Estudiantes de Nestor/ Nestor students. Private group!! Just highlights ans selected people wants learn. Custom seminars and workshop. - Cultural space in which students and teacher learning with ongoing feedback. - LifeLong Learnig - Continuing education - High education - Virtual classroom - Virtual learning ** You do not must pay, but must be selected by the Revenue Committee. Members have their own pages and enter their with own login key.
<http://www.educadistancia.ws/MyStudent>

SL-NET

Sponsored by the Sloan Consortium (<http://www.sloan-c.org>), SL-NET (Second Life - Networking Education and Technology) is a group of college and university educators using Second Life and other technology to provide more effective learning experiences for their students and professional development opportunities for themselves. To join the SL-NET real-life social network, go to <http://sloancslnet.ning.com/>.

ROMA Scholastica Antiqua

The ROMA Scholastica Antiqua is an official ROMA group open to everyone interested in learning and teaching about the ancient world. This group will organize events such as symposia, lectures, informal talks, and ancient language instruction in ROMA. Messageboard: <http://romacitizens.proboards54.com/index.cgi?board=education> Group officers: Angelia Rees, CatDeville Llewellyn, and Nicolo Gaudio

Ruyi Keepers

Ruyi means "as you like" representing the hospitality atmosphere that ShaheraZade offers to her guests. This is a PG educational space - please wear appropriate clothes. No nudity, profane language or rude manners please!

POLICE English Branch

Please help getting more structure and order on SL. We_re looking for female and male user who wants to do some good things on SL. No Rambos, no weapon-freaks etc. Our services will be booked by shop owner, event manager, detectives and so on. You_re getting an uniform and an education. Please join the group if this sounds familiar to you and if you want to earn some LindenDollar during your SL-Online-time. IM me. Thanks.

Infolit iSchool

This group is for people who have building rights on Infolit iSchool, part of the University of Sheffield, UK. It is a group by invitation only. Infolit iSchool is home to Sheffield University's Information School, and its School of education.

Empire Explorers

This is the SUNY Empire State College Explorer's Club, where educators gather to explore different worlds in SL and discover innovative approaches to teaching, learning, and mentoring.

Educity ABEKMORSTY under construction ...

SL-LUG

SL-LUG is a group dedicated to the furthering of Linux computing and Second Life. We are especially interested in attracting new educators to the Linux OS and to encouraging Linden Labs in developing alternative-OS clients for Second Life.

Cafe Italia

We are educators and students who enjoy good conversation and good friends. Now we are offering classes and events: - Caf_ Italia - Who wants to be a Lindenaire? (new) - Caff_ Letterario (coming soon)

AAUW

AAUW is a non-profit organization based in the USA. AAUW advances equity for women and girls through advocacy, education, and research. See www.aauw.org for more information

Qur'an and Sunnah

Quran and Sunnah a group affiliation to Al-Andalus Islamic Council and IslamOnline in educational development & research in teaching the Noble Quran and Sunnah of Prophet Muhammad(pbuh). Quran: "...and recite the Quran in slow, measured rhythmic tones." Quran 73:4 Sunnah: "...you (Muhammad) are on an exalted standard of character." (Quran 68:4)

Porpoiseville

Porpoiseville is a place for play and purpose. It is founded to support creative and educational endeavours in Second Life.

EDUCAUSE Virtual Worlds

The EDUCAUSE Virtual Worlds group is open to anyone who is interested in the topic of virtual worlds (VWs) in Higher Education. The purpose of this group is multi-faceted: 1) Developing best practices for effective pedagogy in VWs. 2) Discussing and exploring

methodologies for research in and on VWs. 3) Exploring effective methods for assuring quality learning outcomes and assessment in VWs. 4) Investigating uses of VWs for non-academic purposes that improve the learning experience.

Dream Realizations

Dream Realizations is a nonprofit Educational Support Services Organization designing immersive mathematics content.

UWSL Educators

UWSL grant project 2011-2012

Save the Elephant Foundation in SL

Save Elephant Foundation is a Thai non-profit organization dedicated to providing care and assistance to Thailand's captive elephant population through a multifaceted approach involving local community outreach, rescue and rehabilitation programs, and educational ecotourism operations. <http://www.saveelephant.org/>

Marxist Institute

This is a group, affiliated to the Communist Party of Second Life (CPSL) which meets to discuss issues related to the Education of members and the Internal Planning of the organisation. Membership is by invitation to current members of CPSL or the Communist Group.

Golden Gate Yacht Club

Welcome to the world famous Golden Gate Yacht Club SL, official home of Secondlife's ORACLE TEAM RACING. We are dedicated to the sailing and promotion of America's Cup racing. In and out of seconlife, We are the the home of an SL- based Vuitton Cup_. We promote and uphold SLSA STANDARDS AND WILL BE PROMOTING RACING EDUCATION. Store and slips available. Copyright _ 2010 <http://isailsl.blogspot.com/>

Opera Joven

Promovemos el arte, la cultura y la educaci_n en SL Difundimos el patrimonio cultural de JALISCO, MEXICO *Avisos de conciertos de BRENT RENARD, cantante de _PERA EN VIVO en SL We promote arts, culture & education in SL We show the cultural heritage of JALISCO, MEXICO *News from BRENT RENARD?s concerts, LIVE OPERA singer in SL Facebook: operajoven Podr_as donar L\$1/semana May donate L\$1/week Guadalajara mexican classic music latin latino espa_ol Spanish espanol playa beach free conciertos fiesta DJ

Committee for Philosophy Island

Group Charter A planning committee for the acquisition and design of an island in SL dedicated to philosophical education and discussion.

The Holymoly Experience

People interested in developing the educational and integration in proximity of the Great Holymoly Railroad. From the Artsea Galleries and Park to the Underwater Theater and Two Rivers Meeting House.

LA Invitational Conference VW

This group is for participants in the Louisiana Invitational Conference on Virtual Worlds in Higher Education. The second conference will be held on November 12 and 13. For more information or to register visit: <http://virtualcampus.uno.edu> *Teleports to the conference location are located on the website

Land Owners2

This is not for People who own land...this is for people who come to me education events, so they can keep in touch w/ me :)

Second Life .NET Users Group

Dedicated to the advancement of the Microsoft .NET platform and all of the associated technologies through discussion, training, education, and projects.

FairTax Supporters

SL citizens that support the FairTax tax reform plan. This group is dedicated to spreading the word about the FairTax, through education and activism. Visit our new headquarters at Tipaskan 171, 145, 37! www.fairtax.org (Not affiliated with Americans For Fair Taxation.)

Friends of Walden Woods

The real life Walden Woods Project "preserves the land, literature and legacy of Henry David Thoreau to foster an ethic of environmental stewardship and social responsibility. The Project achieves this mission through the integration of conservation, education and research." The Friends of Walden Woods strive to promote these same ideals in a very alternative way.

Petit Cattery&Co

A little shop dedicated to breeding and commercializing kittycats newborns , feline goods and educating about caring for your pet. The inworld shop is located at Miriam Orange (73, 0, 21) . Stay tuned for new releases , births and special events. In case of doubts, requests, contact me anytime!

Espiritus Synergy

A group to gather, reflect, and heal your mind, heart and spirit. Our public lands--fostering a growing community of like-minded groups and people--are open to the public for gatherings to help inspire, heal, enlighten, ballance and educate. Philosophical, spiritual and metaphysical, discussions or mentoring are highly encouraged. Feel free to stop by and mingle at any time! Namaste Contact Johnny Forte to arrange meetings, formal or informal gatherings or anything else! A Tristudio Quixotic partner.

Before Babel

Before BabelBabel Foreign Language School(BLS) <http://cafe.naver.com/babelschool> Korea
Korean student education

Abraxus Academy

This group is founded upon the basis of higher education in a virtual world. Group chat is encouraged for the purpose of academics. It is not for socializing or spam. Our school is open to everyone who wishes to learn.

SSPA

Set in the world of Harry Potter, the Salazar Slytherin Pureblood Academy meets in secret, to provide a proper education to young wizards - far away from the prying eyes of mudbloods and mudblood lovers.

UIUC Immersive Learning 2

Class in Immersive Learning for Librarians and Educators, conducted through the University of Illinois at Urbana-Champaign Graduate School of Library and Information Science. (That's UIUC-GSLIS at home with its slippers on.) The class is taught by Hypatia Dejavu and JJ Drinkwater.

American Culinary Federation

A commitment to the fine culinary tradition and the meaning of being a chef. Talk about various recipes, foods around the world, restaurants, or your life with food. Become a member of America's largest chefs association, American Culinary Federation (ACF), and have access to current culinary trends and techniques. More than 19,000 culinarians have joined the ACF for information, education, inspiration and prestige. <http://www.acfchefs.org>

Open Science

Open Science it's a non-profits association, founded in the Faculty of Biology of the UB, with the intention to approach science and environment to society through a fresh, dynamic and clear language. The main objective of Open Science is to promote the investigation, the divulgation and the education of sciences and environment exploring new formats and ways of expression like arts, audio-visuals or videogames among others. Website and blog: www.cienciaoberta.tk <http://cienciaoberta.wordpress.com>

Virtual Worlds Librarians

General interest group for librarians, information professionals and LIS students who are interested in providing reference services, cataloging, or archiving, and LIS education in multiple worlds. The same group is in InWorldz.

Libertarian Info, Thoughts & Edu.

LITE stands for Libertarian Information, Thoughts, and Education. Our group in Second Life is focused on regular discussions of Libertarian ideas and the encouragement of collaboration among like-minded groups across the world. Enrollment is free and open to any interested in discussing philosophies with an open mind.

The Autism Society

The Autism Society, the nation's leading grassroots autism organization, exists to improve the lives of all affected by autism. We do this by increasing public awareness about the day-to-day issues faced by people on the spectrum, advocating for appropriate services for individuals across the lifespan, and providing the latest information regarding treatment, education, research and advocacy.

Physicians of Cyprianus

Physicians of Cyprianus group, OOC communication and education.

European University

The European University A virtual place for real science and education, for interdisciplinary cooperation across faculties, regions and countries. A forum for sharing ideas, information and knowledge, open for anyone interested in science, learning and teaching. This group will keep you informed about the European University Island Project. Web: simteach.eu If interested in reserving island space for your faculty or institution IM Willy Hegel or Ellen Ginsberg for more information.

Shiraito-no-Taki Okiya

This is the Official Okiya group for Shiraito-no-Taki Hanamachi. Located in Keisei, we are a group of educators and performers of traditional and artistic interpretations of the Japanese Geisha. MAIN BLOG: <http://chiyokookaasan.tumblr.com/>

Educity E-Connection

EduMedia Lerngruppe E-Connection SL-Gruppenbeauftragte: Angela Polandia

Amoration

AMO Curriculum working group addressing three major challenges: * Reasonable access to educational tools for as many people worldwide as possible * Multicultural content that bridges gaps in understanding on poverty, resources and development, science and technology, music, art and the natural world that sustains life. * Integral roleplaying modules that offer kids an opportunity to participate and offer creative solutions to real problems through video, writing, art, music and interactive games.

Ummah of Noor

Assalam Alikum & Greetings! Please join to stay updated on Ummah of Noor's latest info, classes and events. We'll inshaAllah try to incorporate much of RL practices into the sim through

events and classes. Residents of all religions/cultures are welcomed. Please note that Ummah of Noor general sim rules apply in this group too. Members may advertise events concerning education and knowledge but have to check with at least one of Ummah of Noor Managers first.

No spam in group IM please. islam Muslim deen

Blue Isle Health

Members of a medical clinic sim providing a public venue to develop and present role play scenarios for education in hospitals, health, wellness, medicine, provider-patient relations, nursing and health care administration.

EDUC 4373.001

EC-4th grade candidates.

CILIP

Group Charter CILIP: the Chartered Institute of Library and Information Professionals. We are the leading professional body for librarians, information specialists and knowledge managers. There are up to 23,000 CILIP members in RL working in all sectors, including: * business and industry * science and technology * further and higher education * schools * local and central government * the health service * the voluntary sector * national and public libraries

Friends of SUNY

This group has been created to provide a place for SUNY faculty and staff to meet colleagues and share experiences in SL. Note: that this group is not officially affiliated with or endorsed by SUNY. It is just a group for those interested in the educational opportunities in SL...

LOCOLING

The LOCOLING - a free educational website for language exchanges via Second Life. The service offers fun, and the opportunity to exchange within the community. Our aim is to provide

a forum where people who are willing to LEARN their second foreign language while they TEACH the first one can meet and get into touch. We are looking for people who are willing to use the TEACHING and LEARNING method after finding a partner. More information: <http://locoling-club.com> Contact: Nora Koltai

Nihlaeth's safe haven

Join this group to get notified about our classes. The NSH centre for education welcomes everyone. <http://maps.secondlife.com/secondlife/Amondeu/224/179/102>

Study in Canada

Learn about studying in Canada. Information for students who want to pursue higher education as an international student. Events and fun, meet other international students.

Educity Kurz vor 8

Gruppenparzelle "Kurz vor 8"

Sociology Group

"The fate of our times is characterized by rationalization and intellectualization and, above all, by the disenchantment of the world" [Max Weber]. The Sociology Group is a non-profit organisation in Second Life with educational aspects of science. The group is an international communication platform for students and academic persons, also everyone who is interested in sociology is welcome to join the group.

Syzygy Island Community

We are a collection of builders, scripters, artists and educators who enjoy exploring the potential of virtual worlds. The Syzygy Islands are our palette for the creation of natural and unnatural spaces, a place where we can learn from one another and is our retreat from the hectic pace of real life. www.syzygycommunity.com ADMIN: Samantha Glume SECRETARY:

Pispeak Fiddlesticks TREASURER & SL GURU: BW Jinxing COMMON GROUNDS: Kulta Hannu CONFLICTS: Elric Anatine MASCOT & AMBASSADOR: Motoko Henusaki

Mums and dads unite

Parenting can be delightful, stressful, daunting, amusing, boring, confusing - and many more things every step of the way. Mums and Dads Unite to chat together about our little ones (or not so little ones) and offer mutual support in a friendly atmosphere. The group is open to RL parents of big and small children. Also welcome are RL educators and carers. We meet on Thursdays at 12 SLT at Sawrey's The Coffee Bean (30, 114, 33).

Dutch Information Professionals

Group for Dutch Information Professionals in Second Life, such as librarians, archivists and educators. Activities include touring, sharing ideas, best practices, and having some fun too! :P
Community website: <http://dipinl.ning.com>

Caveat Emptor Association

Caveat Emptor or "Let the buyer beware" is a community group for any SL consumer or SL merchant that wishes to promote better business for both sides through education, awareness, sharing of experiences, and communication. The blog is at <http://slcaveatemptor.blogspot.com/>

Sijan Leadership Range Developer

Members collaboratively develop virtual world simulation games in support of education. Collaborative design and development of test games are supported at the Captain Lance P. Sijan Leadership Range located on MyBase Zeta.

UH Associates

A group for people that would like to be involved with the Educational happenings at the University of Hertfordshire's Virtual Campus

Etopia Island Community

This group is made up of members & friends of the Etopia Community - an educational Environmental Eco Village with examples of Sustainable Development, Renewable Energy, Organic Living & Authentic Community. Enjoy our green spaces, ride our train & gondola, learn about cooperative business, alternative energy and transportation, cohousing, non-profits in SL, aquaculture, community gardens and more! Meet new friends and enjoy our sims. Everyone is welcome.

S.L.R.

Second Life Rits was started in 2008 to give students at Kyoto's Ritsumeikan University the chance to meet new people around the world and practice their English skills. Open to non-students and educators, as well.

Botanica V.I.P.s

The Group for Botanica Very Important Patrons. Patrons who support Botanica's educational mission by becoming a subscriber. The benefits of patronage are seasonal patron gifts and premium prizes in the Halloween Maze Hunt.

SL Anti Communist

TO STOP THE GLAMORIZATION OF SOCIALISM To educate people about communism, and give them the tools to ask how communism will achieve it's goals. Remember the greatest mass murders in history were all from the good old CCCP. It's a dishonor to those millions who died under the totalitarian rule to forget about the butchers Lenin and Stalin and Mao. To provide a support group for those who aren't swayed by the deceptive propaganda.

C.A.V.E.

The Center for Advanced Virtual Education

VULCANS OF ERIDANI

The Vulcans of Eridani reside in the Town of Wakrubaya, near the re-created Monastery of P'Jem and T'Karath Sanctuary (part of the Star Trek Museum). The purpose of this group is to provide a home for all Vulcans (and friends of Vulcans) to live in logic and harmony, while providing an opportunity to educate visitors about Vulcan society and culture, as well as the cultures of other known species in the Star Trek Universe. For more information please contact Wabisabi Matahari.

Art Ark Warriors

New Location: <http://maps.secondlife.com/secondlife/Teaching%2010/60/210/30> To get here. Put the link into your Internet -Maps-.Teleport Our aim is to search and value art treasures for education purposes and to fight for social justice through art. We need to promote solidarity with comrades, find ways of healing oppression and increase diversity (gender, economic, racial) and devise learning strategies to promote deeper understanding our own and students in relation to broader socio-cultural world.

The Last Space Shuttle

Avatars can now get as close as they can to the final Space Shuttle launch at the Kennedy Space Center without having to travel to Florida in real life. The recreation in Second Life is a celebration of this historic event. All ticket proceeds will be donated to the Youth Science Center, a non-profit organization established in 1962 dedicated to improving math and science education for students grades K through 8.

Wissenheim

Interactive educational objects are built and explored for teaching non-trivial concepts to a learning community. Examples are pythagoras theorem, unwrapping 3D surfaces, number

systems, quaternion transformations, odometric counting device, proof by induction, cache associativity, digital gates and circuits, cluster computing, instruction scheduling, ... The new location is " Ever After Isles (180, 191, 22)" as the old parcel at konsyndelphia has disappeared.
=> Helvetix Michabo => wissenheim.de

MUVErs

MUVErs is a collective braintrust of "commune-types" interested in sharing an umbrella for creative and innovative projects geared to improving education in the real world using the collaborative tools made available in virtual environments. Key to our mission is ensuring fairness in the assignment of intellectual rights and fair remuneration for creative efforts based on one's contributions to any project/creation and exploring/sharing easy and affordable ways to utilize virtual environments and Web 2.0

Virtual Peace Gardeners

This group shall: 1. Create a virtual peace garden. 2. Hold educational and socially conscious events. 3. Promote global peace in and through the VPG.

Nonprofit Commons

NPC is designed to lower the barriers of access to SL, create a community for nonprofits to explore and learn about the virtual world, and investigate the many ways in which nonprofits might utilize this unique environment. We provide free office space to qualifying groups, meet and collaborate, create a cooperative learning environment and foster outreach, education, fund-raising, all in a virtual space. NPC group is a residents-only group; join the TechSoup to get notices on our events and happenings.

Hippo Hotline

A communication tool for Happy Hippo Education Centre officials/staff/teachers.

Asperger Syndrome Support Group

This Meeting's Purpose is to Build and Maintain Social, Education, Awareness, and Help Relating to Asperger Syndrome. Our Support Meeting is Held at the Erlberg 85, 33, 34 on every Thursday. For easy time zone reading, we meet every Thursday at... 6pm PST 6pm SLT 7pm MST 8pm CST 9pm EST We will be Communicating Everyday and Send Notice for Reminder Every Week. Any Questions or Comments can be sent to Bopkasen Cyndrome or Caunosos McDunnough.

WLES

World Language Education School Umeda-cafe in Umeda SIM Let's enjoy learning English and make friends all over the world in SL!!

Gay Squad

Our goal is to find disruptive and annoying males and educate them on what it's like to be hit on.

Temenos Artist Oasis

"The essential ingredient in a temenos is the perimeter that marks out the space, whether by a wall, a fence, a hedge of flowers and bushes, or some rocks that only imply the full perimeter. Having crossed the border, we find ourselves in a special place where certain things happen and other things do not." - Thomas Moore, *The Re-Enchantment of Everyday Life* ***If you are an artist, musician, poet or educator who would like to join us in TAO please IM or drop notecard on Enali Haller or Ro Gastel***

Medici University

Medici University true 21st century education Alternative MFA's in all areas join us!

The TSL Renaissance

The TSL Renaissance is a group of TG civilians who believe in helping slow down copybotting. Our main purpose is to educate newcomers of Second Life about the problems that copybotting brings and to help busniuess owners discourage people wearing stolen content. Visit us at: <http://tslr.acrayos.com/> You too can be a part of the change.

Campaign for Liberty

The mission of the Campaign for Liberty is to promote and defend the great American principles of individual liberty, constitutional government, sound money, free markets, and a noninterventionist foreign policy, by means of educational and political activity. "Let it not be said that we did nothing." -Rep. Ron Paul libertarian austrian economics anti-war free trade IRS federal reserve obama republican democrat statism freedom legalization constitution gary johnson gold standard president

SMILES Dental Technology in SL

Group Charter SMILES was formed in hopes of starting a place of all us in the RL dental field to be able to come together to share ideas and concerns, My goal is to provide a continuing education program for dental technicians. The group is open to dentists, assistants, hygienists, technicians, and anyone else interested in the field.

Serious SL Meetup in Boulder CO

See <http://secondlife.meetup.com/9/> Meetup with local professionals who are passionate about using the virtual world of SecondLife.com for serious endeavors, beyond gaming and entertainment. This could include education (higher and professional), virtual publishing, networking, in-world retail, brand marketing, science outreach, model simulations, data visualization, and whatever your imagination can conceive.

Seneca College

This group is for all Seneca faculty, staff, students, and sim builders. The mission of Seneca College of Applied Arts & Technology is to contribute to Canadian society by being a transformational leader in providing students with career-related education and training. Seneca has multiple locations located in the greater Toronto area of Ontario, Canada.

Zimulus

The group for students connected to Zimulus educations. Zimulus in Second Life is located at Second Sweden 6 (116, 101, 35).

Project Humanity & Earth

Project Humanity & Earth (P.H.E.) is a 1st Life Grassroots Sovereign Worldwide Organization that is wanting to build sustainable community centers around the world to provide free education & Resources!. P.H.E. is looking for more volunteers in Second Life to help spread the word! Go to our website for more information: <http://www.phe2.org> Email: info@phe2.org
ALL for ONE, ONE for ALL!

InterWorld Business Association

The InterWorld Business Association focuses on business to business networking in both First Life and Virtual Worlds. IWBA focuses on educating and supporting members of the virtual business community through seminars, classes and other events. For more information contact:

Carly Meads

SL Teaching Without Borders

We are a service oriented network organization on Second Life built on the ideas of acceptance of all platforms of education provided on Second Life by being effective, efficient, and inspiring to others. This includes being a model to the new students of Second Life to hopefully encourage them to follow such examples and become teachers themselves. We are not

a school we are a community of resources that are spread throughout Second Life as teachers, deans, instructors, students and support volunteers.

Forbidden City Law Society

A group of highly educated lawyers trying to restore order in Forbidden City we promote common sense and justice. Or motto being: Fiat iustitia et pereat mundus!

Virtual Arts & Humanities Lab

Dedicated to furthering the arts and humanities in Second Life through educational activities and through the creation and promotion of experiments in learning.

Wake Tech.Community College Faculty

This is a group for faculty and staff of Wake Technical Community College in North Carolina. This is a group for sharing resources in education.

Technology & Education Friends

Group Charter

Education group by Adia

Group Charter

Computing Ensemble

US National Science Foundation (NSF) NSDL (National Science Digital Library / Distributed Learning) Pathway project "Ensemble" to aid computing education. Open to all involved in the project, and all interested in sharing educational resources to aid teaching and learning about computing. See web site <http://www.computingportal.org>.

Virtual World Holodecks

This is a community for persons interested in collaborative development of virtual world holodecks for education, research, art, etc. All are welcome to join - novice and expert! Good at

scripting, building, animations, or just have good ideas ab how holodecks could be used for educational purposes? Join the community website to share ideas, experiences, and collaborate on holodeck related projects: <http://www.virtualworldholodecks.com> Contact Persons: Kip Yellowjacket Eyebeams Electricteeth

Fire Department SL Fire Brigade

This group is devoted to professional and volunteer firefighters who moonlight on SL. Open to probies and to seasoned professionals. If you are retired, this is the perfect fire brigade to join. We will share continuing education and help educate SL residents on FIRE prevention.

AUGrid

AUGrid is a community project with focus on supporting education and medical research. You are welcome to explore, join and use this grid. We proudly Support 1000 hours Autism campaign and Cancer research and all educators are encouraged with discounted services and free areas available. We are a pioneering group of not only aussie's but definately an aussie flavour. We welcome builders, scripters, visionaries and just those interested in new and cool places to come and join us over at AUGrid.

The Creative Coalition

The Creative Coalition in Second Life Join to find out about upcoming events The Creative Coalition is the premier nonprofit, nonpartisan social and political advocacy organization of the entertainment industry. TCC educates and mobilizes leaders in the arts community on issues of public importance, specifically in the areas of First Amendment rights, arts advocacy and public education.

International Thespian Society

"Act well your part, there all the honor lies" This is a virtual SL Troupe of The International Thespian Society. Obviously, for legal issues, this group is intended for adults, 18+ on the main grid, and will abide by the educational standards set forth by the National parent organization, EdTA (Educational Theatre Association). <http://www.edta.org/>

Animal Rights Advocates

We are an educated group of advocates dedicated to establishing and defending the rights of animals. We believe that animals are not ours to eat, wear, experiment on, or use for entertainment. We actively support our mission through education, fundraising, protests, rallies and other measures. ***THE SUFFERING AND CRUELTY NEEDS TO END*** Join our plight of compassion to effectively reduce the number of deaths that result from man's ignorance & greed. <http://slurl.com/secondlife/San%20Miguel/223/27/22>

Ashworth University

Welcome to Ashworth University You may know us as Ashworth College, Professional Career Development Institute or James Madison High School. We have combined our resources to bring you the finest, most flexible and most comprehensive distance education on the planet. Ashworth University is here for you. Educating minds. Changing lives. Enroll today by logging into <http://www.ashworthuniversity.edu/?code=L102> or calling 1-800-957-5412.

Digischool-NL

Digischool is a Dutch foundation that aims to offer alternative learning paths for students. It also supports teachers who wish to develop and use these forms of education. To this end, the foundation developed an educational website maintained by approximately 35 teachers from primary and secondary schools throughout the Netherlands. They offer free digital learning

materials to teachers and have many communities to bring a platform to support exchanging material, knowledge and news.

ISTE SIG Virtual Environments

ISTE SIG Virtual Environments is being rebranded as the ISTE Virtual Environments Network. While currently focused on Second Life, this ISTE PLN welcomes educators, administrators, and educational technologists who are interested in the development of any 3D Virtual Environment platform for connection and collaboration. SIGVE is open to anyone, anywhere. We intend to be a crucial pivot point for all things virtual environment.

Sanctuary Chapels

Promoting worldwide peace and tolerance. Visit any of our chapels for a chance to relax and unwind. Chapels available for rent for weddings, christenings, baptisms, etc. All proceeds go to the Thomas Memorial Scholarship Fund to raise money for University of Alaska education students studying special education. In memory of Thomas (1982-2006).

Horizons University

Our mission is to provide the educational experience that fits our students' needs in any part of the world and contribute to their personal and professional fulfillment. We provide programs that are flexible in time, that take into account the person's experience and that are affordable. We are specialists of online learning but also provide on-campus programs.

HECC

Hoosier Educational Computer Coordinators - This group is for HECC members and their associates.

The Salamander Project

The Salamander Project aims to develop a collaboratively determined portfolio of Education Projects in Second Life. Simulations, models, scaffolds, tools, communications, journals, etc. will be exemplified and "tagged" within SL for the purposes of surveying and expanding the developments and discussions taking place between teachers and students in Multi-User Virtual Environments.

Corporation Pop

Corporation Pop are Gold Program solution providers for Second Life. We work with the education and business communities to create immersive virtual world environments that satisfy real needs. Membership of this group entitles you to access to our private island and regular updates on our latest projects and developments. For access to the group IM Dom Masala or drop a notecard in his inventory. Membership is free.

SL History Geeks & Primitar Fans

People who know things about SL of the past as well as those who appreciate the nostalgia of the Primitar. It's our goal to educate the modern people of SL about where their world has been so they can appreciate where it's going. ;)

Vanity Press and Writer's Workshop

Welcome! We hope to help unpublished writers in several ways: One, you can publish and sell your work in our bookstore*. Two, you can network at our workshops and group chat with other writers Three, have story discussions and feedback Four, education and support Currently you can find the store by searching for Spinster's Shoppe &Gallery. *materials, assistance and adverts free, but commisson on sales, please.

+alphagirls+

intelligent, educated, powerful.... alphagirls.

Marvela's Clothing Designs

This Group has been formed to satisfy all those who love modest/ business clothes. Lots of dresses perfect for dancing & outfits for everyday wear. Clothes designed for professionals; perfect for Educators, Corporate & Students. Low Prices- Free Outfit In Each Store

Kentucky Explorer

Dedicated to sharing the unique cultural heritage and natural beauty of the Bluegrass State with the Second Life community. We're a new group, open to fresh ideas for get-togethers offering fun and educational events centered around Kentucky life - culture, festivals, fairs, and sports (of course - UK, U of L, NKU, ECU, WKU and more, all welcome). IM Ichiume Okawa for more info! It is the hope of Kentucky Explorer group that we introduce the vision of Second Life in our state and beyond!

The Kuurian Expedition

The Kuurian Expedition in Second Life is a group for researchers, journalists, educators, managers, and other professionals interested in exploring synthetic worlds. Group members should maintain a friendly and helpful atmosphere for those who might be completely new to the technology. To join, IM the Vice-Roy or one of the Consuls. The Kuurian Expedition is sponsored by the Synthetic Worlds Initiative at Indiana University. For more information see <http://swi.indiana.edu>

Burn Baby Burn!!!!!!

This group has been created to promote SL partical art, fire performances and firework installations with in Second Life. Any spamming of information that is not related to event planning or fire art education will not be tollerated. Any information about this group needs to be directed towards Eden Toll (The goddess of all things fire!!!) Burn Baby Burn!!! and enjoy!

Confucius Institute

Confucius Institute - We are the builders of the Chinese School in Second Life. If you belong to this group, your avatar is representative of the CI-MSU, Hanban, College of Education@MSU and Michigan State University. Anyone belonging to this group should follow strict guidelines when interacting with Second Life. It is suggested you have an alternate avatar to explore SL other than the one that belongs to this group.

L'esbarjo: recerca, docencia i art.

Grup de comunicaci_, d'intercanvi d'experi_ncies, coneixements i aplicacions educatives a SL. Neix arrel del curs de Formaci_ Espiral (SL ampliati_).

Concordia Elementary Information

Concordia is a 3-10 elementary school which is opening on April 28th. We aim not only to provide students with an outstanding education; but also to help them develop as people and discover themselves. If you have any queries or problems IM Isabella Jennifer Concordia (Olivia.Rolendis), Tiffy Serevi-Concordia Tiffy.Serevi, or Oscar Martin Concordia (Oscarmartin).

Beating Hearts

"Give a life, create a future." Mission: To educate the people of Second Life on every possible alternative to abortion, as well as to offer support and guidance for to those who have been considering abortion. Erik Intikhab Founder of Beating Hearts

Get Real in SL

a militant campaign to combat the "illness" of fantasy and educate through activism, progressing the truly groundbreaking creative and technological avant garde in SL merged with

RL: opposed to the existential desperation and ennui that dominates the surface of the grid and pollutes the innovative environment.

SL Languages

Group Charter SL Languages is supported by a private rl institution and is currently conducting research into various aspects of language learning, teaching and related topics in rl and in sl . Particular areas of interest are TEFL / TES(O)L, ESP, Blended Learning and a reappraisal of the use of translation as an aid to teaching, but this list is far from comprehensive. The group will be of interest to both educators and students and to other language professionals operating within sl.

NASA ERC

A service of NASA's Educator Resource Center (ERC). Join to receive updates on new NASA education products and notices of NASA professional development opportunities for educators. School, home school, after-school: all educators are welcomed.

Second Life Marketing Association

Second Life Marketing Association (SLMA) is an association for individuals and organization engaged in the practice and study of marketing. SL Marketer and for RL Marketing engaging the Virtual environment. SLMA members agree to; -Practice marketing in a manner that enhances the public's trust in the profession, -Provide value to clients through honesty, applicable skills and experience, and commitment to integrity, -Strengthen the profession of marketing through education.

e-learning

E-learning is a type of technology supporting education and learning. This group aims at inviting people interested in discussing about improvement in the technology of learning. Interested people are invited to join this revolution in learning medium.

SL Homeschoolers

There are a lot of parents on SL who also homeschool their children, however we rarely encounter one another. I have begun this group in an effort to change all that. Come be a part of our group, network and support one another in our valient calling (and challenge) to educate our children, and help make this group great. Weekly meetings are Mondays at 1 PM SL and we have a monthly newsletter now! Spread the word. ALL faiths are welcome!

Music Grove Academy of Performance

~MIssion~ Music Grove Academy of Performance is designed to provide a systematic education regarding the business of music performance on Second Life. Built for the developing Second Life performer, students gain a foundational knowledge regarding the components of performing on SL, while receiving the support and tools needed to pursue a virtual music presence.

Canadian Educators in Second Life

Canadian Educators in Second Life is an open group for networking among educators from Canada who are teaching or researching in Second Life. The aim of this group is to share information on best practices for teaching and learning in Second Life. All Canadian educators with an interest in virtual worlds are welcome to join.

IALLT SL SIG

Established in 1965, IALLT is a professional organization whose members provide leadership in the development, integration, evaluation and management of instructional technology for the teaching and learning of language, literature and culture. Its strong sense of community promotes the sharing of expertise in a variety of educational contexts.

Ward Mills' InWorld Learning Center

The primary purpose of this group is keep you informed of important notices and new developments in the IWLC education programs.

Scissors

SCISSORES, represents the cutting edge of virtual world film making, working in association with Turn Page Studios Ltd, a Multi-Media publishing house Producer: Chantal Harvey (Chantal Harvey) Director: Tony Dyson (Azar Shelman) We produce 'Real Time Animation' For Commercials, Education and Entertainment

University of Hawai'i - KapSLed

A "Hui" of University of Hawai'i - Kapi'olani CC faculty.staff and students from various departments coming together in a collaborative effort to create a pilot educational experience in Second Life. With a vision of a permanent UH campus presence in Second Life, together with invited guests, we pool our resources, talents and skillsets to make this project a successful reveal of virtual reality learning.

The Creative Lab

The Creative Laboratory (Creative Lab) borns as an innovating experiment in cultural events. It is a channel for SL's groups of different disciplines related to the culture, the science and the education. The objective: to foment the interchange of information and to harness the intergroups experiences.

The Ordo Imperialis - Ludi

The Imperial Ludi serves as the higher education of the IEA. Courses provide specialist training and qualifications to those interested in expanding their skills beyond what can be offered by Schola, Armatura, or other training programs within the Ordo. Imperial Ludi Director: Kasumi Quartz

SOTL 2010

This group is for professional development of SCU staff in Second Life. It can be (but may not be) associated with the Graduate Certificate in Higher Education.

ShipShapers

To build where no lifeform has built before... ..to the 800th! and for now, we'll practice up to 768 meters...[ShipShaper motto] ShipShapers run and sculpt Spindrift isle & exhibits, for the furtherance of space & astronomy education in Scilands, as directed by the Olbers Foundation, including: *Cypress Rosewood Space For Music Museum *Olbers Space & Astronomical Art Gallery *forthcoming space art collections from Illustration Exchange, Illux.

Abalresearch

This is Aziz PhD research project group, for education.

Conservative Coalition

AMERICANS WORKING TO PROMOTE CONSERVATIVE IDEAS To become part of the coalition: 1. Must be a Patriotic American 2. Must be a Conservative 3. Must Promote Conservative Ideas Education, Conservative Theory, Republican , John McCain, Ron Paul, Politics

TUi NOW

Technical User Interfacing - Necessity in an Online World! ... Business and Career Education

DEISL - Drama Educators in SL

New media and technology forms allow drama and performance to translate across the liminal interface of computer screen. Drama practitioners and contemporary performance artists push the boundaries of our perceptions of traditional theatre and Drama. Members will engage in some introductory online role-play and consider how they might shape and develop similar interactions for their students.

The Greenhouse Conservatory

The Greenhouse Conservatory has been created for the purpose of furthering dialogue about a wealth of topics that are relevant to virtual worlds, especially as they relate to education, the arts & culture, social issues, new media, creativity, and the ever-developing, transformative power of the Internet.

projectSLD - DeVry Miramar Campus

This is a Senior Project Group for DeVry Miramar Campus. Dedicated to bringing education to a virtual realm in Second Life.

The Order of Quidducators

This group is for educators who are interested in quidditch in Second Life. Belonging to this group does not necessarily mean you want/plan to play, just that you are interested in getting information. Eventually different roles will be created - for teams and spectators, for instance. For now, everyone will be a Quidducator. Notices or group IMs not about Quidditch will be considered SPAM and are cause for ejection from the group.

M.I.T Alumni

MIT is devoted to the advancement of knowledge and education of students in areas that contribute to or prosper in an environment of science and technology. For exclusive use of those whom are alumni of the Massachusetts Institute of Technology in Cambridge, Massachusetts, USA. available also to those whom support or sponsor M.I.T events and or activities.

S.C.A.D.

To use Second Life for educational purposes as well as promotion, community building and new media. The Savannah College of Art & Design Savannah | Atlanta | Lacoste | Hong Kong
www.scad.edu

Babel Fish Clinic

The Babel Fish Clinic in SL provides services to people who seek to further improve their communication skills using a second language after intensive education and/or training that they've received from schools and training organizations. The languages we can help with are English, German, French, Mandarin and Japanese at this stage. If you need help or are passionate about helping others in this area, this is the group for you. Simply join the group and use it to seek for help or offer services.

Hillman University

welcome to Hillman University. First established in October 2011 by Dr. SnowAngel Frenzy. This is a school of learning, our goal is to challenge the motivated, and inspire the unmotivated. At Hillman students experience the best RP college experience, and get the best sl education. Why? becuZ we do what we say we gonna do!!! Its A Different World then where you come from at "Hillman University"

IFAW ISLAND - Mojo

Build the International Fund for Animal Welfare a kick-ass virtual space, where by IFAW can evangelize, educate and encourage SL membership to take action on behalf of animals everywhere.

Alice Academy

The Alice Academy Group was created to manage the Alice Academy Island - a whimsical space for students and educators to learn Second Life skills and culture.

Sunrise Avenue

At Sunrise Avenue you will find quality products which range from textures, decorative objects, furnitures to educational products. If you have any requests or questions please contact me.

The Celtic Empire: [Training]

Training includes the following parts: - Examination - Educational Test [Open Book] - Obstacle Training - PvP Duels - Training has no official time set yet at this moment. We will begin training everyday or every other day if possible. - You must fill out a recruit application once you join The Celtic Empire: [Training]. - You must pass 2/3 Parts of Training excluding the examination. - Training can last from 1 to 3 hours, depending on the amount of people and questions that everyone asks. Good luck.

EDTECH Retreat Community

EDTECH Retreat Island is home to the Second Life EDTECH Retreat Community. 'Relax, you're home' is our motto. Every consideration has been made to having fun, relaxing, playing, exploring, and enjoying casual discussion related to education.

Roleplayer Educational Network

VideoFunet

VideoFunet is a national experts group for video technology among Finnish higher education institutions. <http://video.funet.fi>

TVPActivism-Second Life

Welcome to TVP Activism-Second Life! This is the Second Life activism group for The Venus Project! The TVP Activist's will use this group to Build Core Teams, Provide Education, Fund Raising, and Advocating for the Venus Project! Please Visit the Main TVP Website: <http://www.thevenusproject.com/>

Miami University

Founded in 1809 and located in Oxford, Ohio. Miami is a residential university with a focus on teaching undergraduates. A liberal education core complements the more specialized studies of the majors. Named for the Miami Indian Tribe that inhabited the area now known as the Miami Valley Region of Ohio.

Antiquity Guild of Mer-Folk

We, the Antiquity Guild of Mer-folk, firmly believe that mer-folk and their fellow creatures are here to live in harmony and sympathy with the land dwellers of our community, and that there can be a beneficial, perhaps symbiotic, relationship between our two realms. Join us in our quest to educate and illuminate society on the wonders of these lovely sea faeries.

Sam Houston State University

Sam Houston State University is a multicultural institution whose mission is to provide excellence by continually improving quality education, scholarship, and service to its students and to appropriate regional, state, national, and international constituencies.

The Ann Myers Medical Center

AMMC Ann Myers Medical Center AMMC was founded by Dr Ann Buchanan, (RIP) the person behind her avatar (a US based professor in medicine) developed it, to test if virtual worlds could be used to educate medical students and nurses, but also to empower patients. AMMC staff is in rl a medical professional. If need be AMMC staff is available for RL consultations or advice, In almost every specialism. Key words: emergency radiology anesthesia, surgery recovery breast self exam teen clinic, mental healthcare,

Metanomics Event Partners

METANOMICS Live every Wednesday At NOON/SLT! Event Partner Landing Hub: <http://tr.im/C7dH> Business, education, economics, science and policy in the metaverse of virtual worlds! Visit our website at www.metanomics.net for online content that gives our audience to background on the concepts and issues which frame each interview. The thought-provoking interaction between host Robert Bloomfield and invited guests provides a framework for a lively audience discussion in chat.

Librarians of Second Life

This group is comprised of library volunteers - librarians, library staff, library students, educators, and other interested parties. Our librarians come from all around the globe and from all types of libraries. If you are a librarian, library student, or other interested volunteer, please ask to join this group by sending an instant message to Abbey Zenith. Group notices and IMs are for the express purpose of letting group members know about events taking place at Community Virtual Library.

MathClass

The Mathclass group exists to facilitate forming a class in Mathematics taught by MathBear
CyberSchrieber

See:

<https://blogs.secondlife.com/community/community/education/blog/2009/03/31/mathbear-initiative>

Squirrelverse Friend

A group for the valued friends and customers of 'Squirrelverse', a publisher, retailer, information provider, training provider and education/business consultant with presences on Second Life, Lulu and eBay.

Eloquent Soul's

Educating People in the soul stirring effects of Goth Music and removing the negative image so many mainstream people have of this expressive, lyric music, and the expressive people that love it.

Alpine Executive Center

ALPINE EXECUTIVE CENTER-MeeetingSupport Real-world business & academic meetings. Meet, Brainstorm, Organize Ideas & Vote. Free skiing, snowboarding & ice skating chair lift. DO NOT USE GROUP FOR PRIVATE CHAT/IMs OR YOU WILL BE REMOVED & BANNED FROM SIM. Respect the privacy of group meetings. Members will be notified of private events. Our members have priority access. Join free! executive business meeting, snowboard ski ice skate snow fun adventure education virtual voting mountain parties shop meditate

F.E. Energy Project

Second Life Green Energy Project! Educational project in effort to help teach about the benefits of renewable energy resources, through a virtual world platform. Hosting guest speaker events on green energy topics, technology, and other important aspects of energy consumption in

our daily lives. More Info, questions, or ideas? Please Contact: Failed Inventor (fe.energy@hotmail.com)

ASSET-Eight Educators

A group of SL educators from Arizona who support the efforts of PBS and technology integration in the classroom. ASSET (Arizona School Services through Educational Technology) is the PreK-12 department of Eight Public Television. www.asset.asu.edu Join us! We're just getting started. Be one who can say you knew us when!

NLP Society of Second Life

Group Charter for NLP Society of people in SecondLife. Our goal is the following: 1. To develop a NLP-educational centre without the Multi-Level-Marketing thinking often seen in NLP in RealLife. Thus making this kind of personal education and development FREE. 2. Gradually have the economy to own land to set up "the" NLP-educational centre. If you have ideas or proposals for developing this group, feel free to IM me. For the moment - I recommend Free NLP resources at www.nlpweekly.com

VSTE SL Island

The Virginia Society for Technology in Education (VSTE) was founded in 1986. It is Virginia's affiliate of the International Society for Technology in Education (ISTE). VSTE serves the entire community of technology-using educators, technology integration specialists, and administrators.

EDTC 6325

We are a group of graduate students from the University of Texas at Brownsville, striving to set new paths in the use of S.L. for the advancement of Virtual Educators in higher education.

Currently our group of students are working towards completing an assessment of social networking tools available for use by Virtual Educators and we believe that S.L. is the foremost and leader in the industry.

UIW Second Life Educators

-- To explore Second Life's many educational opportunities. To communicate/collaborate with other educators in Second Life, to learn from their experiences, and to share our own. -- To establish a UIW presence in Second Life that will further the mission of the University of the Incarnate Word -- To approach teaching and learning in a novel way as pioneers of the future and innovators of this emerging technology

M.E.D.I.A. Project

Modernizing Educational Development via Innovative Access The media project offers to provide assistance as well as implement support in an extensive system which will effectively utilize virtual world technology to bring news, media and educational resources to the local community as well as elementary schools: secondary schools: and in higher educational institutions.

Performing Arts Education

Group Charter

Microcomputers in Education MEC

Group Charter

CEET SL

The Community of Expertise in Educational Technology (CEET) is an online community of practice fostering expertise in the use of educational technologies in K-12 education. CEET aggregates information and resources on how existing and emerging educational technologies can

support instructional practice and improve student engagement and achievement. CEET is intended to support educators in understanding and using these emerging educational technologies.

Dirty Rascalz!

"Educate Lily" This foundation core focus is to help with the funding of Lily's RL education. We are not asking for anymore than you can give because every linden makes a big difference. Sometimes it takes the support of a community to help a individual excel and this foundation is a cry for the community of SL to help in my journey. Until further notice this group will play host for "Educate Lily" Foundation until an official group can be made.

Campus Educational Project Group

This group consists of recipients of Linden Lab's educational land grants. Each member will be involved in some type of research on educational uses in Second Life. Members will be able to use the group communications tools to help disseminate information regarding their projects.

Help-You-Learn

Help You Learn, a consultancy business that focuses on development of Second Life educational environments as well as "real-world" eLearning content. We specialize in instructional design, graphic design, creation of educational multimedia and sourcing or creation of purpose-built educational objects and their environments. Our pedagogical approach revolves around constructivism and blended learning. Visit us @ <http://slurl.com/secondlife/EduNation%20III/178/19/29> or <http://www.help-you-learn.com/>

Tactical Media Group

The Tactical Media Group was formed to promote awareness and understanding of media and technology policy. We will engage area communities through educational initiatives and foster social activism by using media and technology to help bridge the digital divide.

Museum Educator

Participants in the Museum-Ed Online Conference: "Focus on Interpretive Writing" <http://www.learningtimes.net/museumed> The event on February 20-21, 2008 will feature interactive webcasts with experts in the field of interpretive writing, highlighted by a professional writing panel for museum-related publications. Museum-Ed Online Conference is only \$45. Networking sessions and Museum Tours will be held in SL in the each day. <http://slurl.com/secondlife/Squirrel%20Island/216/107/22>

Gion Higashi Community

Welcome to Gion Higashi We are a late Edo-period Sim, bringing as much of the real world...to this world... Due to Hollywood and fictional novels, many misunderstandings about Samurai and Geisha have run rampant through-out Second Life. Our goal is to bring residents the best role-playing experience as this world allows. We offer, educational programs at our public school. interactive role-play, CSI , a market place, residential living, and Geisha district bringing the fine arts of Japan.

Peacemakers

Peacemakers is a group of conflict resolution professionals and students exploring ways to integrate SL into conflict resolution practice and training. We seek to educate the public regarding conflict resolution and provide a resource for resolving disputes. For more information, please IM Bengoshi Shakkyo.

Stop Global Warming

STOP GLOBAL WARMING! Free T-Shirt with Membership Through education and spreading awareness we can save our RL planet from the damage we've already done. Goto <http://stopglobalwarming.org> for more information and sign up for the Stop Global Warming virtual march. The t shirt is located in group notices

VWAA

The Virtual World Analytics Association (VWAA) serves to advance the industry devoted to tracking and analysing activity in virtual worlds, and to advocate the benefits of these practices to businesses, educational institutions, governmental agencies, and individual practitioners.

Educators on the Edge

Connecting New Zealand educational institutions to international students, and the rest of the World. We are using SL to promote a high quality New Zealand education as an exciting adventure. This is running in conjunction with Education New Zealand & Clemenger BBDO. <http://www.newzealandeducated.com/>

NCI Land Holdings

To own and administer land for New Citizens Incorporated. All Staff chat should be in NCI Staff Group. Tier Donors please contact one of the contacts below. Tier donations--no matter how small--are greatly appreciated. If you do donate tier, please tell us before you take it back, so we can replace your donation. Trustee/Owner: Wellington Beam Events/Education: Wyn Nitely Sites, Staff, and Land: Akaska Udimo Finance and Ads: Jaco Schaffner IT/Services: Wellington Beam

CUSO

Since 1961 CUSO has placed over 11,000 Canadian and other volunteer-cooperants in over 30 countries, where they have worked in health, social services, education, business, agriculture and many other fields. We are the Second Life Dance for the World team - a virtual group working in a virtual world, but for a very REAL cause!

Friends of the League

Friends of the League has been created to provide a place for faculty and staff from League Schools to meet colleagues and share experiences in SL. Note: that this group is not officially affiliated with or endorsed by the League. It is just a group for those interested in the educational opportunities in SL...

Sneaky Snakes

A group where all of us reptile enthusiasts can come together to meet up and make friends. It doesn't matter if you are a snake, dragon, lizard ...or just enjoy all things scaley...everyone is welcome. Through the group we will have many fun events, and Sneaky Snakes owner and mentor SnakeLady Melody will be holding several educational classes regarding captive care of various reptiles, as well as breed profiles and other fun scaley themed classes.

Moms of Forest House

This is an educational group used for moms (dads welcome too). I will be giving a series of lectures to help with parenting skills. Lectures will be held at The Forest House. Announcements will be made from this group when a lecture will occur. Topics will be about Infants, Toddlers, 5-10 (Independent...but not really), and Preteen/Early Teen. Join the group for free parenting tips too!!!

Educity Synapse2

... under construction ...

Bouddicea Educational Group

CLIVE Virtual Safaris

The Center for Learning in Virtual Environments' Virtual Safaris are investigative activities conducted by educators, instructional designers, and other learning specialists who set out to explore specific virtual world locations by analyzing simulations, games, and other virtual environments for content, learning potential and ease of use to be added to the MERLOT.org database and showcased inworld in Second Life.

life = life

Life is Life How can citizens of life play an active role in inventing their surroundings, based on their own needs and desire? How can expertise play a role in this creative process? How can users influence daily media and make it their own? The group is not only focussed on Second Life, but every (future) interactive community. Outback Online, Areae, Home, Google Earth? www.life-is-life.com keywords: user generated content, marketing, 3D technology, games ,social software, education, consultancy

Rampant Laboratories

Rampant? Digital Arts and Media Laboratories Provides a variety of, digital media, designs, products and networking for both real and virtual life application. In Second Life we offer services such as. Administration, Security, IA, PI, Consulting, Guides, Entertainment, Advertising, DCS2 creation, Modeling, Education, Problem Solving, R&D, Scripting, Building, Designs, Customs and much more. marketplace.secondlife.com/stores/5943 Rampant? - _2006-2011 www.RampantLabs.com (under construction)

College/University Professors

This group is for college and university professors on Second Life to discuss educational uses of SL and to just make connections with other members of the profession. Open to teachers at colleges and universities, Feel free to invite other professors you encounter to join as well. Feel free to view and use the facilities at "The Lernin' Tree" located at: Vostrukha (30, 214, 55)

Scholar in Residence

This group is a private group for the Scholar in Residence program of Counselor Education in Second Life. Scholars developing teaching and practice tools for counseling trainees

vBusiness Entrepreneurial Strategy

This group conducts workshops on starting and operating successful virtual businesses. We are based in RL Iowa. We have offered a vBusiness Entrepreneurial Strategy course for 3 business credits through University of Northern Iowa Continuing Education. If you are interested, please email power@uni.edu.

Newlaw

Research & educational activities regarding the intrinsic, actual law and regulation present in virtual worlds.

law for life

Group Charter for LAW for LIFE Let's get together, pool our experiences from around the world - and generate creative ideas about how to enhance human rights and environmental integrity. e.g. talk about poverty, self-determination and global warming. NB. ALL interested peoples (not just lawyers) e.g. activists, campaigners, writers, cartoonists, artists, educators etc, etc, are welcome to join...

Campus Hamburg

Campus Hamburg, Hamburg Islands, ist eine Plattform f_r innovative Formen der Forschung und Bildung und zur Vernetzung und Realisierung entsprechender Projekte. Campus Hamburg is a German platform for innovative forms of research and education, and a networking tool to enable and manage projects in this field. Please IM Xon Emoto for a group invitation.

Season for Nonviolence

A season for Nonviolence, January 30 - April 4, is a national 64-day educational, media, and grassroots campaign dedicated to demonstrating that nonviolence is a powerful way to heal, transform, and empower our lives and our communities. Inspired by the 50th and 30th memorial anniversaries of Mahatma Gandhi and Dr. Martin Luther King, Jr., this international event honors their vision for an empowered, nonviolent world. <http://www.agnt.org/node/10>

BlueMars Online

Blue Mars is a free to play massively multiplayer virtual world made of an expanding set of independently operated cities featuring a wide range of entertainment, education, and business opportunities. Register today to get an early look at our open beta and the future of virtual worlds. If you would like to learn more about developing content for Blue Mars, please visit our developer site at www.bluemarsdev.com.

sl - JDL

The Jewish Defense League of Second Life is here to educate Jews and non-Jews and to fight all forms of Anti-Semitism or any other danger to the Jewish people. We stand for the concept of hadar, pride in and knowledge of Jewish tradition and heritage. The sources for our philosophy and actions are only Jewish sources. We are supposed to be a light unto the nations; not a memorial candle. This group is fully committed to this idea. Enrollment: Contact Binyomin Etzel, you will be subject to question.

Avatar Civil Liberties Union (ACLU)

The SL ACLU raises awareness of civil liberties issues, including electronic privacy and freedom of speech, property and ToS/CS rights, the right to vote and protest, and, to protect civil rights through litigation, lobbying, education, international outreach, and alternative dispute resolution within Second Life. See: aclu.org

Project IVY

Project IVY (Interpreting in Virtual Reality) SL partner group. The project uses 3D virtual environment technology to create a virtual educational space for the training of interpreters and those who work with interpreters in business and public service settings. Co-ordinated by the Centre for Translation Studies, University of Surrey and co-funded by the EU Lifelong Learning Programme (<http://www.virtual-interpreting.net>).

SL for Academic Purps @ Normandale

Faculty, administrators and staff of Normandale Community College interested in exploring the use of SL in post-secondary education.

Deliberative IDEAS

We encourage and support a ?Deliberative Practice? in SL and RL. Deliberative conversations focus on our most troubling ethical dilemmas. We actively seek solutions to public policy problems that everyone can live with?mostly using NIF-style conversations. Our IDEAS guide our deliberation toward Integrative, Developmental, Educational, Associative and Sustainable methods and outcomes. Your IDEAS are invited.

Masonic Research Lab Nanotechnology

What are the Paradigms of Modern Nanotechnology Research?.How Nanotechnology research can benefit by connecting more powerfull servers in SL?. Our mission is to develop this sharing environment for Nanotechnology Research to help humanity in the areas of Medicine, Defense, Educations and Virtual Communities. All our members are welcome to participate in developing a Post Modern Social Framework to conduct nanotechnology research inside virtual environments.

Spaceport America

Spaceport America is the first spaceport to exist in America, settling in the heart of New Mexico. Home of many famous names in the space field, it is the future of our world. The Second Life Spaceport America group is designed to inform people in the new development as well as educate people on the spaceport and space itself.

GoGETyou

Group of german speaking educators and teachers for youth - Gruppe deutschsprachiger P_dagogen und P_dagoginnen und Lehrer und Lehrerinnen in Schule und Jugendbildung. Unser Ziel ist es, die Bildungspotenziale von Second Life auch deutschsprachigen Jugendlichen zu er_ffnen und Schulen und andere Bildungstr_ger zu beraten

THE Instructors

This group was created in the anticipation of Linden Lab closing the original Instructor group, and is for Linden Lab approved Instructors. Please keep group IM conversation to a minimum! 'Spamming the channel' with requests for freebies is disruptive for educators. The group chat should be used primarily for general Q & A. Your cooperation is greatly appreciated. Are you a Linden approved instructor from before Dec. 2006? If so we would love to have you join us!

Catholic Catechesis & Theology

This group is designed to bring lectures and discussions on Catholic catechesis and theology to Second Life THROUGH Second Life. Its goal is to attract like minded persons hoping to explore and expand their faith life through learning and fellowship. The owner of this group is a professional Catholic Ecclesial Lay Minister with advanced degrees in Catholic Systematic Theology, and is a Catholic educator in RL.

Mormon Furrries of SL

~est. Mar 1, 2009~ Slym Schnyder and Jaina Quartz agreed that those who were furry and LDS needed a group to call their own so here we are! :3 We have Furry Home Evenings once every Friday at 6:00 PM. We also have tags for those who fall under the category of Scalies, Nekos, and Avians. Our three values are illustrated on our logo are: Righteousness, Education, and Friendship. Any furry interested in the Church can join us. Just send us an IM.

Sloan-C Prof. Development Committee

The committee's mandate includes any type of professional development activity (except purely social events and training in SL skills): lectures, classes, facilitated discussions, seminars. A sub-committee of SL-NET (Second Life - Networking Education and Technology), which is sponsored by the Sloan Consortium (<http://www.sloan-c.org>).

Christ's College, Canterbury

Christ's College is an independent boarding and day school for boys. It is an historic part of Canterbury's original settlement, where the most up to date education takes place against a backdrop of glorious heritage and tradition.

Second Life Research

DEADLINE HAS BEEN REACHED; no more ppl should take this survey!! NO PAYMENTS if u still do. Interest survey: why people participate in Second Life (SL) and what the effects of participation in SL are on well-being. More info: contact Amarys Ayres tags: psychology, newbie, research, education, cyberpsychology, well-being, wellbeing

Friends of EOLUS

On July 6th, some of the worlds top technology innovators unveiled a community project, called EOLUS One in Second Life. It aims to explore how virtual worlds can be used to improve our daily lives, and help create a better environment for everyone. Eolus One addresses C02 reduction, energy management, health, education and networking. It is a remarkable example of how corporations from around the world can collaborate, and innovate for the benefit of all.

ACLU Member

The SL ACLU is an Associate Chapter of the American Civil Liberties Union of Northern California currently forming an Organizing Committee to establish a fully fledged chapter. The SL ACLU raises awareness of civil liberties issues, including electronic privacy and freedom of speech, property and ToS/CS rights, the right to vote and protest, and, to protect civil rights through litigation, lobbying, education, international outreach, and alternative dispute resolution within Second Life. See: aclu.org

Syzygy Common Grounds

We are a collection of builders, scripters, artists and educators who enjoy exploring the potential of virtual worlds. The Syzygy Island estate is our palette for the creation of natural and unnatural spaces, a place where we can learn from one another and is our retreat from the hectic pace of real life. ADMINISTRATOR: Samantha Glume SECRETARY: Pispqueak Fiddlesticks

TREASURER & SL Guru: BW Jinxing CONFLICT RESOLUTION: Elric Anatine COMMON
 GROUNDS MTCE: Kulta Hannu

DAN in SL

Divers Helping Divers (R) Divers Alert Network in SL seeks to further the organization's mission and vision through education and resources offered in this unique dimension. Questions?
 IM Dorie Bernstein DAN is here for you! <http://www.diversalertnetwork.org>

SBCTC Elearning,WA St,Evergreen Is

These islands are owned by the Elearning Council for the State Board for Community and Technical Colleges of Washington State. The goal is to promote college education in a 3D world created by and shared with interested faculty and staff from the colleges in the system.

Darkwood Cathedral

For friends of the oldest cathedral in SL & the lands surrounding it in Darkwood. -----
 ----- If you are interested in being notified of any events that take place in and around the cathedral grounds please feel free to join this group. If you have any Ideas for holding charity, education or art related events/activities here, please IM Rhiannon Chatnoir.

Global Health

An inter-disciplinary group of professionals and students engaged in global health activities
 Our focus is on global health training to deliver culturally-sensitive and appropriate clinical care, education, and research using the virtual environment

CIF&D Students

Second Life Career Institute of Fashion & Design is the premiere advanced platform specific education provider within the virtual world of Second Life. Our courses are more than just building classes or business skill lectures. We have developed a unique course program that

includes the advanced level building skills, research, product development, marketing, promotion, and other important skill sets necessary for Second Life residents with an entrepreneurial spirit to obtain reach for their dreams.

Star Journey Academy

The group for indepth classes on the use and application of Star Journey Symbol Method -- in all of its formats, including Second Life. For students, prospective facilitators, and trainers. Feel free to join this educational group if you sincerely want to learn more about Star Journey. Watch for class schedules. Questions or feedback to Starman Heron.

iEducate

iEducate project - helps vocational education and training professionals (VETPROs) to learn about e-learning technologies, overcome barriers and enhance the experience for their learners. Vocational educators and trainers have the opportunity to learn how to develop e-learning and other technologies through EU-Leonardo Fund. The project offers VETPROs free training and experience in developing e-learning through a virtual teacher training island.

NESIM information

MISSION: We exist to enhance virtual worlds as education platforms. We create methods and tools to facilitate our purpose. VISION: This realm is the future of shared ideas. That future is now. PHILOSOPHY: We believe learning is paramount. We accept a duty to contribute. We employ essential innovation. We assume uncompromised quality. We embrace impeccable ethics. We insist on enjoying our work. Check notices for: ** development updates ** user networking ** future release announcements

MAKO Group

MAKO GROUP CORPORATION 360 Degree Solutions for the 21st Century MISSION:
 Delivering the best end user experience through coaching,tutoring, training and education.
 VISION : Collaboration to provide best practices for total avatar and human development and fulfillment.

Inter Campus

Since 1997, Inter Campus has implemented a flexible and long-term social and cooperation programme in 21 foreign countries, assisted by 200 local instructors. The aim of the programme is to use the game of football as an educational tool to restore the right to play to 10,000 needy children

Concordia Elementary Students

Concordia is a 3-10 elementary school which is opening on April 28th. We aim not only to provide students with an outstanding education; but also to help them develop as people and discover themselves. If you have any queries or problems IM Isabella Jennifer Concordia (Olivia.Rolendis), Tiffy Serevi-Concordia Tiffy.Serevi, or Oscar Martin Concordia (Oscarmartin).

Tara Ling

The place for Tara practitioners, Tara Ling encourages Buddhist education and activities in Second Life! Tara Ling maintains group land for practice and study within SL at Magoja 204,15,75. The land and temple are open to the public.

Alpacas in SL

Group Charter To introduce alpacas to SL through education and discussion groups. Members and other interested parties will learn how to evaluate alpaca conformation and fleece, basic care of alpacas, ranch set up, and the skills necessary to succeed with alpacas in RL.

Pilot Theatre Company - UK

Pilot Theatre is the award winning National Touring Theatre Company in residence at York Theatre Royal - UK in real life and now in Second Life too. web: <http://www.pilot-theatre.com>
Second Life: <http://slurl.com/secondlife/Earth/159/66/27> Our web site includes information about our current and previous shows, including video and audio clips, educational resource material, photographs and reviews.

Aprendiendo con la Familia Gomez

<http://www.youtube.com/user/LearningWithTheGomez> Learning with the Gomez Family. Learning with the Gomez Family is an educational project focused on teaching and learning of Spanish language using the latest and most innovative technologies of information and communication, including the use of Virtual Worlds, productions of Machinimas, videos filmed in Immersive 3D environments. If you are interested to learn or improve your level of Spanish Language contact us.

Wisconsin Tecne SL

Wisconsin Technology Enhanced Collaboration Nursing Education (WI-TECNE) This group is for the conference attendees of the Wisconsin Tecne conference held on May 20-21, 2008. This group was created so that people connected with the Wisconsin Tecne program would have a formal communication point.

SIETAR

The bluepill GROUP, in collaboration with diversophy, brings SIETAR, the Society for Intercultural Education, Training and Research, to Second Life! The SIETAR Intercultural Learning Space features in Spanish and English 19 Intercultural, game based cultural exercises, fully dedicated to an immersive v-learning experience. Explore different cultures and learn how

you can deal with the challenges of living and working with people different from yourself in ever more diverse and multicultural places.

SITE: Soc for InfoTech & Teacher Ed

The Society for Information Technology and Teacher Education is an international association of individual teacher educators, and affiliated organizations of teacher educators in all disciplines, who are interested in the creation and dissemination of knowledge about the use of information technology in teacher education and faculty/staff development.

Democratic Party of SL

Blog: <http://dpsl.blogspot.com> HQ: <http://slurl.com/secondlife/Black%20Art/234/112/38> The purpose of DPSL is to advance the goals of the United States Democratic Party through public policy and political issue analysis, discussions, social events, education, fund-raising, recruitment, coordination with other Democratic and progressive groups, and other activities to benefit the Party. DPSL shall support participation in the Party, and recruitment of DPSL membership without discrimination on any grounds

World public

We are fighters of global poverty, we will donate our time, money, abilities or support in an effort to make this world a better place. We believe in one human family who all deserve equal opportunities and education in this world.

Alliance of Virtual Journalists

AVJ is an in-world organization open to the many excellent writers, reporters, photographers, videographers and producers in Second Life. AVJ is dedicated to encouraging the free practice of journalism in and about SL and stimulating high professional standards and ethical behavior among its members. The group promotes the free flow of information vital to

well-informed residents, inspires and educates virtual journalists through professional development, and advocates to protect our free press and speech.

Real Estate Educators

The mission of the Real Estate Educators Group is to create an educational forum to provide resources and opportunities for professional development to SL individuals and organizations involved in SL real estate education and services. Biweekly meeting topics will include land bots, sl mapping, annual SL REEG conference, and other issues covering SL real estate.

NRA-SL National Rifle Association

This group is for members and people interested in the National Rifle Association (NRA) and the 2nd Amendment to the Constitution of the United States. The NRA is the nation's leading organization supporting shooting sports, self-defense, and the 2nd Amendment. This is a forum for information, education and serious discussions of the subjects and responsibilities of firearms ownership. It's NOT a place for frivolous, trigger-happy individuals or groups bent on grieving. (Not affiliated w/ the RL NRA)

Academic CIO

Group Charter Academic CIO is a group for academic chief information officers or those interested in the use of technology in education, specifically the use of SecondLife.

University of New Mexico SL Group

This group is charged with establishing a Second Life Campus for the University of New Mexico. Partners include: New Media & Extended Learning; Art, Research, Technology, & Science (ARTS) Lab; School of Architecture and Planning; College of Education; College of Fine Arts; College of Arts and Sciences; School of Engineering; and the School of Medicine. The long term goal for the group is to explore opportunities for Distance Education in virtual worlds.

[Within Ten Years]

Welcome at Within Ten Years, the innovation and education center at SL. Before you become a member, please read the following rules first: * Use all tools and spaces as you need. * Build only at the sandbox at the Wharf * The EduDeck space is only for authorized educators * Clean up your builds, the sandbox doesnt return objects automatically * Every friday your items will be returned to you, so be sure to make copies * Contact Roadmap Writer or Half Short to become a member

Sky Investment Funds

Sky Investment Funds was a Second Life based fictitious simulated Investment firm in the game prior to the policy change. This educational Fund decided to close its doors and return equity to shareholders in January of 2008 to comply with new in-world rules. SLCapex became responsible for converting the remaining shares for all equity holders. In 2012, a final gift was donated by Sky covering the difference for potential loss from participants in this sl educational and fictitious fund.

CONNECT: Virtual Business

A networking and education group for virtual retailers, service providers, realtors and venue owners. Group is used to inform members of education sessions, new virtual business solutions and to share best practices. Members will work to develop a volunteer mediation program and publish information on virtual business best practices.

North Carolina Higher Ed Community

North Carolina Higher Education Community: Second Life Interest Group This Second Life Interest Group is for Faculty and Support Staff of the University of North Carolina system, as well as Community and other colleges in North Carolina, who are interested in using/supporting Second Life for college-level teaching and learning. Please join if you'd like to share best practices, innovations, questions, resources, and tips and pointers amongst your colleagues and fellow educators.

IDEU

The International Driver Education University will be a location for Instructors & educators, from around the world, to participate in problems associated with teaching new drivers, of any race, religion, or disability. please IM either Driveteach Dagenhall or Musashi Yeshto for more info, or to join us in improving driver knowledge. And...before you ask, NO..we are not interested in teaching "drifting" or advanced skills...no skill is worthwhile, if you don't have the basics down cold.

Physical Therapy Alliance

A group sponsored by Mayo Clinic that is designed to provide educational offerings and a venue to discuss clinical, educational and administrative issues related to the practice of physical Therapy.

EnergyTeachersOrganization

A network, in SL as in RL, of educators interested in energy production and use. The tiny membership fees help pay for our booth on Etopia, or wherever we may move it. In SL we demonstrate and discuss solar cookers, wind power, renewable energy, energy efficiency, energy transfer, fuels, lighting, lesson plans, web sites, teacher resources, anything of interest to educators about energy.

CAMPER

Camping All Metaphysical Public Educational Resources. We hang out, camp, and occasionally heckle people at, all SL educational areas. Why? Because it's fun. And you might learn something.

COL - Commonwealth of Learning

The Commonwealth of Learning (COL) is an intergovernmental organisation created by Commonwealth Heads of Government to encourage the development and sharing of open learning/distance education knowledge, resources and technologies. COL is helping developing nations improve access to quality education and training.

SANADA Bunbu School

????? SANADA Bunbu School ?????(Meaning of the name) ?? = Bunbu = Literature and Martial Arts ?????(Purpose of the school) Western education was introduced by the daiymo Sanada Yukitsura (Matsuyo feudal clan). He founded the school in 1855 at Matsushiro Castle. This school educated the children of the clansmen in both literature and the martial arts.

Anthropological Research Services

Anthropological Research Services is developing "Paths of the Ancestors". This is a educational Role Play simulation for young people ages 16-21. The targe audience is young Native Americans in educational settings who wish an imersive experience to explore the lifeways of a time before metal tools. The Paths of the Ancestors (POTA) RP is being designed to teach Native American youth the values of cooperation and the power of working together to solve problems.. In POTA, a variety of tasks from mT

Amherst College Alumni Association

Amherst College alumni in Second Life: (Constructing a Virtual Amherst) * Stage 1: Building Johnson Chapel * Stage 2: Amherstiana History Galleria * Stage 3: Amherst Speakers, Interactive Educational (and non-Educational) Events Group members can set their home location to the virtual Johnson Chapel. We are currently in Stage 1. Contact Xellessanova Zenith for more information.

Math Bear Education Initiative

Group Charter

Manyversity World Educators

In a world where multiple realities exist simultaneously, we must learn to live, act and negotiate the Manyverse as ethical citizens. But after we play in SL, how do we share the experiences gleaned from being the pioneers at this Frontier? How do we best bridge realities and educate others to cross responsibly? Manyversity World Educators will wrestle with these issues and put into action creative solutions.

Solar Power

This group is dedicated to a non political discussion of renewable energy technology including solar thermal energy for turbines and water heaters and building solar power systems for education in SL.

UWELaw

This group is for all UWE Law students and staff. The group will have access to the legal promenade, facilities and activities inherent to virtual world legal education. Please contact Clare at Clare.chambers@uwe.ac.uk for further information.

IDA Europe

The mission of the International Dark-Sky Association (IDA) is to preserve and protect the nighttime environment and our heritage of dark skies through quality outdoor lighting. Goals 1. Stop the adverse effects of light pollution, 2. Raise awareness about light pollution, its adverse effects, and its solutions; and 3. Educate about the values of quality outdoor lighting. More info: FRIEDEL PASTORELLI www.darksky.org

HAPPY HIPPO BUILDING CLUB

This is the secondary group of the Happy Hippo Building School (the primary group is Happy Hippsters -This group is now closed to new members, but please join the Happy Hippsters for all your building education needs: adda7cb5-d7ee-3e03-0bea-a27c77bbb2b3 Visit the school sandbox: <http://slurl.com/secondlife/Kinetix/243/70/21>

Canarias

Bienvenidos/Welcome Grupo para interesados en el Archipi_lago Canario y su cultura sin importar su procedencia. Tiene su sede en la Casa de Canarias "Grimes (138, 50, 60)". A trav_s de _l se env_a aviso de las novedades y actividades de la Casa. _nete y convi_rtete en una "canaria o canario virtual" :-)) *** Welcome Group for people interested in the Canary culture and education. You'll be able know the activities of Casa de Canarias. Join !

Foodies of SL

Looking for a group to discuss your knowledge and or questions about food with others? Looking for a great wine or beer pairing with your favorite dish? This is the group for you! Foodies of SL is run by and supported by restaurant professionals for the education and enjoyment of food and wine. If you have any questions, feel free to ask in group chat, however spammers will be immediately ejected from the group. Sponsored by Claus Vlodic Hospitality Group

AVL CLASSES

AVL represents the Alliance Virtual Library. Classes are taught at the Second Life Resource Center. Please join us to take free classes, to learn about volunteer opportunities, or to learn about educational opportunities in Second Life. Please contact us with feedback and/or class ideas. All classes are free!

SL Spiritual Events Listings

To let members know about educational spiritual events hosted by approved SL spiritual groups. **POSTING POLICY** - Please be considerate by not serial posting. Use your common sense. If you have more then one event per DAY OR WEEK - put them ALL in ONE notecard. Do NOT post multiple notices for events on same day. **IMPORTANT:** Only those we are guided to invite will be able to post notices in order to reduce the number of notices and ensure the quality and enjoyment for group members.

Educity 8er-Kiste

... under construction ...

FASHION RUNWAY (PROJECT STAR)

Project runway show in sl.. We are a modeling and designer agency that help promote and hire models and educate models and designers in sl ... No experience Nessary .. If you are a experience model please contact s3xyshy28 for app and auditions detail cause we are now looking for models for a upcoming fashion show.

GREENSPACE STAR TREK

The future of the environment awareness and care is our topic. Based on Greenpeace and Star Trek this group runs a living community with role play, games, discussion and other projects

of educational but same time fun purposes. Share this group . Visit our ship "Rainbow Warrior 1707" on Basel sim for the exhibition on coming up events and for the records on what was done in the past. Background for the team is also the link to Greenpeace Switzerland and to the Fan Group of Star Trek Southern Germany.

Intl Fashion Inst-Membership Drive

INTERNATIONAL FASHION INSTITUTE (IFI) Membership Drive Invitees To generate interest and excitement in the new Institute currently being developed with several major fashion agencies and academies, (originated in EVANE) , and to establish a base from which to draw permanent Board of Trustees, and panel of vetted Judges, and Educational Certification Board. Mission of IFI to offer opportunities for Designers, Instructors, Models and Fashion personnel to exchange best practices and industry standards..

** BROTHERLY LOVE CITY**

Virtual Philadelphia is represented here in SL. Learn about its arts, culture, music and education while having fun. Stroll along the streets and visit its museums, and visit the key areas of Philly while socializing with people from all over the world.

Daines Elementary School

Daines Elementary School Is a School for children aged 1-12 to get quality education for free :)

TC EdZone

TC EdZone in Second Life This group is dedicated to exploring the educational use of second life. To learn more about the status of our exploration, please check our second life blog at <http://edzonesl.blogspot.com/> or our website at <http://www.tc.edu/edzone> Our current focus is to create instructional guides that link the teaching/learning of math with the affordance of the SL

environment. To join the group or for additional information, IM Ratprincess Noel in SL or email ychang@tc.edu in RL.

Second Teen

Second Teen is an unofficial gathering of teen SecondLife Residents willing to learn and pass on constructional knowledge. Second Teen was formed with the straightforward goal of helping educate new and old TSL Residents learn how to Build, Script, Animate, and so on. Also, explain fundamental things such as Chat, Fly, Inventory Management, ect. Anyone can join Second Teen. If you wish to be a [ST] Guide, IM exNeko Andel. You can use group chat to ask questions, please do not spam.

Virtuous Church

This is a group for people who want to make the world a better place. We believe in self education and finding God for yourself, but we use the Holy Virtues to obtain better moral standing in life. While Jesus died for our sins, that does not mean we have to continue to sin. Let the Virtues be your earthly guide into the Kingdom of Heaven. While our teachings center around Christ we invite anyone of any faith to join us if they want to try and learn how the Virtues can help them find salvation.

Tribe of Amblers

We're not just pedestrians of sl. We're builders, educators, mentors, artists, Scripture, shop keeper's, club goers and rpers. here to help one another. we welcome those new to sl come hang out with us at Trotsky's coffee shop, under some reconstruction

Coordinated School Health

Group Charter - July 6, 2008 Those interested in student health, join us! Mission statetment - To assist and coordinate efforts of PreK-12 educators, librarians, administrators, school nurses,

parents, and students to enrich student health to improve student academic achievement and personal growth. Toward this end, this group seeks to collaborate with others to conduct professional development and research and to provide information and tools vital to a healthier prek-12 learning environment.

Institute of Temporal Dynamics

Support the RL non-profit corporate research venture called the Institute of Temporal Dynamics, Inc. We are currently invested in education outreach, planetary geology, theoretical physics, and cosmology.

Fashion de Rigueur

The phrase "de rigueur" means "prescribed or required by fashion, etiquette, or custom?". This is why Fashion de Rigueur was created ? to educate others on how to look their best in Second Life. Our workshops are designed to help those with no or limited knowledge of the basics of SL fashion. Avatars can feel confident to walk the grid knowing that they possess the knowledge of how to put their best foot forward.

Law Libraries in Virtual Worlds

This group is for members of the "Law Libraries in Virtual Worlds" workshop, April - Sept. 2008. This free AALL-BNA sponsored workshop, open to law librarians, law students and library students, will be held primarily in the virtual world of Second Life. Visit <http://vwlawlibrarians.wetpaint.com/> for more info and to sign up. Contact Cat Galileo for an invite to the group. This program is made possible by a grant from the AALL/BNA Continuing Education Grants Program.

UCOL

UCOL - Universal College of Learning Palmerston North New Zealand This area is reserved for staff of UCOL exploring the use of virtual world for education and library services.

Thothica Seed

Thothica ownership group. Philosophy, Art, Literature, Psychology, Economics, Music, Education, and more: Thothica provides a respectful environment for thoughtful conversation. Weekly discussions, art gallery, smart hangout, chess, sandbox. Since February 2007; Under 1 billion served. Find Thothica by pasting this link into your browser: <http://slurl.com/secondlife/Clemson%20University%20Dev/142/129/29>

NVC Community

NVC Community A community for those interested in NVC -- Non-violent Communication "the language of the heart" (aka compassionate or empathetic communication). NVC was developed by psychologist Marshall Rosenberg -- and arly student of Carl Rogers. This group supports education, inofrmation exchange and resource sharing. You can also learn more at www.cnvc.org.

University of Florida VWG

This group is for anyone involved in the University of Florida Libraries Virtual Worlds Group, or for anyone affiliated with the University of Florida who is interested in virtual worlds and their applications within an educational setting.

Kitaro Museum of Art and Antiquitie

For people that want to support the Kitaro Museum of Art and Antiquities or like art history. Membership is free and will give you access to notices such as new artwork added and special events. There are also other categories. Sustaining members that donate funds, textures or

artwork. Sponsors That contribute even more. Docents that educate the public about art. Tour guides If you would like to help out at the museum please let us know.

AAPH

The American Association of Professional Hypnotherapists group on SL welcomes anyone who is a RL hypnotherapist or is interested in becoming one. This group will be the source of announcements for in-world classes and continuing education offered by AAPH. Hypnosis, NLP, and small business. Visit <http://www.aaph.org> for more info.

Second Life Bootcamp

Welcome to Second Life Bootcamp! This group is used to facilitate a workshop that is designed to help new educators rapidly learn the Second Life interface.

Langham Elementary

The mission of Langham Elementary is to provide a positive and diverse educational setting in which each child has the opportunity to develop academic, social, and physical skills that will help him/her become a lifelong learner and confident, productive citizen.

ENCKE: Games & Quests

This sub-group has been created for ENCKE participants and other interested parties who are interested in designing and building educational games and quests for the Virtual University Collaboration.

Concordia Elementary Unicorns

Concordia is a 3-10 elementary school which is opening on April 28th. We aim not only to provide students with an outstanding education; but also to help them develop as people and discover themselves. If you have any queries or problems IM Isabella Jennifer Concordia

(Olivia.Rolendis), Tiffy Serevi-Concordia Tiffy.Serevi, or Oscar Martin Concordia (Oscarmartin).

Avalon Town Relay for Life

We are the Knights of Avalon, the Relay for Life of SL team from Avalon Town Estate for RFL of SL 2013! Relay for Life is the signature fundraiser of the American Cancer Society. Your funds go towards the fight against cancer, in areas like research, patient services, education, and advocacy. Please join the group if you would like to help us fundraise!

Changchun American Int'l School

Changchun American International School is a K-12 International Baccalaureate Organization World School in Jilin Province, China. Yes, we're the place you read about in IB World Magazine and Hypergrid Business ezine! If you're with any international school, join us and the International Schools Group to learn about SL and OpenSim! It's free. Anyone interested in educational technology is welcome. Visit us on Teaching to get started: <http://slurl.com/secondlife/Teaching/51/194/21>

SL Coast Guard

To educate the boating residents of SL in watercraft safety. Conduct water safety & security patrols. Provide a SL Coast Guard presence in RP events. ****NOTICE**** We are not affiliated with any other Second Life or real life Coast Guard organizations beyond the fact that some of us are also members of the U.S. Coast Guard Auxiliary.

Orientation Station

The Experience Of Your Second Life Orientation Station provides newcomers to SL with excellent training, mentors, and services. We have four entry areas: Business, Education, Gaming, Residential Other entry sites are welcome to send newcomers to our OI for training. If

you are a new resident to SL and want to learn more and feel the beat of Second Life, come to Orientation Station.

Hope Capital Institute

The Hope Capital Institute aims to provide residents of Second Life with high quality educational services. Seminars are held in the Hope Capital Centre and cover a wide range of areas such as Entrepreneurship, Stock Markets, Retail, Business and more. The knowledge gained from these seminars will assist you in both Real life and Second Life.

Cafe of Doom

Caf_ of Doom is a Blues and Jazz cafe situated in the educational sim of DePaul CDM. We have regular events, free coffee and buns and a great sense of humour! Join the group for information on up-coming events. Stay informed and support your favourite coffee house! Please don't spam group chat, Thank you!

SL has talent!

SL has talent! The Goal of this group, is to foster and improve the musical talents which are so prolific in SL. This includes singers, songwriters, musicians, deejays, hosts, and club owners and managers. We dont only want to connect them with each other, but to educate, train, and provide a place to learn how to improve ourselves. There are both positives, and negatives to the entertainment industry in SL. Rather than focus on the negatives, we will try to foster the positives.

Cajska Carlsson Music & Art

Join the group for information about Cajska Carlsson's upcoming shows and events. Cajska Carlsson | composer, performer, multi-sensory artist, programmer, theorist and educator.
<http://hothail.bandcamp.com/> <https://www.facebook.com/HotHail>

Global Kids Allies

This is a group for those allied with Global Kids <www.GlobalKids.org/olp> and its work in Second Life, primarily to support the GK island in the teen grid. Global Kids is a NYC-based educational organization that supports urban leaders to become global citizens and community leaders. We run a number of public programs in the teen grid. Of course, what happens in the teen grid stays in the teen grid. But you CAN read all about it at www.HolyMeatballs.org.

SUNY

Group Renamed! Join Friends of SUNY This unofficial group has been renamed Friends of SUNY - a group for State University of New York faculty and staff to meet colleagues and share experiences in SL. Note: that this group is not officially affiliated with or endorsed by SUNY. It is just a group for those interested in the educational opportunities in SL...

Stormy Knight Foundation

We are here to help organizations in the real life to help those in need. We are here to assist in Education, Assisting with fund raising, and just raising awareness about real life issue. I.E. Child Abuse, Hate Crimes, Animal welfare, etc. Please join our group if you would like to participate in events we plan to schedule and make the world a better place. as John Lennon said "IMAGINE!"

Sweet Pea Childcare

((WE ARE NOW OPEN! HORRAY))Here at SPC(Sweet Pea Childcare) We strive to bring a fun educational place for your child to spend the day while you are at work! We have caretakers with fun activities and field trips. We have books you can read and Puzzles you can do . Stop by the daycare today!!!

Mini-Demon Shadow Ninjas

Mini Demon Shadow Ninjas is a group in which you can become educated about the basics of being a ninja or even advanced steps...you will be provided with a sword, most likely a katana (scripted) and hopefully an outfit. In order to get up a rank you must complete a course the course gets harder each time you wish to go up a rank. Any concerns just IM me. Don't forget to join!

Circle of Claddagh Center

The Circle of Claddagh Center (CCC) where friendship and love reign. ? ?LIVE * LAUGH * LOVE ? The CCC has been built specifically for women of all ages in all walks of life. Here you are allowed to explore your special talents and interests with groups, friendship, fun, hobbies and educational activities. The group is formed so you will be able to build and operate the internet viewers within the center. Child avatars are welcome! No adult content allowed.

Virginia Tech

A group for faculty, staff, alumni, and friends of Virginia Polytechnic Institute and State University (Blacksburg, VA). All of the L\$100 fee to join the group, which was put in place on April 20, 2007, will go toward money being raised for the Hokie Spirit Memorial Fund. The group was founded by a Virginia Tech alumnus (MA, 1999 and PhD, 2003), who is a faculty member in the School of Education. Go Hokies!

Motown Alumni Association

The Motown Alumni Association has a 20,000 membership base with over 25 branches worldwide. It's primary purpose is to educate through workshops, lectures and forums on the lifestyle and culture importance of the Motown Record Company. Condo's and home discounts are available to MAA members on SecondLife.com. Contact Billy Rasa ...aka Billy Wilson for membership entry and other information. You can also go to MotownAlumniAssociation.com for more MAA info.

Virtual Native Lands

Virtual Native Lands is an educational nonprofit corporation promoting the use of virtual worlds technology to strengthen and sustain real world Native American communities.

The Virtual Worlds Press Club

An assembly of in world media, presently open to all without charge. Our mandates is to : 1) promote in world media 2) establish educational classes for writers and editors 3) create a media directory of in world media 4) provide opportunities for members of the various media to meet and socialise. [Previously the Second Life Media Alliance. Name changed to comply with new trademark regulations.]

I love Limit Infinity

Limit Infinity Mathematics & ICT Education Korean, English, Japanese Do you like Limit Infinity? Come closer! Limit's presents will be sent by notice.

SL Pro Model Coalition

Group Charter for all of SL's Professional Models/Designers and Supporters of the SL fashion Industry. We are educated, and top at our craft and demand to be paid as such. We work long hours and give many of them to each show. We are against agencies that do not pay models and staff fairly for work done, also for those that do shows free of cost to the designers on a regular basis (charity and special occasions excluded). Join with us. Let us be heard and take a stand to be paid FAIRLY! We Are Worth It!

Edummersive Worlds

The Edummersive Worlds Group is dedicated to promoting immersive education in 3D, 2D, and Brick & Mortar sites. Edummersive Worlds is a Non-Profit organization that supports several projects, including the 3D Classics programs, Physical to Virtual Events, and other humanities

projects. EdWorlds members are educators, programmers, technicians, and those supportive of various types of immersive education. Our members understand the value of New Media and 3D technology for the future of education.

The Trayus Academy

The Trayus Academy was the highlight of education in the ancient Sith Empire. Placed upon the gate-way Sith world of Malachor V, it was to be the greatest achievement in Sith learning. Fate, it seemed, had other plans... Just as the Academy had been built a pile of unhandy wars had begun to grasp the Sith Empire's attention. With need of more soldiers, the Academy soon fell into disuse... until now, several millenia later... (The 2nd oldest remaining Sith Order in Second Life.)

CCC Faculty

Corning Community College faculty and their students engaging in the creation of projects to demonstrate the educational potential of Second Life.

IDA Europe

The mission of the International Dark-Sky Association (IDA) is to preserve and protect the nighttime environment and our heritage of dark skies through quality outdoor lighting. Goals 1. Stop the adverse effects of light pollution, 2. Raise awareness about light pollution, its adverse effects, and its solutions; and 3. Educate about the values of quality outdoor lighting. More info: FRIEDEL PASTORELLI www.darksky.org

HAPPY HIPPO BUILDING CLUB

This is the secondary group of the Happy Hippo Building School (the primary group is Happy Hippsters -This group is now closed to new members, but please join the Happy Hippsters

for all your building education needs: adda7cb5-d7ee-3e03-0bea-a27c77bbb2b3 Visit the school sandbox: <http://slurl.com/secondlife/Kinetix/243/70/21>

Canarias

Bienvenidos/Welcome Grupo para interesados en el Archipi_lago Canario y su cultura sin importar su procedencia. Tiene su sede en la Casa de Canarias "Grimes (138, 50, 60)". A trav_s de _l se env_a aviso de las novedades y actividades de la Casa. _nete y convirti_tete en una "canaria o canario virtual" :-)) *** Welcome Group for people interested in the Canary culture and education. You'll be able know the activities of Casa de Canarias. Join !

Solar Power

This group is dedicated to a non political discussion of renewable energy technology including solar thermal energy for turbines and water heaters and building solar power systems for education in SL.

UWELaw

This group is for all UWE Law students and staff. The group will have access to the legal promenade, facilities and activities inherent to virtual world legal education. Please contact Clare at Clare.chambers@uwe.ac.uk for further information.

Brightfield Virtual Guests

A group for entrance to restricted Brightfield Virtual Events. Brightfield Virtual offers development services for RL companies and educational institutions entering SL. We build sims and content, arrange virtual meetings, conventions, conferences and training or educational classes. We can assist in finding and training in-world staff as well as in setting up professional avatars and specialized orientations for new residents to provide a fast track and productive entry into SL.

Friends of ABLE

ABLE (the Association for Better Living & Education) is an international nonprofit public benefit corporation dedicated to social betterment in the areas of education and literacy, salvaging lives from drug abuse and addiction, rehabilitation of inmates and restoring common sense values that bring peace, respect & cooperation to communities. This group is open to all who are friendly towards the goals of helping people to live better lives along these lines.

Library Famous!

Library Famous! is an actors guild drawing its members from the library and educational community (library visitors, educators/librarians, library science graduate students). Members of the group may be asked to play key roles in forthcoming 3D video/machinima projects produced by the SL Machinima Librarians Group which will be used for marketing the the SL experience. Snapshots from the video will be used to create large format print posters in SL and RL.

Kamimo Keepers

This group will maintain Kamimo Education Island. One of the Roles is Kamimo Educators and these are members that might have teaching activities on the island.

PSU Adult Education

Group Charter

Vushi

vu*shi [voo-shee] Welcome to the vushi Nation! We are a community supported by educators interested in leveraging the power of virtual platforms for education and industry. This group is also hosted by the professional educational and development team known as TSTC vushi. www.vushi.org vushi are the developers and hosts of the vush Learning System as well as

vushi Learning Network. Checkout www.vushi.org for more information.
[youtube.com/vushination](https://www.youtube.com/vushination) Twitter @vushination FaceBook.com/vushination

distanSLab Educational Tech Center

The distanSLab Educational Technology Center is a resource showcase, professional development center, and educational technology center in Second Life.

Minneopa U Staff

Free Classrooms for Educators Open Campus for Educators Minneopa Open Classroom locations are available to educators exploring Second Life or who only need short-term access to Second Life.

Current Perspectives in Biological Anthropology: Overview

Biological Anthropology 2014 Lecture & Discussion Series Presented by: Myrraiel
 Myrraiel is preparing for her final exam to acquire her MA in Biological Anthropology, and she would love to help share her knowledge of the subject while also sparking discussions on our views of some of the major topics in the field. Classes are free and open dialog is encouraged. This lecture series is designed to educate and inspire dialog about the scientific methods that effect our everyday lives. 50% of the hour long class will be lecture based and 50% of the hour long class will be dedicated to discussion about the information presented in class. Professional and peer reviewed outside sources are welcome. Fridays Starting August 8th 5pm SLT @ The Meeting of the Minds August 8th Biological Anthropology: Overview Join us for this fun and educational lecture series!

SL Indian Center

SL Indian Center is for Indigenous Peoples on Second Life. The SL Indian Center, currently under construction, is a center for Indigenous Peoples providing information about SL and RL

Indian issues, particularly focused on issues of Tribal Government, Indigenous Education, Languages, Literatures, Societies and Cultures. If you are interested in helping the SL Indian center by sharing your talents (writing, story telling, greeting visitors, creating educational and creative works), pls. IM Dashkova Flow.

Second Life International College

:::::Second Life International University::::: Welcome to the Second Life International College. Exclusive group for all residents of the best university on Second life. We believe educated people can make a lot of money in SL. We offer this education, so stop being a newbie and join us. (Group 100% Vip)

international schools (k-12)

This group is designed for k-12 educators, and others, who have an interest in international schools communities (& Int.Schs.Island isi) & in teaching and learning in general ... & to help us all share and collaborate a little more easily. Access to all areas of the International Schools Island is public. Titles in this group : (a) isi help desk : Shamblesguru Voom (b) isi resident : (invitation) those renting land (c) isi member : (open enrolment) those with a general interest

Global Music

Group Charter Made up of current and future music educators, our goal is to learn as much about different cultures and their musical attributes as possible. By gaining this knowledge we strive to be able to apply it to teaching others.

Social Skills - HippoCampus - Educ

(Plush Phi 26 , 88 , 66) SOCIAL SKILLS HippoCampus Charter: People in Second Life enhance their Social Skills with chat and communication. How to use what we learn in one world and in the other... short; ...its about the balance inbetween Primary Life and Second Life :-)

<http://www.mda.ch/imagination/socialskills.html> Be welcome to share the group as Trainer or as Trainee

I'm learning German

A group for everyone interested in or learning German. Join this group to meet others learning the language; share language learning resources with the group; learn about events and classes. Founded by Languages United. Education UK 2 <46,67,21>

Give a Better Life Foundation

The GABLF does charitable work throughout Canada, and Internationally. We are currently building water wells in Ethiopia & working to stopping Human Trafficking. Our focus: Global Aid, Education, Children, Community & Health. Our sister company Better Life Brands donates a portion of every product sold to the GABLF. Please support our works, and visit our website at www.betterlifebrands.com

CAAPT

Citizens Against the Abuse of Public Trust (CAAPT) is a non-profit organization founded in 2005 to create awareness within the general population about the misappropriation of all sorts, whether funds/donations, information, or public opinion by businesses and non-profits alike. Through education, awareness activities, and public service announcements, we hope to reduce, if not eliminate, the misuse of concerned citizens' trust. <http://caapt.org/>

Epoch Institute Staff & Support

The Epoch Institute in Second Life is your guide to the Virtual World for Education, Self-Awareness and Research. Info-flow channel for Epoch Institute Staff and Supporters.

Atheist Center

The Atheist Center provides resources for Atheists, Agnostics, Humanists, Brights, Skeptics, Naturalists, Freethinkers & other like-minded individuals. Join this group to receive notices regarding the Atheist Center. If you would like to join, please contact one of the admins. Tags: Atheist, atheists, atheism, skeptic, skepticism, science, freethinker, freethinking, bright, agnostic, religion, education, debate

Edgewoodl Faculty & Staff

We boast a uniquely talented, supportive and dedicated faculty, staff and administrative team. They serve as educators, coaches, counselors, dorm parents and mentors. This diverse and talented group of adults is committed to providing the best possible high school experience for our students, both in and out of the classroom.

Critically Minded Podcast

Members are welcome to visit at anytime at <http://slurl.com/secondlife/EduNation/114/220/31>. Facilities are available to members anytime exception when my university students are gathered for a supplemental meeting at which time the Land Protector *gently* eject any member who's name is not on the class list. Please respect the educational nature of the Center.

Archivists of Second Life

Meetings - 1 PM SLT first Sunday of each month unless otherwise notified. <http://slurl.com/secondlife/Cybrary%20City/166/171/26> Mission: * To promote the profession of records/archives preservation and records/archives access in and through Second Life. * To provide education, research and networking opportunities for archivists in and through Second Life. * To provide leadership in the identification of records/archives of historical value to the residents of Second Life. For more information

Scholarly Superheroes

A group dedicated to the interests of those who possess the superpower of reading. Join us on our mission to read every book ever written and use the acquired wisdom for good, rather than evil. Revel with us in the power of books to educate, entertain, and transport. Fight with us the foe of a stagnant mind and help set an example for new generations of readers!

Wyoming Entrepreneur

The Wyoming Small Business Development Center (SBDC), branded as Wyoming Entrepreneur, is a department of the University of Wyoming that educates business people in Wyoming. Our island is a place to meet with a business counselor (Wyoming only), attend classes, watch video, download business forms, and experience cultural exhibits and events. Find Wyoming Entrepreneur on the web at <http://www.wyen.biz>. Follow the project online at www.secondlifewyoming.blogspot.com.

I'm learning Spanish

A group for everyone interested in or learning Spanish. Join this group to meet others learning the language; share language learning resources with the group; learn about events and classes. Founded by Languages United. Education UK 2 <46,67,21>

Communication Strategies Lab

<http://www.csl.unifi.it/> The CSL is a place for research on Communication strategies. It operates internally to the University of Florence, in the Department of science of education, cultural and training process. The CSL is engaged in the realisation of numerous projects in the field of Communication.

Furries 101

Welcome to Furries 101! We aim to educate new furries and soon to be furries. Are you also knowledgeable about the subculture? Help the newbies! The chat is always open to a bit of casual talk too.

Just Plain Folks

SL Chapter of the RL JPF We are a community of over 42,000 Songwriters, Recording Artists, Music Publishers, Record Labels, Performing Arts Societies, Educational Institutions, Recording Studios and Engineers, Producers, Legal Professionals, Publicists and Journalists, Publications, Music Manufacturers and Retailers and about every other type of member of the Music Industry. We are glad to have you with us, and our Motto is.... We're all in this together!

STESSA IT Solutions, LLC

We are instructional and information technology company in RL. We have created this group to bring like minds interested in HIGHLY INTERACTIVE VIRTUAL ENVIRONMENTS (HIVEs) and the didactic elements and techniques available for this medium. There seem to be a lack of knowledge about HIVEs among prospective clients; we will like to promote education of the benefits of conducting business and training via this medium.

New Eridani Resident

Following the destruction of their homeworld, a small group of Vulcans have settled on New Eridani near the Town of Wakrubaya, the re-created Monastery of P'Jem, T'Karath Sanctuary and the Star Trek Museum. New Eridani is a home for all Vulcans (and friends of Vulcans) to live in logic and harmony, while providing an opportunity to educate visitors about Vulcan society and culture, as well as the cultures of other known species in the Star Trek universe.

Congreso Internet en el aula

Grupo de estudio de las aplicaciones educativas de los Mundos Virtuales en el marco de la red social de internet en el aula.

Lupus SL

Group Charter Lupus SL has two goals. 1. Patient and Caregiver support. 2. Education in what Lupus is, how to deal with it, and what new information is available about it. Phoenicia Pfeffer Lupus SL Director

Semantic Web

This is a group interested in sharing ideas, opinions, and knowledge about the Semantic Web as defined by the W3C: <http://www.w3.org/standards/semanticweb/> and all of it's uses including libraries, research, and education. All are welcome! RDF, RDFa, RDFS, OWL, Triple Stores, SPARQL, SWRL, RDF Browsers, knowledge representation

Arachnology

This group is for people who want to discuss all kinds of spider issues, like spiders as pets (i.e. Tarantulas), identification, education, collecting, arachnophobia etc etc. I don't think we will be many members here since keen Arachnologists doesn't grow on trees, and many people find spiders a bit scary. BUT, maybe that's why YOU should become a member? To get a new insight into the fascinating world of the eight legged creatures that surrounds us, wether we like it or not ;) Feel welcome to join :)

Second Life BIM Model ANSI Project

This group is for avatars to experience the ANSI Project in SecondLife. Avatars can walk through model, interact with certain objects and be educated on environmental sustainability systems. The aim of this BIM model is to test the social sustainability of this design in Second

Life. Through avatar interaction, the functionality and usability of spaces can be examined and possible recommendations for improvement can be made.

Solomon's Lodge No. 3, F.&A.M.

Members of Solomon's Lodge No. 3 Free & Accepted Masons Solomon's Lodge is a Second Life replica of a typical lodge hall found in the United States. This includes not only a replica lodge room, but a kitchen, library, gift shop, and more. This lodge exists in order to promote social interaction, discussion, education, information, and research. We initiate no candidates, hold NO TYLED MEETINGS, and do not tolerate discussion of matters which should be relegated to a tyled lodge.

OpenMLS Real Estate Academy

Interested in learning more about Second Life Real Estate? Join the OpenMLS Real Estate Academy for new class announcements, registration, and course descriptions. OpenMLS is the first and only real estate school in Second Life to help and educate SLers on the fundamentals and concepts of real estate buying, selling, appraising, auctioning, etc. Join our Facebook Group "OpenMLS Real Estate Academy" too! For more info im, Neo Prinz or Linlin Yip.

Professional Script Writers Guild

Professional Script Writers Guild provides an education track for skill certification. Our professional training, standardized knowledge testing, and adherence to those standards allow Guild Patrons to find comfort in knowing scripts they commission from our members are professionally written. For full Charter & Bylaws: <http://strickland-designs/pswg>

Concordia Elementary Narwhals

Concordia is a 3-10 elementary school which is opening on April 28th. We aim not only to provide students with an outstanding education; but also to help them develop as people and

discover themselves. If you have any queries or problems IM Isabella Jennifer Concordia (Olivia.Rolendis), Tiffy Serevi-Concordia Tiffy.Serevi, or Oscar Martin Concordia (Oscarmartin).

IIODL

International Institute of Open And Distance Learning (IIODL) was the Asia's first successful distance teaching institution, founded on the belief that communications technology could bring high quality degree-level learning to people who had not had the opportunity to attend traditional campus universities. The IIODL mission is to be open to people, places, methods, ideas, region and religion. IIODL is First Education Institution who Introduced the Virtual Campus in Asia.

The Sunshine School

This group is for all of the wonderful people who associate themselves with Sunshine E.S. (AKA The Sunshine School). We are an educational program for children in grades PreK through 6th grade. Classes are held Monday, Wednesday, and Friday from 3pm to 5pm SLT. Our registration fee is 200L and the monthly tuition is 600L (we also have a limited number of scholarships available). If you are interested in becoming a part of our school, please IM Annaliese Cristole soon. Our term begins February 5th, 2010!!!

Arkreign | Indoctrination

Primary: Training cell for the purpose of educating and inducting Templars through the indoctrination process; concluding with a Templar's reception in to the order. ?Secondary: Probationary sector for housing violators of Arkreign code as well as Order templars who have chosen to re-indoctrinate.

ViA Academy of Viability

The aim of the group is to popularize the constructivist way of foreign languages learning. We support all initiatives in language education using the constructivist language didactics. Our sphere of activity contains language schools establishing, developing learning materials and SLA research.

sloodleit

Gruppo italiano *noprofit* creato per collaborare, apprendere, scambiare informazioni sull'uso di sloodle ed altri strumenti di education. Sloodle e Moodle sono molto potenti, e vengono usati a livello internazionale per organizzare corsi, lezioni, formazione e-learning . L'uso di questi strumenti non _ sempre banale per cui una comunit_ di autoaiuto in italiano pu_ essere importante per sfruttare queste potenzialit_.

Papert/Turtle exhibit design

Group Charter - to create an interactive exhibit in SL for the History of Computing in Learning and Education Virtual Museum, based on the ideas of Seymour Papert of the MIT Media Lab. The exhibit will include a menu of questions visitors can ask Seymour that he will answer "in effigy" and a Turtle that visitors can program in the LOGO language.

Heidelberg - Grundschule

Willkommen auf der Heidelberg Grundschule Hier wird richtige gelernt, von Klasse 1-4. Mit echten P_dagogische Lehren, und Seminare Lehrer als auch Schwangerschaftsvorbereitung Kurse <http://www.facebook.com/pages/Second-life-Heidelberg-Mannheim/228209697255541> Welcome to the Heidelberg Elementary

I'm learning English

A group for everyone interested in or learning English (ESL). Join this group to meet others learning the language; share language learning resources with the group; learn about events and classes. Founded by Languages United. Education UK 2 <46,67,21>

Angelman Trust

This group is in support of those who are gifted with and suffer from the rare Angelman Syndrome, and its sister Prader Willi. Music, art, and festival events are held in support and to fund the research and education of those touched by both syndromes. Please feel free to join no matter what your situation, and help make lifes better for these most beautiful and unique people ^_^ (p.s. please contact Pop Handrick or Toksuki Lungu if you wish to learn or find out more about what the syndromes are).

Green Heat

Welcome Hearth Product Professionals! Woodstoves, Inserts, Fireplaces, Wood, Pellet and Gas. We've been green for decades! NFI Certified Specialists, HPBA Members, Retailers, Sales staff, Service Techs, Estimators, Manufacturer Reps, Manufacturers, Wholesalers, and Industry Educators I've started this group to see how many of us are out there in SL escaping the rigors of our occupation. Currently that is the sole purpose. With enough members I would like to do more.

FurNation Sandbox Infolink

The official group of the FurNation sandbox sims, for educator organization, event planners, and interested volunteers. For group related inquiries or management issues, please contact Atheron Alter to make proposals, suggestions, or report issues. Discussion should remain on the topic of building, scripting, content creation, and FurNation sandbox related topics. Spammers will be banned and AR'd. Do not promote products or areas in this group.

Texas CEC Student Group

Group Charter Texas Council for Exceptional Children members unite for collaboration and networking! See the official site of TCEC at: <http://www.tcecweb.org/> Friends of CEC and those interested in educating students with disabilities / exceptionalities are also invited to join!

N'vied Model Management

This group is a market place for fashion. ? Models ? Designers ? Photographers ? Agencies ? Education & Help always available Post and respond to job advertisements here. Upon joining, you may request your business tag. Monthly Contest & Model Management

Second Life Water Patrol

We exist to educate boaters and pilots on safely using air and water craft in Second Life. We also perform roleplay ranging from escorting ships to answering distress calls. We are not affiliated with any other "Coast Guard" type group in Second Life

Abolitionist Vegans

Abolitionism is an approach to animal rights that: 1) requires the abolition of animal exploitation and rejects the regulation of animal exploitation; 2) is based only on animal sentience and no other cognitive characteristic, 3) regards veganism as the moral baseline of the animal rights position; and 4) rejects all violence and promotes activism in the form of creative, non-violent vegan education. If you disagree with these points, you'll probably not be happy in this group.

Democratic Party of Second Life

Blog: <http://dpsl.blogspot.com> HQ: <http://slurl.com/secondlife/Black%20Art/234/112/38> The purpose of DPSL is to advance the goals of the United States Democratic Party through public policy and political issue analysis, discussions, social events, education, fund-raising,

recruitment, coordination with other Democratic and progressive groups, and other activities to benefit the Party. DPSL shall support participation in the Party, and recruitment of DPSL membership without discrimination on any grounds.

UpsideDown Society

The aim of the UpsideDown Society (USDS) in Second Life is to look at the world from a new perspective even "thinking outside of the box" looks different. ... and (dare I say as an educator) it could well be fun as well. You'll recognise other members of the USDS ... because they will be ... yes you've guessed it USD ;-) H.Q. of the USDS is on the International Schools Island in Second Life <http://slurl.com/secondlife/International%20Schools/64/90/24>

Team Bacchus

Relay for Life in SecondLife team sponsored by Bacchus Enterprises for RFL in SL 2011! Relay for Life is the signature fundraiser of the American Cancer Society. Your funds go towards the fight against cancer, in research, patient services, education, and advocacy. Do what you can to help this cause!

Lebowski's Achievers

The Dude: These are, uh... Brandt: Oh, those are Mr Lebowski's children, so to speak. The Dude: Different mothers, huh? Brandt: No. The Dude: Racially he's pretty cool? Brandt: [laughs] They're not literally his children. They're the Little Lebowski Urban Achievers - inner city children of promise but without the necessary means for a - necessary means for a higher education. So Mr Lebowski is committed to sending all of them to college.

ATTAC %

LE MONDE N'EST PAS UNE MARCHANDISE Un petit pied de nez anti- lib_ral dans un monde ultra lib_ral Association pour la Taxation des Transactions pour l'Aide aux Citoyens

Commencer _ comprendre les m_canismes financiers _ l'oeuvre dans l'ultra lib_ralisme, pour dire non. Local ferm_ provisoirement Altermondialiste - Ecologie - D_mocratie Solidaire - Education populaire Attac % SL n'est pas un comit_ .

Young 6oyz Inc. Gang^

the new generation is knowledge, and knowledge is survival. the goal is to preserve the new generation by uniting younger ages and educating them about the New World. #YBzIG

Space Studies Institute

Frontier Spaceport & Orbit U. Alternative low-cost and reusable rockets, space solar power, asteroid detection and mitigation, closed environment life support systems, space habitats. Teachers In Space. Resources and community for researchers, educators, entrepreneurs and enthusiasts. Community built, operated and supported. Pathfinder project by Space Studies Institute ssi.org Region Space Studies Institute

I'm learning French

A group for everyone interested in or learning French. Join this group to meet others learning the language; share language learning resources with the group; learn about events and classes. Founded by Languages United. Education UK 2 <46,67,21>

I2K20 SLEDUCATING

Internet2 K20 SLEducation: Virtual classrooms, interactive technologies, and new media are transforming the educational enterprise, but the purpose remains a constant. Learning what you need to know and be able to do to be successful today and in the future continues to be the focus of schools, colleges, and universities. This group is designed for collaboration and outreach activities w/ Internet2 colleagues.

L.E.T.S. Daycare and Preschool

Under new management and ready to open the doors to education and imagination for your most loved child. Join us for field trip adventures, engaging curriculums and new friends everyday! Job openings available, fun to be had by all, Lets go to L.E.T.S.

STAR - Stock Trading and Reporting

STARS does not actually do any trading or even make stock recommendations - Instead, we serve to educate about stock trading and to provide a forum for meaningful discussion about asset and portfolio management, risk assessment, and trading in securities.

Sloodle.it

Gruppo italiano *noprofit* creato per collaborare, apprendere, scambiare informazioni sull'uso di sloodle ed altri strumenti di education. Sloodle e Moodle sono molto potenti, e vengono usati a livello internazionale per organizzare corsi, lezioni, formazione e-learning . L'uso di questi strumenti non _ sempre banale per cui una comunit_ di autoaiuto in italiano pu_ essere importante per sfruttare queste potenzialit_.

USF WLE Administration

For the University of South Florida World Language Education SL Group. Projects in conjunction with the USF College of Arts & Sciences, USF University College and the eTeaching & Technology Group.

CAL Sustainable Living Library

The Sustainable Living Library of Second Life is committed to creating better and healthier lives for ourselves and our children through sustainable living practices. By developing workshops, exhibits and other resources, we strive to educate our visitors about green practices and other ways to sustain healthy lives and a healthy planet. The Sustainable Living Library is

sponsored by the Colorado Association of Libraries (CAL). For more info, please send a notecard to Plautia Corvale or Ariell Enoch.

The Plank Assembly

The power of virtual worlds to communicate, educate, and entertain is unprecedented. Our team of experienced, real-world design and architecture professionals can help your company or institution take advantage of this exciting, new medium. If you are serious about exploring the innovative opportunities offered by virtual worlds or would like more information on how we work, please feel free to contact us.

Second Life Scuba Divers

This is the official group for the Second Life scuba divers. This group will give you a real life education on scuba diving. Currently looking for dive spots, if you have a place and you will allow us to dive there, please instant message Orachi Parx. Open Enrollment feel free to join! dont be shy!!!!

SL Arts & Total Entertainment

Slatenight magazine (slatenight.com) is dedicated to showcasing the Arts, education, and all forms of entertainment in Second Life. Covering topics such as photography, machinima, art, role-playing, new media, gaming, relationships and also including Second Life poetry and fiction, Slatenight aims to be a guide to all things creative, imaginative and fun in SL.

NBC/SLSALT Inspection Agency

An INDEPENDANT agency primarily concerned with Nuclear/Biological/Chemical support, instruction, and disposal. Inspectors are also familiar with the "Second Life Strategic Arms Limitation Treaty" or SLSALT and the STABLE Draft (4/7/07). Inspectors are authroized

to equip complex shields, however are NOT PERMITTED to equip, display, discharge, or otherwise utilize a weapon in any way, other than for demonstration/educational purposes.

Sustainability Institute

My name is Kiwicito Daxter and I am at the start of a project to create a Virtual 3D Sustainability Institute. This is a project that will be a 5 year project spanning 2010-2015 and when completed will offer people the chance to learn about Sustainability in new ways that this unique 3D Virtual world offers. If you are interested in Sustainability Education and would like to take part in the project please subscribe to the group.

Meta Partners

Meta Partners Group This group about improving life of any organization and individual operating across the metaverse. This group is getting together to : -> discuss important topics -> search for solutions -> show each other our creations -> talk about what would be helpful, -> Together solve common and important issues, -> and most importantly to connect with like-minded Entrepreneurs, Educators, Non-Profits. or any active Residents... Let's make our ideas heard across the metaverse

The Brain Candy Project

The Brain Candy Project's mission is to support the needs of parents/guardians living in the hospital with their critically ill children. We will collaborate with and support other non-profit organizations who are focused on charitable and educational activities that raise awareness about pediatric illnesses, traumas, and the support needs of families who are affected by them. The Brain Candy Project: a charitable program of the Congressional District Programs, a 501(c)(3) non-profit. EIN: 65-0970090

National Parks & Wildlife Reserves

National Parks and Wildlife Reserves of Second Life For those interested in promoting National Parks and Wildlife. Emphasis on natural beauty, environmental awareness, and education about animals, especially endangered species.

SHU 3DED

Sheffield Hallam University - 3D education research group. For more info visit www.3d-educationsurvey.info

Thothica SL Teachers' Guild

For discussion of educational issues. Philosophy, Art, Poetry, Psychology, Computer Science, and Education: Thothica is a community of thoughtful people interested in the arts and sciences to meet, discuss, and collaborate. Weekly discussions, art gallery, smart hangout, chess, sandbox. Find Thothica by pasting this into your browser:
<http://slurl.com/secondlife/Clemson%20University%20Dev/142/129/29>

g.e.b.b. - Ausbildung

We are the business-unit of the g.e.b.b. which works on subjects concerning the issue of "education". We support in projects to modernize the education of the German Armed Forces (Bundeswehr).

SLU - Second Life University

SECOND LIFE UNIVERSITY We believe educated people can make a lot of money in SL. We offer this education, so stop being a newbie and join us. If you need more information, join this group or contact Theo Hilltop or Antheo Aker. Join our Facebook page : Second Life University

USQ Alumni

A group for the alumni of the University of Southern Queensland who studied or worked at Queensland Institute of Technology (Darling Downs), Darling Downs Institute of Advanced Education, the University of Southern Queensland or one of USQ's International Education Partners.

QSITE

QSITE is the Queensland Society for Information Technology Educators and an affiliate of ISTE. This location is established to facilitate relationships between QSITE, ISTE , ISTE Affiliates, and Information Technology Educators worldwide.

-PRIMBUSTERS-

This group is for the support, encouragement, education and promotion of creators in Second Life. We encourage creators of all disciplines, Builders, Scriptors, Sculptors, Graphic Artists etc and are dedicated to working together to improve all our skills in a friendly and respectful environment. We strive to achieve this by sharing knowledge, tips and tricks, and maybe 5 minutes out of your day to answer a question to help someone.

Division of SL Counseling Center

I am a real life counselor that will provide services that are designed to help members of SL reach a balanced second Life experience, ranging from various counseling services, educational programming initiatives, training programs, outreach and consultation services, to a wide variety of self help materials.

HOPE for Parents

HOPE. It's something many parents of children with Autism need more of. This group is designed to give just that. There is hope for every family coping with Autism. Through education and sharing stories of our success and our failures we can all learn from each other while we

grow. This group will post information about successes and new treatments and workshops as well as sharing in group chat.

SL | Cure Sickle Cell | Foundation

Our mission is to engage with the Second Life community in promoting Sickle Cell education and awareness. Please donate \$1 by joining this group for more information about future events. ALL fundraising and donations go directly to real life Sickle Cell foundations.

Virtual Folklab

VIRTUAL FOLKLAB is dedicated to traditional folk & worldmusic ! We stimulate - serious exploration and promoting - education & live concerts - connection real & virtual platforms in order to provide worldmusic lovers with an unique online environment. FOLKLAB = an initiative of T. W. M. (Toroks Wold Music productions) Join us for free & stay informed or IM me if you want to become an active member! musical regards, NAF TOROK
www.ning.folklab.com

Greenbush Take2 Podcast Listeners

People that listen to the Greenbush Take2 Podcast at <http://take2.greenbush.us> - An Education oriented news podcast for parents, teachers, and schools - its always fun, innovative and informative !

Pinnacle 22

Pinnacle 22 offers services including highly personalized oracle and tarot readings, numerology, astrology, crystal therapy, dream analysis, and energy work. We can assist you in learning more about yourself, exploring your spirituality, gaining intuitive insight into decision-making, aligning with your life purpose, and achieving clarity and balance. All inquiries and

services remain confidential. Our services are for educational, spiritual, and entertainment purposes only.

MOOC Fans

Not associated with any MOOC provider. Just a group for sharing info on MOOC's and setting up study groups for MOOC's. MOOC is Massive Open Online Course. Very much in the spirit of Wikipedia, Coursera, Udacity and edX are three MOOC providers. Khan Academy is in the same vein: <http://www.khanacademy.org/>. You can read up on MOOC's here: <http://en.wikipedia.org/wiki/Mooc> and <http://www.npr.org/2012/09/30/162053927/online-education-grows-up-and-for-now-its-free>.

Association of Christian Therapists

The Association of Christian Therapists (ACT) is non-profit association of Christian healthcare professionals and associates in the physical, mental and spiritual healthcare disciplines. ----- www.actheals.org ---- physicians, nurses, medical technicians, dentists, educators, psychologists, psychiatrists, counselors, psychotherapists, social workers, chiropractors, physical therapists, body work practitioners, clergy and Religious, spiritual directors, pastoral care workers, and healing lay associates...

Champion Horses Young Riders

Aims and objectives. 1. To Open up Champions to all children in sl, to to give them purpose to horse ownership. To encourage Families in such a way it embraces the Family unit within Champion :~ its' ties and community 2. To give young Champions a sense of belonging, a chance to compete, take pride in their horses, and a social activity of their own. 3. To encourage and allow them to take part in all aspects of Champion life, activities, and Education. 4. To compete at their own level, have fun.

*** be creative - sei kreativ ***

Hi - you want learn more about building anything in second life? We offer classes with themes like building, make clothes, photoshop scripting and much more. We offer even education for Newbies as for "Profis". We always looking too for good and NICE mentors ! M_chtest Du lernen, wie man in Second life bauen kann? Wir bieten Kurse mit den Schwerpunkten Bauen, Texturen, Photoshop und Programmieren (Skripten) f_r Anf_nger und Profis. Wir suchen auch immer nette Dozenten Schule School Unterricht deutsch

I'm learning Russian

A group for everyone interested in or learning Russian. Join this group to meet others learning the language; share language learning resources with the group; learn about events and classes. Founded by Languages United. Education UK 2 <46,67,21>

Alpha Kappa PreStarlon Sorority

Alpha Kappa Prestarlon Sorority is comprised of over a host Classy-trained women from around the world. It has an active membership of over 70 at this time, members who represent a diverse constituency of women, from educators to heads of state, politicians, lawyers, medical professionals, media personalities and decision-makers of major corporations. Graduate members constitute the largest percentage of membership. above all we will now and forever remain Soror Sisters.. ~Alpha Kappa Prestarlon Lady ~

Blues Rocks

Blues Rocks is a project to entertain and educate fellow Secondlifers about The Legends of The Blues and the Rock artists that were influenced by the Great Blues Artists of the past. Please visit Pigpen Blues Memorial and sculpture Park in Jamville. You are encouraged to touch and climb on the primms. There are You Tube Screens to view the URLs you can collect while

wandering through the Sculpture Garden. The Jamville Community Stage is also next door hosting Live Musicians and DJs . J.L.

Fibro Aware

Fibro Aware is a Non-Profit Fibromyalgia Awareness Group in Second Life. The mission of Fibro Aware is to increase fibromyalgia awareness through virtual education. **DISCLAIMER:** We are not doctors or specialists, but regular people diagnosed and living with fibromyalgia everyday. All are free to join and learn about this often misunderstood and misdiagnosed condition.

Culture of Peace Hub

The SL Culture of Peace Hub promotes synergy among groups working along the eight action areas of: education for peace, sustainable development, human rights, gender equality, democratic participation, dialog and tolerance, free flow of information, and international security. URLs: <http://www3.unesco.org/iycp/> <http://cpnn-world.org/> <http://www.culture-of-peace.info/> Visit us: <http://maps.secondlife.com/secondlife/UUtopia/206/96/24>

The Midicentral Community

Group Charter A community of musical enthusiasts, performers ,and developers , who's objective is to educate , perform, compose, and otherwise network through the Metaverse utilizing the MIDI format. Come musicians, scripters, listeners come one and all, to the Second Life Midi Concert,coming soon to your local town hall.

IMOPCA FOUNDATION

Over Sears of iNVISIBLE Museum of Post Contemporary Art. Director: Rod Mandel
Director: Ajnyeska Hykova Assiatant Director: Bea Svoboda Director of Education: Anri Savari

NEED-SL

Group Charter NEED-SL- Nursing Educators Exploring and Developing in Second Life is an invitational only community of real-life educators, involved in creating and sharing educational activities for expanding Nursing Education into SL. We trace our beginning to a poster display at the 25 Annual Computers and Technology in Nursing, Sponsored by Rutgers University in June, 2007. If you wish to join this group, IM one of the founders telling us about your interest, so we can add you our community.

Ochsner Health System - Second Life

The Ochsner Health System Second Life (OHS-SL) group was created to provide a virtual space to a diverse group of health care professionals seeking to explore, to collaborate, and to pilot a variety of initiatives in Second Life. The OHS-SL group values best patient care, research, and education. Members participate in teaching, mentoring, and learning roles to enhance each member's professional development, and to support the group's values. Nursing journal clubs are regularly facilitated to advance EBP.

I'm learning Italian

A group for everyone interested in or learning Italian. Join this group to meet others learning the language; share language learning resources with the group; learn about events and classes. Founded by Languages United. Education UK 2 <46,67,21>

Junkk.com

Junkk.com is an environmental information website, providing informal education and both a global online and neighbourhood based localised community network for the free exchange of ideas and views on issues involving the environment, waste disposal and good eco practices, including reduction, reuse, repair and recycling via news, advice and commentary.
<http://www.junkk.com>

claudine

Owner: Master DarkMentor owned subject: claudine Cluny + claudine Appletor This group is sharing information to enhance and report on claudine_s behaviour. Please keep informed about current orders and educational process. Please add your experiance. The girl is not able to read your notes nor can she follow the groupchat.

virtual-e

virtual-e help businesses and educators get into and make the most of Second Life. We provide a full service and are SL Solution Providers. Vist the virtual-e website for more info: www.virtual-e.co.uk

SimulationGames

Part of a National Science Foundation (NSF) grant project by faculty at Lane Community College and The Center for Advanced Technology in Education (CATE) at the University of Oregon, the SimulationsGames group will collaborate on the conception, programming, development, and management of virtual games for students enrolled in for-credit courses.

I'm learning Japanese

A group for everyone interested in or learning Japanese. Join this group to meet others learning the language; share language learning resources with the group; learn about events and classes. Founded by Languages United. Education UK 2 <46,67,21>

British Council

This group is for British Council educators exploring Second Life If you work for the British Council and would like to join, please ask. We are about to set up an island for adolescent language learners on the Second Life Teen Grid Shortly aftewrwards, there will be another British Council island on the Adult Grid

JVWE

The Journal of Virtual Worlds and Education, is a peer-reviewed academic journal that aims to present the best writing and thinking available about Virtual Worlds and the possibilities and implications that Virtual Worlds hold for educators and the field of education. Visit www.jvweducation.org for further information. This group is intended to be a nexus and resource for officers, staff and supporters of the JVWE.

SUNY Empire State College - OVME

Office of Veteran and Military Education (OVME) - SUNY Empire State College. We are committed to making education accessible to members of our armed forces and veterans as they pursue their educational goals. Empire State College enables military students worldwide to earn a high-quality college degree while serving our country.

EduCentral

This group is meant to be the central learning Hub in second life. If you are interested in learning in secondlife, join this group. Educators from all over SL are allowed to advertize their class in this group. if you are a teacher still looking for a place to teach, see the edutopia group. learning education teach class school university learn lerning information help classes educators professors teachers

Xxtreme Oasis Kids Club

Xxtreme Oasis Kids Club offers a safe haven for kids. We offer full access to our horse race track for Champion horse cross-country, barrel racing, and jumping. We have bi-weekly dances with contest boards, track events and auctions. We have mentors on hand to educate those interested in learning about Champion Horses. Come and enjoy the fun!!! If you have any questions, please contact Leeleeb Resident or Astrid Foxclaw.

Gold & Silver Investors

Our aim is to educate about gold and silver investment in rl. We believe that every investor should have exposure to gold and silver, not only as insurance in these depressionary times, but also to increase their wealth. Web site: goldsurvivalguide.com

SCIENCE! Rockin' 27/4

A group of insane, highly educated, totally wacko, and unhireable blokes, babes, bobbies, and bonnies whom tend to make SCIENCE! Mad SCIENCE! and SCIENCE! of SCIENCE! [Yes, 27/4, we're MAD SCIENTISTS for a reason!] -Provided parcel land rules: No Guns, No Testing Guns, No Showing Off Guns. wearing is ok, just don't use them Don't spawn a million griefer objects or annoyances, that will surely get you banned! Remember, egyptions like tuna too!

Divers Alert Network in SL

DAN is a not-for-profit 501(C)(3) organization that provides emergency medical advice and assistance for underwater diving injuries, and underwrites a wide range of research, education and training programs that promote safe diving. DAN is supported by more than 200,000 fellow divers with a further 60,000 international divers supporting DAN Europe, DAN Japan, DAN Southeast Asia Pacific and DAN Southern Africa.

Ring of Fire Network

The "Ring of Fire" is a network connecting the very best of SL in the areas of Education, Natural Science, Social Science, Art & Literature, Technology, Medicine, Philosophy, and Environment. This group is for Participating Members, Development Team, and ROF Advisors, and is intended for communications and coordination among the various members and subgroups

(roles). Enrollment is by invitation only. If interested to join or for more details about the ROF network, please contact Thoth Jantzen inworld.

Systems Thinking

The Systems Thinking Group discusses issues and problematic situations, based on the fundamental assumption that no single paradigm provides the right solution to all problems. It is difficult to accept this assumption since both modern education aims to teach you the "one best" paradigm and the public and private sectors encourages this view. We explore alternative approaches using various systems theories, with a view to developing multi-paradigm systems thinking.

I.K.E.A.

Institut für Konsequente Ausbildung und Erziehung Institute for consequent education and training

I'm learning Portuguese

A group for everyone interested in or learning Portuguese. Join this group to meet others learning the language; share language learning resources with the group; learn about events and classes. Founded by Languages United. Education UK 2 <46,67,21>

SLEDcc 2008

Second Life Education Community Conference 2008 (SLEDcc08) - September 5-7, 2008 Tampa, Florida and in Second Life Join the community. Learn and network. Share your research. Proud member of the Official Second Life Community Convention 2008.

Critical Pedagogy on SL

Group Charter This group will hold discussions around using "Web 2.0" and "Web 3-D" through critical pedagogical frameworks. Discussions will range across various technologies and

critical theories. As educators seeking to use web 2.0 tools - are we part of the problem or the solution? Started in response to a discussion that happened on the SLED list - see my blog posts at <http://cyberdiva.org/blog/category/slpedagogy/> How can we work productively on using these

Librarians of V.H. and V.M.

The Librarians of Virtual Harlem and Virtual Montmartre are engaged in the design and development of library services, collections and spaces in the educational sims of Virtual Harlem and Virtual Montmartre. We also have a friends' list of people who have demonstrated interest and have been generous with their time.

I'm learning Mandarin

A group for everyone interested in or learning Mandarin. Join this group to meet others learning the language; share language learning resources with the group; learn about events and classes. Founded by Languages United. Education UK 2 <46,67,21>

neotopia

neotopia is a real world organisation. one of its primary purposes is education and it aims to provide an environment for experiments with virtual worlds. impersonated by timmi Revolution, neotopia plans to give lectures within second life on topics such as media communication and 3-d design. send a mail to neotopia@hactivist.de or contact timmi Revolution in-world or visit our second life home on Teaching 2 (13, 177, 23). neotopia ist ein ort zum experimentieren mit lernen medien in neuen medien.

"The Point"

Fun Education Fellowship

FUNDAMENTOS TEORICOS EM EAD DIGITAL

Esse grupo _ direcionado a praticantes ou interessados em EAD Digital (educa?_o a dist_ncia desenvolvida no meio digital com o uso das novas tecnologias de informa?_o e comunica?_o - TIC). As mensagens do grupo ser_o "respostas" _s perguntas dos participantes que poder_o ser enviadas para o e-mail abaixo: << anassalungu@hotmail.com >> Palavras-chave (Keywords): comunica?_o pedag_gica, pedagogical communication; Fundamentos da EAD Digital, Principles of Digital Distance Education.

NNAVA Tribal Land

National Native American Veterans Association The Voice of the Native American Veteran
www.nnava.org The mission of the National Native American Veterans Association is to educate and assist Native American Veterans without regard to Tribal Affiliation, degree of Indian Blood, branch of the Armed Forces, or Combat Status with regard to Veteran Rights, Entitlements, and Benefits.

UF EdTech Cohort 3

Curriculum and Instruction/ Educational Technology Doctoral Students in Cohort 3 (c/o 2015) from the University of Florida. Visit our SL homebase at:
<http://maps.secondlife.com/secondlife/EduIsland%209/26/232/22>

GhostMyst Enterprises

This group is for The Children and Parents of Carina's Kids Orphanage. It is a fun, Family Friendly-Oriented and upbeat place for families to get together and have LOTS of fun. From Events, Education, Activities to Parties.. It's all hereat CARINA'S KIDS ORPHANAGE. Come JOIN the FUN!!!!

ALS Accessibility Center

Providing education and resources to all on issues related to disabilities and how SL can enrich a person's life.

Crystal Gadgets UPDATES

For customers of Crystal Gadgets. ? New products ? Gadget updates ? Free tools For news only. No group chat thanks. Visit us at crystalgadgets.com Prim Finder, Primfinder, Prim Rezzer, Online Notifier, Friends list, education, Free Radar HUD, Builders Skybox ,freebies, free gadgets, prim library, free tools, business tools, Group Subscriber,Crystal Dome

GFC Medical

Group for GalaxyFleetCommand (GFC) Medical. GalaxyFleetCommand is Second Life's premier Star Trek fan organization. GFC Medical provides the organized Star Trek Medical roleplay and educational elements to GFC's operations. A team of (roleplayed) futuristic medical professionals in the fictional Star Trek universe. Please visit the GFC Personnel Office at Galaxy (240, 160, 100) to learn more, or to join GFC and experience Star Trek within the Metaverse.

Mayville State University

For students, faculty, staff, alumni, and friends of Mayville State University. A university promoting technology and education "a little more..."

SL Designus Maximus

To explore strange new worlds... Also, to discuss ideas for using SL for educational/ training purposes and to trade tips and suggestions for building in SL. To share any cool / innovative SL locations any of us happen to stumble upon.

Beneath The Sea

This group to support the Beneath The Sea organization is its mission to educate people about our stewardship of the seas, and the enjoyment we share diving in them. Please visit <http://www.beneaththesea.org>

IPaSS Consulting

IPASS www.ipassconsulting.com IPASS Consulting specializes in Virtual Collaboration and the use of virtual simulations in educational and business applications. Assisting organizations in health care, military and defense, educational institutions and other businesses wishing to become compliant with Homeland Security Initiatives to create a presence in virtual environments and expand an organizations global existence.

Irish Educators in Second Life

Irish Educators in Second Life (IESL) Irish Educators in Second Life is an open group for networking among educators from Ireland (both the Republic and Northern Ireland) who are teaching or researching in Second Life. The aim of this group is to share information and resources regarding virtual worlds. All Irish educators with an interest in virtual worlds are welcome to join this group.

Heidelberg - Grundschule Personal

Willkommen auf der Heidelberg Grundschule Hier wird richtig gelernt, von Klasse 1-4 werdet ihr von richtigen P_dagogen begleitet. in unserem Seminarr_umen k_nnen verschiedene Kurse angeboten werden. Welcome to the Heidelberg Elementary School. Here is really learned, from class 1-4. will accompany her right of educators. in our seminar rooms can be offered different courses.

VUNA

Virtual United Nations Association Our group educates the public about global issues and advocates for the United Nations. This sim is owned by the online coordinator for the United Nations Association - Greater Orlando Chapter. You can contact her at eirene.janus@gmail.com or IM Eirene Janus

****Police Department****

We have broken the mold that other Police groups have set. PD is TOS, standards, and Community standards focused. We are providers of assistance, education, and advice. We operate in sims grid wide, assist with land management concerns and questions. PD provides classes to new residents and seasoned alike. We can also assist with sim security needs. Please contact Cdurd770 Halfpint with questions or patrol requests. <http://policedepartmentonsl.webs.com/>

I'm learning another language

A group for everyone interested in learning a language. Join the 'I'm learning..!' group for the language you are learning, or join this group if it isn't listed (we can create a new group for you).
Founded by Languages United. Education UK 2 <46,67,21>

Little Angels' daycare

Little Angels' daycare s a beautiful PG Daycare for children ,We aim to provide an excellent standard of nursery care and education for children aged under five, in a quality, child centred environment parents feel confident to access for their children. Nursery provision will be affordable to users and as flexible as possible to fit in with individual needs of parents and carers."

DCT - Fashion and Models

DCT (Dreams Come True) Fashion and Models We are a group that provides education about editing appearance, fashion and modeling in Second Life. Hope you have fun with us and

we all will get good friends. Head Instructor is Carrina Reinsch. If you _re interested in teaching, contact her or the sponsor of the group Trigit Amat. DCT is now and then looking for Models. It will ask members of this group first to do the job. Again if you _re interested talk to Carrina or Trigit. Meet us at Trigital Vox

Second Life Instructional Designers

Interested in designing training, instruction, or educational facilities for Second Life? We are professionals and academics working together to bring the best learning into Second Life. IM DawnRyder Wycliffe, DaiLaoShi Yifu, or Dian4ma Shen to join.

Save Our Seas Foundation

The Save our Seas Foundation is a non-profit Swiss foundation with headquarters in Geneva, Switzerland. Its purpose is to implement and support diverse programmes aimed at education, protection and conservation of the marine environment around the world. Its Foundation Board discusses the allocation of funds, sponsorship and policy.

Rice Children

We are helping feed hungry rice children living in Asia. With your support, we work to build stronger and healthier communities through strategic social investments that focus on education, economic development, and basic human needs. Every cent raised by this group goes directly to Rice Children.

M & R Educational Builds

Immersive Learning Company

The focus of the Immersive Learning Company is to change the face of education by significantly contributing to the evolution of learning in virtual worlds.

* * emPod Central * *

The group is the official home and support centre for SL's newest craze, the emPod_ (MediaPod), where you can immerse yourself in an all round media experience! We will keep you updated with the newest emPods, releases & accessories. Great for clubs, party venues, skyboxes, promotional displays, education, relaxation, self promotion, dances & much, much more! emPod _copyright - JJ Edmondson 2008 - '10 emPod media mpod pod immersive sphere
YouTube video videos movie movies surround

CASTLE KEEP MAGAZINE

CASTLE KEEP MAGAZINE is a monthly publication offering readers the latest information on virtual worlds with a focus on education, business, content creation, fashion, development and other popular virtual world topics. You can contribute your own thoughts, opinions, suggestions, and find out more information at castlekeepmagazine.com

I'm learning Greek

A group for everyone interested in or learning Greek. Join this group to meet others learning the language; share language learning resources with the group; learn about events and classes. Founded by Languages United. Education UK 2 <46,67,21>

The Order Of The Jedi Accountants

We are the jedi accountants. With our education in law and accounting, and our ways of the force we are destined to take over the galaxy.

Network of Business Women in SL

The Network of Business Women in SL is to provide support, education, & networking opportunities for women in business. Business, Classroom/Meeting, Gallery, Store, Club and Venue & Event Announcement Guidelines: Fell free to post your events, for fun things, business opportunities, sales & hunts. Please remember to use good judgment on how often announcing

one event in a 2 hr period, don't overwhelm. Respect, Inform, Encourage, & Support.

FaceBookGroup <https://www.facebook.com/groups/23142474363762>

Virtual World Business Association

The Virtual World Business Association provides an international membership base to learn and grow with professionally. VWBA focuses on educating and supporting members through seminars, networking events, workshops and more. The Virtual World Business Association provides the opportunities and tools to collaborate with an international network of business owners who have a presence in virtual worlds. Join today and get involved in making change!

Louisiana-SELECT

Working group for Louisiana SELECT project on 3-D web. The purpose of this project is to examine the value of 3-D web platforms such as Second Life to higher education in Louisiana. Project participants include faculty from the University of New Orleans, Southeastern Louisiana University, Tulane University, and Southern University of New Orleans. The project is sponsored by the Louisiana Board of Regents.

Steam Turtle Mechanics

SOCIETY OF STEAM TURTLE MECHANICS A Society for Riders of the Steam Turtles of Overbrook and the Lost Turtles of Laka dedicated to: - travel and exploration - preserving nature and open spaces and establishing greenways for nature treks - studying wild species - environmental education Join us for Group Trek and Society Activities!

UWS Law School SL Project

The University of Western Sydney, School of Law SL Project (Australia) deals with the opportunities of developing and delivery of exciting professional programs in a challenging new format involving: ? Practical Legal Training Skills ? Clinical Legal Education ? shop front

delivery of community legal assistance in SL by law students at UWS. ? Mooting competitions

For further information, contact PaulRogers Actor in SL. or p.rogers@uws.edu.au

Gardens of Hope

The Gardens of Hope project is designed to link five communities in Lesotho, Southern Africa, into a network of projects that share ideas, skills, resources and common purpose while supporting the educational needs of orphaned and vulnerable children. The Gardens of Hope is a project of SOLID, a Canadian society. Please see www.solidsaltspring.com for more information and discover how you can help.

Social Presence in Virtual Worlds

Welcome to the Social Presence in Virtual Worlds group. The group has changed location and is taking a break before resuming workings. Stay tune for updates. This group is open to anyone who is interested in the topic and implementation of Social Presence and Immediacy in education in virtual worlds. This group provides an immersive and interactive venue to the Social Presence in Virtual Worlds group, hosted on ReZEd. Go to <http://www.rezed.org/group/socialpresenceinvirtualworlds>.

The Temple Agency

The Temple Agency promotes education and mentoring for promising young SL models. Lights flashing! Photographers running after you! Magazines calling for interviews! Designers want YOU to model their new releases! Inspired designs, draped beautifully over your lovely pixels! And the CATWALK! Who doesnt want to take the walk, strike a pose looking stunning, cameras snapping away! Sound glamorous? Modeling is fun! Modeling is complicated and loads of work. Let us show you how.

mySLiPOD.COM

SLiPOD is the latest set of media tools to power the GRID. From Streaming audio and Video to PowerPoint and group presentations. Slipod is the perfect tool for educators, musicians, and corporate trainers. SLiPOD allows easy, yet controlled distribution of your media in Second Life. IM Media Hax with questions.

Educity Symphonie-in-E

Gruppencharta

Fiddlers Green

This group is dedicated to creating a forum to support Cavalrymen current and former in Second Life. Group membership is open, by invite, to SL residents who are, or have served in a RL Cavalry unit. Primary activities include support for in world reunions and preservations of RL Cavalry history and traditions in Second Life. Other activities include education extended to Second Life residents on the history Cavalry units, tactics and famous Cavalrymen.

* BLOSSOM HILL DAYCARE *

Blossom Hill Daycare is committed to providing children with a strong, educational foundation and by partnering with our families and the community, we challenge all children to become successful, knowledgeable individuals. We operate in a mixed age environment, giving children the opportunity to work side by side with kids at different development levels and gain new perspectives through the experience.

Virtual Worlds Affinity Group

Virtual Worlds Affinity Group hosted by SUNY Empire State College, with a focus on networking and collaboration for virtual worlds education. We hold regular events and conversations in Second Life and Open Sim regions.

Habitat Trust Charity Landowners

To hold lands in SL for the real charity - The Habitat Trust for Wildlife.
www.TheHabitatTrust.org To create beautiful, natural & magical lands in SL. To promote, educate, raise awareness and funding for The Habitat Trust in SL and RL. Public may join SL group - The Habitat Trust for Wildlife.

Club Cure Callidora

Club Cure Callidora Group is a group dedicated to fundraising for the American Cancer Society and Relay for Life. This group organizes and runs benefit events in support of off-season fund raising and Relay for Life fundraising to support cancer research, prevention education, treatment and support within SL. Please see msw Tomorrow, Renfew Sperber, Dolcebella Zabeletta, LovelyLinda Klossovsky or Mouse MacTavish for more information about our group and fundraising schedule.

Remeta Association

Remeta Association is the organization for real estate worlds [tm]. Remeta educates, promotes, and supports real estate standards, professionals, consumers, and businesses in Real and Virtual Worlds.

Friends of Hum. Bay Wildlife Refuge

Your local (RL) Wildlife Refuge needs your help! By joining this group, you will learn how to support your local Wildlife Refuge. There more than 500 Wildlife Refuges in the US, as well as similar refuges around the world that protect both plant and animal life. FHBNWR, a 501(c)(3) nonprofit organization in RL supports Humboldt Bay National Wildlife Refuge which is located in California. Here in SL we hope to educate all interested residents about the purpose and value of Wildlife Refuges worldwide.

Platinum Sphere Association

This Group was created for serious breeders & Auction attendees who would like to be notified of Auctions at The Borough hosted by Bethania Sirnah. This group is designed to allow me to communicate Auction times to Breeders & Sellers, as well as give my patrons a place to promote their high end breed-ables in advance of the auction date thus helping ensure that we get the best possible interested buyer! Please invite all your friends join. A larger data base helps us all sell & educate new kitty breeders!

* Lil Bits Academy Parents

Group for parents to come with questions and updates Lil Bits Academy is a private school that is here to serve the needs of any Second Life family. We currently are accepting students aged 2-12. Our main focus will be Pre school and it's activity. We strive to provide an excellent education for the children, a fun and safe environment, and a social community

SkyBeam Rose Society

To provide information, education and a sense of community amongst rose growers, present and future. Planned monthly meetings to be held the third saturday of each month at 9am SLT. Please IM Charlene Trudeau for further information and a group invite!

Brazy High JROTC

The Junior Reserve Officers' Training Corps (JROTC) is a Federal program sponsored by the United States Armed Forces in high schools across the United States. The purpose of JROTC is "to instill in students in secondary educational institutions the values of citizenship, service to the United States, and personal responsibility and a sense of accomplishment.

Maricopa Educators

Group Charter

T4G Merchants

T4G Merchants are a group of special individuals who have agreed to contribute their merchandise and time to the Talent for Growth nonprofit stores inSL. We are grateful to their time, interest and willingness to agree to our guidelines! Note: These stores have been established primarily for T4G participants. Our sim is closed during class time. T4G is an employment-training program for youth in the NY-Conn. region. IM Trudy Takacs, Project Coordinator
 EDucator Freiman, T4G Administrator

Transgender Jews of SL

The purposes of the group * To discuss issues pertaining to transgender Jews. * To set up a support network for transgender Jews and our allies. * To promote better gender-appropriate acceptance in all branches of Judaism by educating Rabbis and Jews in general of the nature of being transgender and the importance and urgency of accomodating. * To promote better gender-appropriate acceptance of transgender people in all religions - not just Judaism.

***Dragos Gadgets Shop

This group is for lovers of Dragos Gadgets and especially Robingo ! Join to be kept informed of: ? Latest Releases ? Product Updates ? Special Offers ? Events *Freebies Advertising prohibited. Keywords: employee clocker payment system prim finder prim counter online notifier group subscriber reminder freebies free gadgets free tools business education competitions all kinds of camping devices and camping scripts addon scripts day limits timer

GCCAz Educators

Group Charter

3DLES

3DLES - 3D Learning Experience Services Education in Opensim. Website: 3dles.com We create SPACE and PLACES for INTERACTION and IMMERSIVE EXPERIENCES in

OPENSIM Visit our SL office at <http://maps.secondlife.com/secondlife/Dvandva/130/47/23>

Contact Nick Mulligan in SL or nick@3dles.com Check our website www.3dles.com

Kamimo Ran House

Kamimo Ran House is to be a culture house and store for student projects on Kamimo Education Island. The house will hold items found in a typical Scandinavian general store. Some of the features may be permanent and others will change over time. Members of this group will be teachers, students, and contributors to the interior design.

Penn State World Campus Students

This is the official group for Penn State World Campus students. Penn State World Campus is the online and distance education campus for The Pennsylvania State University (Penn State).
<http://www.worldcampus.psu.edu>

Effie's Second Life Blog

Receive notices when Effie's Second Life Blog is updated. Visit the blog at: <http://effie-emmons.blogspot.com/> A teacher in real life educating you in Second Life. Find places... - To discover - To learn - To shop

Springboard Magazine

Springboard Magazine is a free magazine distributed to sl residents. This magazine will help to educate residents. This magazine will also distribute free items to the readers.

DArTT/CDED

Digital Arts Technology Training Institute Centre for Distance Education -Digital Education Training and Business Education Training for today's world. Web Design, 3D Animation, 3D Advanced Character Animation, Digital Imaging, Digital Publishing, Video Game Art, Business

education- Medical Office Assistant-Legal Office Assistant- Business Applications and Accounting.

Land of the Little People Daycare

Land of the Little People Daycare is dedicated to providing exemplary daycare services and educational learning to children of all ages. Some of our services include: daily learning activities, story-time, weekly fieldtrips, playtime, and healthy meals and nutritious snacks. We are proud and committed to providing our little people with morning, afternoon, and night care. Enrollment is 500L per month per student. Please contact the owner: Aphrodite Mistwood for more information.

Monsters of Surf

The Monsters of Surf is a group of surfers dedicated to working together to improve the sport of virtual world surfing. Our mission is to: ?Promote the development of new surfing technologies and regions. ?Provide education on surfing, surf technologies and region development in virtual worlds. ?Provide support for individuals, creators, groups & region owners on surfing endeavors. ?Foster goodwill among all surfers regardless of the affiliations, avatar choice, or lifestyle.

- Center for Online Learning *-*

Center for Online Learning <http://info.saintleo.edu/col/> Earn your degree completely online with Saint Leo University! Through the Center for Online Learning, the University provides degree programs regardless of location and reaches students in over 33 countries. Celebrating more than 25 years of continuing education, today Saint Leo University is the sixth largest provider of higher education to the military. Classroom attendance is never required!!

Boise State University, EDTECH Island

EDTECH island is a free resource for teachers in virtual worlds. Boise State University teach education teachers educators

Solar and Wind Energy Association

Solar and Wind Energy Association Founded to promote use of Solar and Wind energy systems and to ensure accurate information about these technologies. The group will provide educational support and training information to all group members. Group members agree to provide only accurate and verifiable information about clean energy technologies to the public. Available funds collected by the group will go to use to promote solar and wind energy technologies and to support education of the public.

School - The SL school

School - The SL school Linden Lab offers a platform for a creative community, which means that education in this community should be open in all directions. Also a creative community needs quality and professionalism. School's goal is to bring a high standard of ethics and quality into SL teaching by offering a variety of classes to students and also offering resources to all teachers. SL might be something like the future of online teaching, School starts that NOW. Share your knowledge

~~LITTLE SPROUTS TEAM~~

Our employees are the fuel that helps our company run. Working for us is an opportunity for you to achieve success and career goals. We are committed to making you feel important and part of a team. You will have the chance to work in a fun environment, while learning and developing skills to fuel your future. OUR GOAL To promote, deliver, and expand the best education to our students in a great PG environment

---> Scripts & Tools <---

Scripts & Tools The main function of this group is to help, educate and share knowledge. In this group all members may share scripts/tools/builds. If you think you made a handy tool/script, thats usefull for the community. SHARE IT ! I often make handy scripts and tools that i want to share. But had no platform to share them. I will do so here. So join now, and stay up to date with the newest techniques and tools, to make your Second Life even better !!! Greetings, Skaffinho

Connected Educator

Group Charter

Gonzaga University Second Life

Gonzaga University belongs to a long and distinguished tradition of humanistic, Catholic, and Jesuit education. Gonzaga University Second Life seeks to continue that tradition in the virtual world of Second Life.

LIFEart Gallery

Gruppencharta *** LifeArt Gallery *** < eduversa >, (165,74,23) through 2009
IMAGINARY: through the eyes of mathematics Art & Education

www.LifeArt-Gallery.blogspot.com Life Art in Second Life

MeshWorks Customer Support

What can MeshWorks items be used for? Whatever your imagination desires! Create decorations and ornaments, crystals and gems, sculptures, fantasy and science fiction items, buildings, and landscapes, or use them as they are. MeshWorks parts can be used by builders, sculptors, engineers, mathematicians, educators, students, or anyone looking for something beyond ordinary prims and parts.

SL Film School

SL Film School, started by Azar Shelman. and Chantal Harvey. You haven't seen anything yet! Changing the way we SEE second Life, for ever. If you want to capture your exciting life in SL, this group is not for you, but if you want to learn how to make films in SL that can be appreciated in the real world and fit into one of these target markets, Entertainment, Education or Marketing, welcome home.

Eudor Group

Eudor Group is a group dedicated to non-profit work for the American Cancer Society and supporting arts, artists and educational projects in SL. Eudor Group owns Callidora Island, home to the Callidora ACS Benefit Concert Series (October-July) and Kleio Island and Amusement Park. Please IM msw Tomorrow or Renfew Sperber for more information on our islands and our work.

Winona State SL Educators

TBA

Consila Roar Coast High School

Consila Roar Coast High School is a place where boys and girls can come to high school and feel great and get an awesome education. We have some sports and activities to make school fun here. Join Today For Only 1 linden to join and 50 for your locker!!! =D

*Happy People Foundation

The Happy People Foundation is an organisation that provides a place for disabled children in Hungary. At this moment children are left in cellars and small backrooms because people don't know what to do with them, we will change this by educating and providing a good example. Please feel free to make a donation to help the HPF financially, or maybe you have a piece of

land available where we can start a shop for the foundation? Club/Store owners pls ask for our donationbox to place in your store/club

Free-Ed.Net Services

This group is exclusively for those mentors, greeters, facilitators, educators, artists, and SL geeks who make up the working force behind the InWorld Campus of Free-Ed.Net. Visit our school on the web at free-ed.net. Learn more about the InWorld campus at <http://inworld.free-ed.net>

The Ordo Imperialis - Commissariat

The Imperial Commissariat is the primary combat leadership body of the Ordo Imperialis. Serving both a frontline and an educational role, the Commissariat builds and sustains the current and future leaders of the Ordo Imperialis.

~World Class~

For the future or current customers of Anatine Developments (C) We specialize in: Development for 1st life companies Building Events big and small Avatars - all styles Land and Island ownership SL society Business consultation Marketing and promotion IM Amilie Anatine, CEO Professional personal assistant service. Personal shopper. Education, business resource. concierge, trainer teacher school

Educators Coop Friends

Group Charter

Clan dei Maghi

Atto Costitutivo Gruppo Maghi e non solo, lo scopo del nostro gruppo _ vivere sl come una esperienza positiva e costruttiva, si pu_ fare aggregazione, divertirsi, scambiare opinioni. Sono

gradite le persone che desiderano partecipare al gruppo ed essere educate _ rispettose dei membri . inoltre _ vietato usare hud script e tutto ci_ che puo' essere offensivo per tutti i membri.

Brainiac HQ

Random science playground. Gadgets, gizmos, gears, and gubbins galore!

Stem Cell Donors

Please join our group, Stem Cell Donors The group goals are: -To educate and raise awareness of Stem Cell/Bone Marrow Transplants. -To encourage people to become a Stem Cell/Bone Marrow donor. For information on how to become a donor and educate yourself about Stem Cell/Bone Marrow transplants, please see: <http://www.marrows.org/index.html> <http://www.blood.ca/> <http://www.bmdw.org/index.php?id=home> <http://www.worldmarrow.org/> <http://www.livingdonorsonline.org/> <http://www.crir.org/>

A&D Consultants

A&D Consultants Gold Solution Providers' group. Consultant for educational projects, business in Second Life, marketing and social networking. Blended learning and training for teams, no- profits, gov & institutions. Trainings for teachers to better their teaching experience in SL. Sim setup and settings advisors. Builders and terraformers. Language spoken English and Italian. Feel free to contact us. Visit our websites: <http://AD-Consultants.com> <http://biancalucerobbiani.blogspot.com>

NCI Board of Directors

NCI secretariat -- (group name changes aren't trivial in SL, but there's no board anymore)
 NCI contacts: * NCI Events/Education: Seshat Czeret * NCI Senior Land officers: Wellington Beam * NCI Finance: Tateru Nino * NCI IT/technology: Lethe Naumova * NCI Owner: Tateru Nino

German Mentors Gruppe

Deutsch German german deutsch Hilfe rund um Secondlife Hier bekommen neue und erfahrene Benutzer von Second Life hilfe und Support zu allen Problemen. Du suchst neue Bekannte? Infos und Kontakte? hier bist du genau richtig, so lange du keine Werbung machst.
<https://www.facebook.com/groups/secondlifegroup/> German, deutsch, education, bildung, hilfe

Rockstars Game Social Club -(^^)-

Second Life Social Network Community ? Show & exhibit yourself with others. ? Build up your social connections. ? Place List events L\$ Art, Literature, Psychology, Philosophy, Economics, Music, Education, Games ... : Rockstar Games Social Club provides a respectful environment for thoughtful conversation, art gallery, smart hangout, sandbox...

Star Fleet Academy

The Star Fleet Academy Educators and Cadets. Cadets will be added to this group when they need to go through training, when graduated the cadets will then leave the group. Note: Please do not use this group to discuss the Academy..Keep that to the Forums..No group IM's.

::: SL . Treat Leukemia :::

Our goal is to become active within the Second Life community in promoting Leukemia education and awareness. Please donate \$15 by joining this group you will be provide with important information and future events. ALL fundraising and donations go directly to real life Leukemia Research Foundation.

VWBPE Teen Stream

This group is for teens involved in Virtual Worlds: Best Practices in Education. This is an invitation only group that grants building priveleges on the teen sandbox area. Only teachers of

students who have received approval may invite their students to this group. Do NOT invite adults to this group without full officer body approval.

{DMS} Daines Middle School

DMS is a wonderful School with I jem Wizardly as Principal. You will be ensured that your child will be taught and learning new things everyday. The education curriculum for this school never ends. This Middle Schools grading group is from 7-10 which is 12-16 ages. DES is the Elementary school for Pre-k - 4th grade. Please don't hesitate in wondering if this school is right for your child or not cause this school is wonderful and will help you child in SI college and for jobs We also allow college classes.

Grid Wide Business Group

Grid Wide Business Network & Grid Wide Business Group Enable Virtual World Enterprise Networking (Online Integration in Development). Free User Scheduled Use Of GWN Education Hub Scheduled for Fall, 2013! Proudly Serving The Second Life Business Community! The Grid Wide Business Group & Grid Wide Business Network Are Services Of Grid Wide News: Multi-Dimension Global Org ~ Full Spectrum Broadcasting, Tech & Services
<http://www.GridWideNews.com> <http://maps.secondlife.com/secondlife/Amsterdam/98/131/25/>

RESF

R_seau Education Sans Fronti_re Le 26 juin 2004, s'est tenue _ la Bourse du Travail de Paris une r_union rassemblant des enseignants, des personnels de l'Education nationale, des parents d'_l ves, des _ducateurs, des collectifs, des syndicats et des organisations attach_es _ la d_fense des droits de l'homme pr_occup_s de la situation des sans-papiers scolaris_s (de la maternelle _ l'universit_).

INETA

INETA provides structured, peer-based organizational, educational, and promotional support to the growing worldwide community of Microsoft_ .NET user groups. Our mission is to offer assistance and resources to community groups that promote and educate their membership in Microsoft's .NET technologies. INETA welcomes all facets of the .NET user community, from developers and architects to project managers and IT professionals. Members can be user groups or special interest groups that focus on a single asp

The Pillars of Hercules

Opened May 2009. A romantic place for lovers and couples to explore and relax. Enjoy the unique and exquisite neo-classical greek and roman architectural style of Scottie Menges, Second Life builder.

The Pencil Factory @ The Port - Angrybeth's Art Gallery

Established - Aug 2005. Angrybeth Shortbread's Gallery-Studio of Interactive Art. Works explore - Installation, Sound Art, Physics based work, Transposition of data, Social engagement. Also find the hidden Caves....

* * * We support CiC * * *

On behalf of the supporters of Children In Crisis organization, we thank you from the bottoms of our hearts for you joining us today & helping us. The Children in Crisis organization exists to improve the lives of children around the world affected by conflict, deprivation, poverty or other hidden crises, by working in partnership with local communities to provide education, healthcare and protection. Today, you have joined with us & the thousands of great people who all joining their hearts & hands.

E-Learning 3D

Das eLearning Projekt der Arbeitsgruppe Weiterbildung & Bildungsmanagement der Fakultät für Pädagogik an der Universität Bielefeld. - Besuchen Sie uns auf unserem virtuellen Campus auf der European University Island! Keywords: Universität, Bielefeld, Bildung, Studium, Kurse, E-Learning, Lernen, virtuell, Erwachsenenbildung, studieren, Wissen, University, Education, Knowledge,

CSU Chico SL Educators

Group Charter

United Networks

United Networks (UN) is a user-supported user group and resource dedicated to effective networking, policies and information resources. United Networks was formed to provide resources and support to a variety of Users, Administrators and Organizations as they relate to computer and network services, policies, education and security. See <http://networks.org/> for live news and advisories or to visit the About or Feedback page for more info or to drop us a note. More about UN's role in SL soon.

Setting Up an Educational Presence

Group Charter

"Scout-it" - SL Guide Agency

SCOUT-IT SL Guide Agency Your virtual travel partner We provide virtual quality leisure travel & organize your business/staff training for efficient ways to use SL & VW +Personal guided themed tours +Education-Tour programmes +Virtual tourism research & lecture +Travel Bizz Coaching +Sim Event-planners +Landscape Photography Avatar Guide, Landmark, Sport, Sail, Boat, Fly, Aircraft, Dolphin, Scout, network, plane, adventure,action, startrek, museum, explore, study, consulting

ONELOVE

italia ma non solo lo scopo del nostro gruppo _ vivere sl come una esperienza positiva, _ costuttiva fare aggregazione, divertirsi, scambiare opinioni. Sono gradite le persone che desiderano partecipare all gruppo ed essere educate _ rispettose dei membri . inoltre e vietato usare hud script e tutto ci_ che puo' essere offensivo per tutti i membri. VERRA' BANNATO DALLA LAND AD INSIDACABILE GIUDIZIO DEI SOCI. *ONELOVE* VI AUGURA BUONA PERMANENZA !!!!!!!!!!!

Teen Grid Interests in Second Life

The purpose of this Group is to be an interest group served on the interests of all current teens and former also this group discuss all second life issues including current Second life issues and Current issues Teens are faceing. educators and non profit groups are welcomed to Join. We will also discuss issues involing the former teen grid contient. We will have an office hour group with the headquarters and hoped to have Linden lab officers support the group. Group currently under development

Project D.A.N.C.E.

Project D.A.N.C.E. is and educational facility of dancing and performing arts open to children between the ages of 4 and 12. D.A.N.C.E. stands for Dancing Arts Nin_ Creating Excellence.

Lighthouse Lake Fire Department

Lighthouse Lakes Fire Department.For Fire protection, Suppression and Education. The Role playing group for the Lighthouse Lake Fire Dept.

NSS

National Space Society in Second Life, a region in the SciLands

AVC AdultEducationCenter

Group Charter

Biomedicine Research Organization

SHRO, Sbarro Health Research Organization, Medicine, hospital, genetics, biomolecular, conferences, Italia, Philadelphia, Biology, Antonio Giordano, University, elearning, psycho oncology, science, tutorials, RHN Phoenix Wave Team Mentors

The College of North West London

General Further Education College - United Kingdom??SL Exchange Machine

Healing Grounds Coffee Stop ~TriBorough, New York

Hang, chat, music, books and oh, yeah, coffee

CTE Educators

Group Charter

Curtin University WA Educators

Group Charter

ichat- the place to be!

a very small and quite island with beach furniture... feel free to rez and copy objects and pilot the boat!

ESTEQUAL Quality Furniture, Buildings, Environmental Elements

Buildings, Prefabs, Furniture, Scripts, Animations, Meli Imako Templates, Environmental elements, Xmas items, Christmas items, Seasonal Items, Valentine's day gifts, Full Perm Items, Full perm animations, plants, flowers, trees, all Second Life contents

Moya museum

contemporary art, painting, sculpture, digital art galerie ,expo villa arson mamac nice arsenal metz monaco monte carlo cannes cote d'azur.

Volkshochschule Deutsche vhs: Bildung Kurs Ausbildung, Voice

deutsch VoiceRegion , KEIN RP, echte vhs: Lernen in deutsch fuer SL + RL, www.vhs-sl.de/fr_kurstermine.htm -Hilfe, Kurse, Baukurse, Freebie, Fort-/Weiterbildung: Goslar, Teacher Tools, AvatArea, 3D-Online Pass Ausbildung,keine Fotos+ Aufzeichnung erlaubt

CED551 Fontbonne Educators FA 09

Group Charter

Learn It Town

Learnittown.com ESL Learning, IELTS, TOEFL, PET, KET, CAE, Learn English, Learn Spanish.

NikNaks and StanD - furniture, posters, knick knacks, clothes

home, funny, gadgets, style, clock, 8-ball, teaching, posters, men's shirts, tshirt, cycle jackets

'BUILD BETTER' at HAPPY HIPPO, Tutorials,building, mesh, decor

Building tutorials, Stores for rent, tutorials, interior decorating, scripts, building lessons, textures, gimp, blender, building teachers, FREEBIES, build, Gimp, Hair tutorial, Jewelry tutorial, live classes, building classes, mesh tutorials

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With the help of a psychology professor and a Pixar illustrator, Facebook is trying to make our messages a little more emotional. Recuperado de:

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