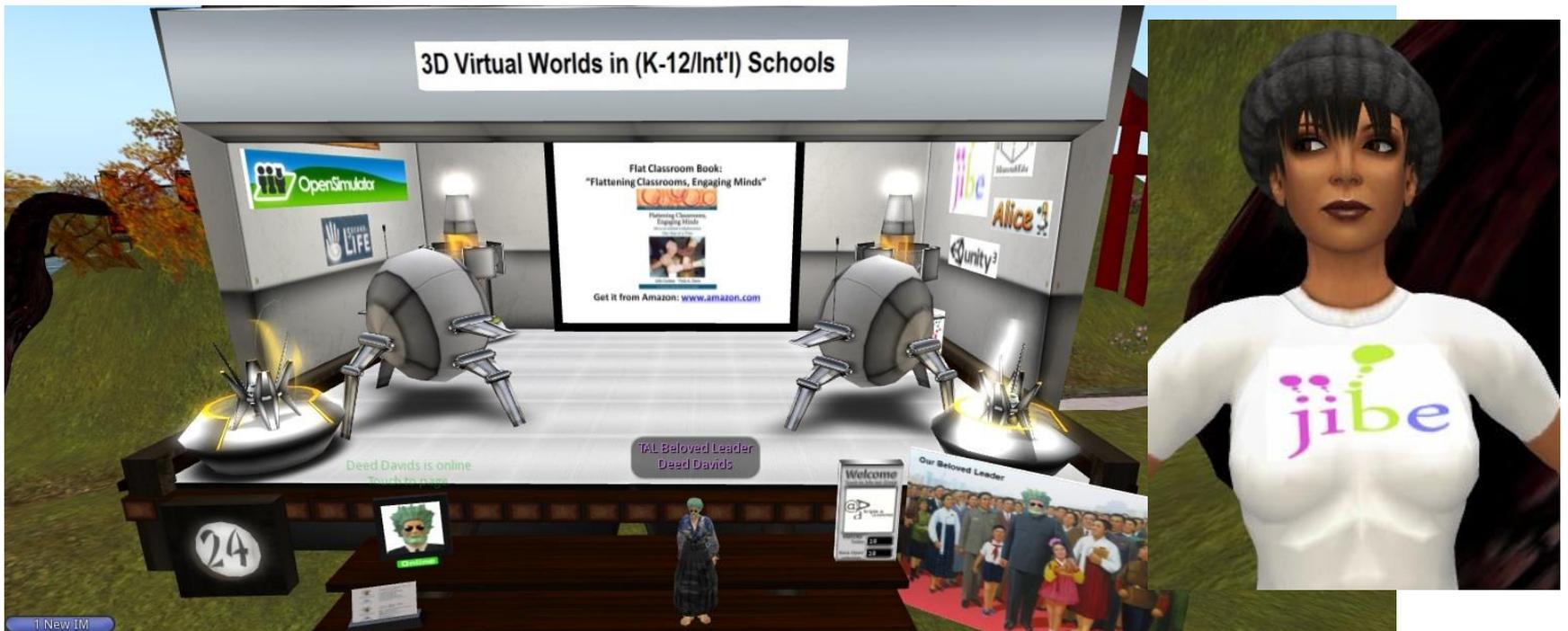


# Best Practices Showcase: 3D Virtual Worlds in (K-12/International) Schools

David W. Deeds, IT Manager/Teacher  
Changchun American International School  
VWBPE Conference: March 15, 2012

# 3D Virtual Worlds in Schools

Stop by Educommons Bravo and get yourself a geeky-cool FREE t-shirt!



[slurl.com/secondlife/EduCommons%20Bravo/79/69/25/](http://slurl.com/secondlife/EduCommons%20Bravo/79/69/25/)

# 3D Virtual Worlds in Schools



**11 years teaching: 8 unis/college, 3 K-12/int'l**

**6 years teaching with 3D virtual worlds:  
3 university/college, 3 K-12/int'l**

# 3D Virtual Worlds in Schools



**Our...uh, Their...Beloved Leader**

# 3D Virtual Worlds in Schools

## 2011 Conference Presentations:

- ▶ Flat Classroom Conference in Beijing
- ▶ AACE Global Learn Asia Pacific Conference in Melbourne (2<sup>nd</sup> consecutive GLAP)
- ▶ AACE ED-MEDIA Conference in Lisbon
- ▶ Global Meeting on Gifted Education in Second Life Conference inworld
- ▶ TechEx 2011 in Bangkok
- ▶ Global Education Conference online
- ▶ Beijing Learning Summit

# 3D Virtual Worlds in Schools

## 2012 Conference Presentations So Far:

- ▶ Otavan Opisto (Finnish academy, online)
- ▶ Flat Classroom Workshop, part of American School of Bombay Unplugged in Mumbai (to students!)
- ▶ VWBPE Conference (you know, this one!)

Booked through summer, ready to go again as of August 2012 – Educational Technology Coordinator for Colegios Peterson in Mexico

[www.peterson.edu.mx](http://www.peterson.edu.mx)

# 3D Virtual Worlds in Schools



**Triple A Learning Headquarters**

[slurl.com/secondlife/Teaching%202/228/46/22](http://slurl.com/secondlife/Teaching%202/228/46/22)

# 3D Virtual Worlds in Schools

What are we going to talk about?

- ▶ **Higher Education and K-12:**
  - Second Life – 10 minutes
- ▶ **K-12/International:**
  - OpenSimulator – 10 minutes
  - Quest Atlantis – 10 minutes
  - Minecraft – 10 minutes
  - Jibe/Unity – 5 minutes
  - Alice – 5 minutes

**Best Practices/Lessons Learned:  
What Works? What Doesn't?**

# 3D Virtual Worlds in Schools



# 3D Virtual Worlds in Schools

## Second Life: Higher Education

- ▶ Professor in Korean university's fledgling International Business Department in 2006
- ▶ Students from Korea, China, Vietnam, Russia (wide range of English skills)
- ▶ Needed a way to beat the language barrier (and overcome cultural passive role)
- ▶ Established 1,000 sqm cybercampus; later 4,000 sqm college Computer Science Dept.

# 3D Virtual Worlds in Schools

## Second Life: Higher Education

### Classes (500+ students inworld):

- ▶ Mine: Freshmen – Juniors: Computer Programming, Business Management, Internet Marketing, Project Management  
(Uni: Regular Majors, College: Votech)
- ▶ Others: Freshmen – Seniors: Wide variety of English courses, including Business English  
(S/T in our college plus others, global)

# 3D Virtual Worlds in Schools

## Second Life: Higher Education

### What Were We Doing?

- ▶ Teaching without textbooks (some e-books)
- ▶ Kids created/managed cybercampus, put on shows, made and sold real/virtual products
- ▶ Handled all management, pricing, marketing
- ▶ Learned programming via LSL, also CAD
- ▶ Active, learner-centric, English curriculum
- ▶ Hosted/visited students in other countries to practice English, virtual field trips

# 3D Virtual Worlds in Schools

## Second Life: Higher Education

### What Worked?

- ▶ Bridged the communications gap – digital natives knew what to do, even in English
- ▶ Overcame ASMeB – Antisocial Social Media Behavior – synchronous, anonymous (FUN!)
- ▶ Hit the sweet spot re: programming “payoff”
- ▶ Sheltered Instruction Observation Protocol to create Individualized Education Plans (IEPs) – Differentiation, Inclusion

# 3D Virtual Worlds in Schools

## Second Life: Higher Education

### What Didn't Work?

- ▶ Trying to recreate classroom configuration or situation in virtual world (sitting at desks)
- ▶ Worrying about kids meeting SL weirdos (socialization, experimentation worked out)
- ▶ Assignments too open-ended (cohesive structure/theme needed, individual/team goals)
- ▶ Mixing English with others, no-scaffold scripting
- ▶ Beginning classes in lab without “pep talk”

# 3D Virtual Worlds in Schools



# 3D Virtual Worlds in Schools

## OpenSimulator: K-12

- ▶ IT Teacher/Manager for small, new school wanting to implement “21<sup>st</sup> century education”
- ▶ International Baccalaureate Organization ([www.ibo.org](http://www.ibo.org)) World School, inquiry-based
- ▶ Goal of cross-curricular instruction, big thing in IB but no one knows how to do it
- ▶ Native speakers and beginners in same class
- ▶ Geographically isolated for expat teachers and students, language/cultural barriers

# 3D Virtual Worlds in Schools

**OpenSimulator: K-12**

**Classes (200+ students inworld)**

- ▶ **Middle Years Program (MYP) Technology – Shift from Digital Literacy made long ago; Art, Music, Science, Humanities soon**
- ▶ **Primary Years Program (PYP) Information Communications Technology (ICT) – switch from Digital Literacy to IB Design Cycle**
- ▶ **Diploma Program Information Technology in a Global Society (ITGS) – now in Second Life**

# 3D Virtual Worlds in Schools

**OpenSimulator: K-12**

**What Are We Doing?**

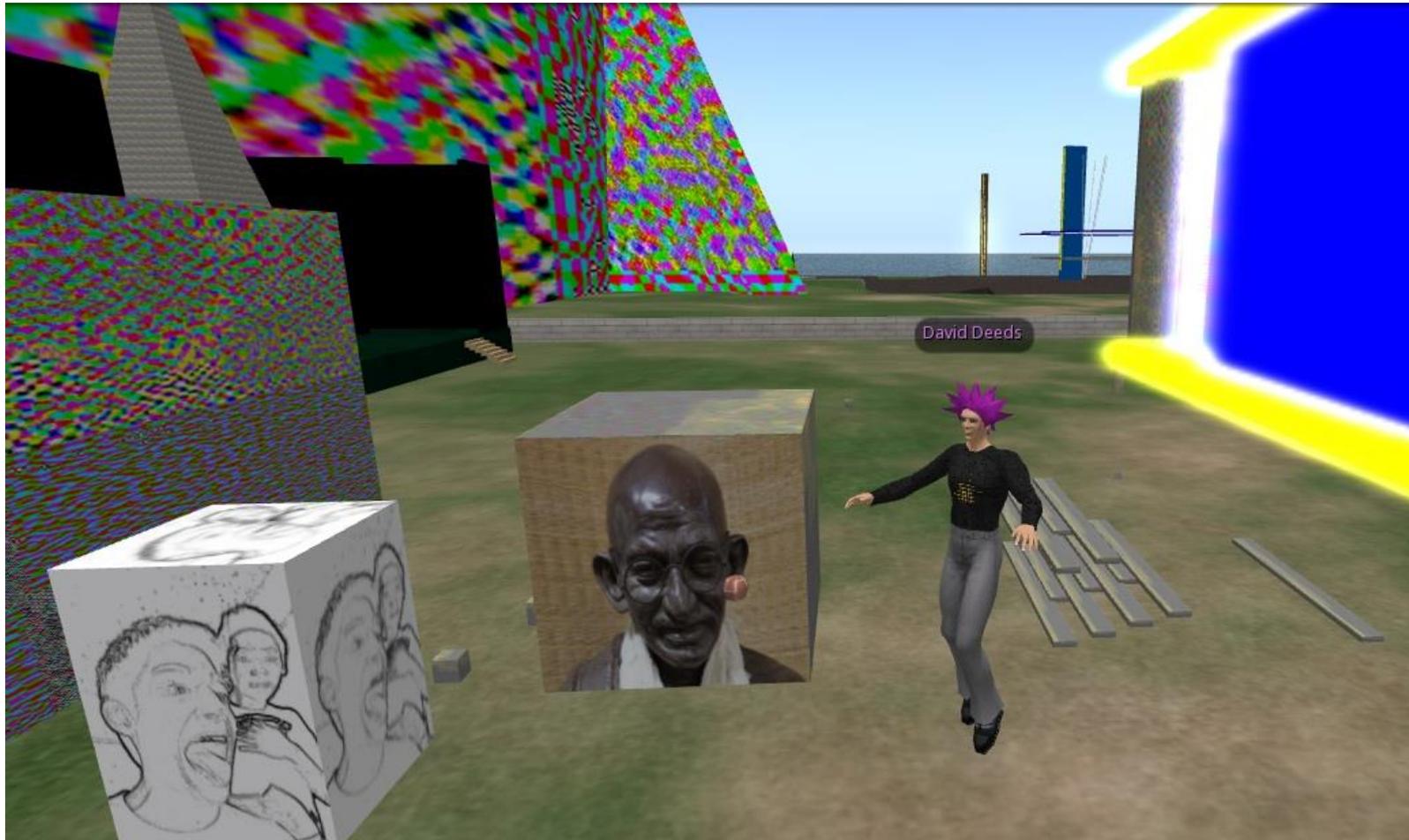
- ▶ **Teaching Computer-Aided Design, Project Management, Programming, English (MYP)**
- ▶ **Teaching task-based lessons with other tools**
- ▶ **Changing PYP ICT to inquiry-/task-based**
- ▶ **Using skeleton lesson plans, students achieve according to their own abilities**
- ▶ **Involving other non-techie skills in the process**
- ▶ **Having a [heckuva] lotta fun, but don't tell!**

# 3D Virtual Worlds in Schools



ReactionGrid private/public plus Big Bertha private

# 3D Virtual Worlds in Schools



Caisland sim, ReactionGrid public grid

# 3D Virtual Worlds in Schools



**Adobe Apartment Complex**

# 3D Virtual Worlds in Schools

OpenSimulator: K-12

What Has Worked?

- ▶ Simple Instructions/Skeleton Lesson Plans
- ▶ Three C's - Connect, Communicate, Collaborate (and #4: Cooperate - Project Management)
- ▶ IB Design Cycle: Investigate, Design, Plan, Create and Evaluate (also Attitudes!)
- ▶ Problem-Solving/Task-Based Education
- ▶ Built-in Gifted and Special Needs programs
- ▶ Everything is project-based, NO TESTS!

# 3D Virtual Worlds in Schools

OpenSimulator: K-12

What Has Worked?

- ▶ Reciprocal guidance, “guide on the side”
- ▶ Changing viewer interface to student primary language (Chinese, Korean, French, German, etc.)
- ▶ Constructivism, esp. Social Constructivism
- ▶ Self-reliance, adapting to change skills
- ▶ Scratch and S4SL for programming basics
- ▶ Wide variety of other tools: Audacity, PhotoShop, Google Sketchup, blogs/wikis, you name it

# 3D Virtual Worlds in Schools

OpenSimulator: K-12

What Hasn't Worked?

- ▶ Assuming productivity the first week!
- ▶ Calling it a GAME! Use “immersive learning environment” instead! Also, e-/textbooks
- ▶ Overcoming, but still dealing with active versus passive role (Asia specific?)
- ▶ Trying to jump right into LSL (Scratch first!)
- ▶ Trying to explain, esp. re: assessment, in advance (if you can, just do it!)

# 3D Virtual Worlds in Schools



Second Life – K-12

# 3D Virtual Worlds in Schools

**Second Life: K-12**

**Classes (20+ students inworld):**

- ▶ **Information Technology in a Global Society – Three Strands: IT Systems, Social and Ethical Significance, Application to Specified Scenarios**
- ▶ **In Group 3, Individuals and Societies – provides technical education regardless**
- ▶ **Diploma Program opportunity for kids with low English skills, Special Needs Program**
- ▶ **China International Schools Inworld (CISI)**

# 3D Virtual Worlds in Schools

**Second Life: K-12**

**What Are We Doing?**

- ▶ **Students maintain cybercampus and K-12s Inworld group, 4 schools now, goal is more**
- ▶ **E-textbooks provide content for IT lessons, ethical/moral and other discussions**
- ▶ **Projects/products: website, t-shirts, more**
- ▶ **Gearing up for real/virtual publicity**
- ▶ **Arranging college cybervisits for graduates**
- ▶ **Prepare for written exam (article responses)**

# 3D Virtual Worlds in Schools



**Middle Years Art Show**

# 3D Virtual Worlds in Schools



Concerts and Podcasts

# 3D Virtual Worlds in Schools

**Second Life: K-12**

**What Has Worked?**

- ▶ **Hands-on, visual aspect of just about all work (Special Needs program automatic)**
- ▶ **Experiential opportunities, meeting people**
- ▶ **Sense of freedom and openness (to a degree!)**
- ▶ **Provided teachers with sources of professional development (teacher and other meetings)**
- ▶ **Decreasing isolation by allowing expats to communicate with other language speakers**

# 3D Virtual Worlds in Schools

**Second Life: K-12**

**What Hasn't Worked?**

- ▶ **Convincing the IBO to abolish the written examination (70-30 external/internal grade)**
- ▶ **Students too shy to train teachers (students!) but there's still hope to make this a service**
- ▶ **Time zones and exchange rates hamper exchanges and commerce**
- ▶ **Pretending it's not FUN! (It is, just don't tell!)**

# 3D Virtual Worlds in Schools

More best practices (and sample project plans) in “OpenSimulator: School Quick Start Guide”

The image shows two overlapping windows of Adobe Reader displaying PDF documents. The background window shows a page titled "Best Practices" with some text and a bullet point. The foreground window shows a page titled "Lesson Plan Example 2" with a table of objectives.

**Best Practices**

OK, to prevent this chapter from being too long, the best practices will be summarized so you won't get the impression that there are too many.

- Allow for student time to explore and experiment. Keep your lesson plan flexible so that if an assignment could be completed in less time, you can use that time to mean? Well, have a discussion about the issues among them and then gently nudge them towards the right direction.

**Lesson Plan Example 2**

**MYP 4 IT LESSON PLAN: CYCLES 18-20 (February 24-March 21)**

**Quarter 3 Project Part I:**

**OpenSimulator/Audacity/CamStudio/VideoStudio**

**Objectives**

Skill/Knowledge Objectives	<ul style="list-style-type: none"><li>• This quarter we'll be expanding our skills/knowledge re: OpenSimulator building and programming, as well as adding something new: MACHINIMA!</li><li>• We're also going to be (finally) visiting other schools and helping other students worldwide via ReactionGrid and the IB Virtual Community.</li><li>• Demonstrate that you can handle the Design Cycle: Investigate, Design, Plan, Create, Evaluate...and Attitudes!</li></ul>
Language/Knowledge Objectives	<ul style="list-style-type: none"><li>• Follow verbal/written instructions in English.</li><li>• Use the e-book textbooks and online help to use software.</li></ul>

# 3D Virtual Worlds in Schools

**Second Life and OpenSimulator: K–12**

**Future Classes (ICT, Technology, ITGS, Others)**

- ▶ **Geeky: Continue building, programming; push for K–12 Grid for teachers/students worldwide**
- ▶ **ITGS: Make product/service training teachers, not just at CAIS but worldwide**
- ▶ **All: Increase cross-curricular coverage, including simulations and experiments**
- ▶ **All: Emphasize community aspect, studies of society and identity (TOK, CAS – IB stuff)**

# 3D Virtual Worlds in Schools

Get “OpenSimulator: School Quick Start Guide,” free e-book, covers SL too, from Scribd:

[www.scribd.com/doc/57959626/  
OpenSimulator-School-Quick-Start-Guide](http://www.scribd.com/doc/57959626/OpenSimulator-School-Quick-Start-Guide)

Or SlideShare:

[www.slideshare.net/davidwdeeds/  
opensimulator-school-quick-start-guide](http://www.slideshare.net/davidwdeeds/opensimulator-school-quick-start-guide)

# 3D Virtual Worlds in Schools



Quest Atlantis

# 3D Virtual Worlds in Schools

## Quest Atlantis: K-12

- ▶ Visit: [www.atlantisremixed.org](http://www.atlantisremixed.org)
- ▶ Prebuilt 3DVW with readymade quests (you can create your own, also build with tools)
- ▶ From the University of Indiana, FREE
- ▶ For students 9-16, maybe as young as 8
- ▶ Trainers in different locations, regular schedule
- ▶ Must have 2 teachers, 4 1.5-hour online classes
- ▶ Contact Bronwyn Stuckey: [bstucke@indiana.edu](mailto:bstucke@indiana.edu)

# 3D Virtual Worlds in Schools

**Quest Atlantis: K-12**

**Classes (30+ students)**

- ▶ **English Language A/B classes (native speakers plus other kids who are proficient)**
- ▶ **Registered users have a code of conduct and other guidelines to follow while inworld**
- ▶ **Missions include everything from stopping bullying to saving a city from the plague (!)**
- ▶ **Students and teachers assess online**
- ▶ **Each grade has a blog to record experiences**

# 3D Virtual Worlds in Schools



Everyone's a kid in QA!

# 3D Virtual Worlds in Schools

The screenshot displays a 3D virtual world interface with a 'Teacher Toolkit' window open. The toolkit window has a menu with 'My Desk', 'My Questers', 'My Curriculum', 'Activities & Tools', and 'My Records'. Under 'My Records', there are sub-tabs for 'Reviewed Questions', 'Unreviewed Questions', 'Rated Student Reviews', and 'Unrated Reviews'. The 'Reviewed Questions' tab is active, showing a list of questions with their respective review counts.

Question Title	Reviews
Agents of Change (Q1): Thea Report	7 reviews
Agents of Change (Q2): Calum's Condition Plan	5 reviews
Biological Indicators of Water Quality	8 reviews
Borrow-a-Line	1 reviews
Free the Children: Investigating Child Labor Laws	1 reviews
On the Road to Lumination: Compassionate Wisdom!	1 reviews
PD Teacher Quest: Biological Indicators of Water Quality	4 reviews
PD Teacher Quest: Diamonds or Hoops?	11 reviews
PD Teacher Quest: Reviewing Questions	8 reviews
PD Teacher Quest: What is Sally's Journal all About?	13 reviews
Plague Q1: Complete the School Uniform Article	17 reviews
Plague Q2: Letter to Mom... Two sides of the argument	14 reviews
Plague Q3: Don't teach a fish to swim!	9 reviews
Plague Q4: Write Your Persuasive Article for THE BUGLE - CON	3 reviews
Plague Q4: Write Your Persuasive Article for THE BUGLE - PRO	1 reviews
Plague Q5: Defend against Counter-Arguments - CON	1 reviews
Plague Q5: Defend against Counter-Arguments - PRO	1 reviews
Spacenic Q1: Asteroid Atlas--Proposal to NASA	1 reviews
Spacenic Q3: Asteroid Averted	1 reviews
Spacenic Q4: Newman's News	1 reviews
The Monster's Life Hangs by a Thread	1 reviews
Unon Arriving in Ingalstadt	3 reviews

To the right of the toolkit is a user profile for 'davidw' with 'Lumins: 14'. Below the profile is a 'NEW UPDATES!!' section with links: 'My Alerts', 'Read My Quests', 'Check Bulletin Boards', 'Vote at the Polls', and 'View QA Weblogs'. The bottom of the screen shows system information: 'Ready', '142 meters', '-0.7 meters', and '0.0 m/s'.

## QA Teacher Toolkit

# 3D Virtual Worlds in Schools

**Quest Atlantis: K–12**

**What Has Worked?**

- ▶ **Structured aspect of just about everything easier for kids to handle (lack of uncertainty)**
- ▶ **Increased focus on tasks (out of necessity)**
- ▶ **Exposure to wider range of scenarios and situations (versus another SL/OS sim)**
- ▶ **Lots of writing as well as reading practice**
- ▶ **Teachers Digital Citizenship knowledge/skills, “values education” in general (but society?)**

# 3D Virtual Worlds in Schools

**Quest Atlantis: K-12**

**What Hasn't Worked?**

- ▶ **Students with poor English skills – text-based (but then teachers like the reading aspect!)**
- ▶ **Special Needs kids no; Gifted kids yes, but they need special lesson plans**
- ▶ **Anything smelling remotely like a lecture (kids just want to sit down and go inworld)**
- ▶ **Slacking off in responding to requests for reviews and other feedback (lots of work!)**

# 3D Virtual Worlds in Schools

**Quest Atlantis: K-12**

**Future Classes**

- ▶ **Want to expand to: MYP Humanities and Science classes; PYP general versus ICT**
- ▶ **English literature classes too (stories), tie in with more than just blogs**
- ▶ **MYP students use laptops; PYP still uses computers only in ICT class/lab**
- ▶ **Want to arrange virtual field trips to/from other schools: QA is “safe” environment**

# 3D Virtual Worlds in Schools



# 3D Virtual Worlds in Schools

## Minecraft: K-12

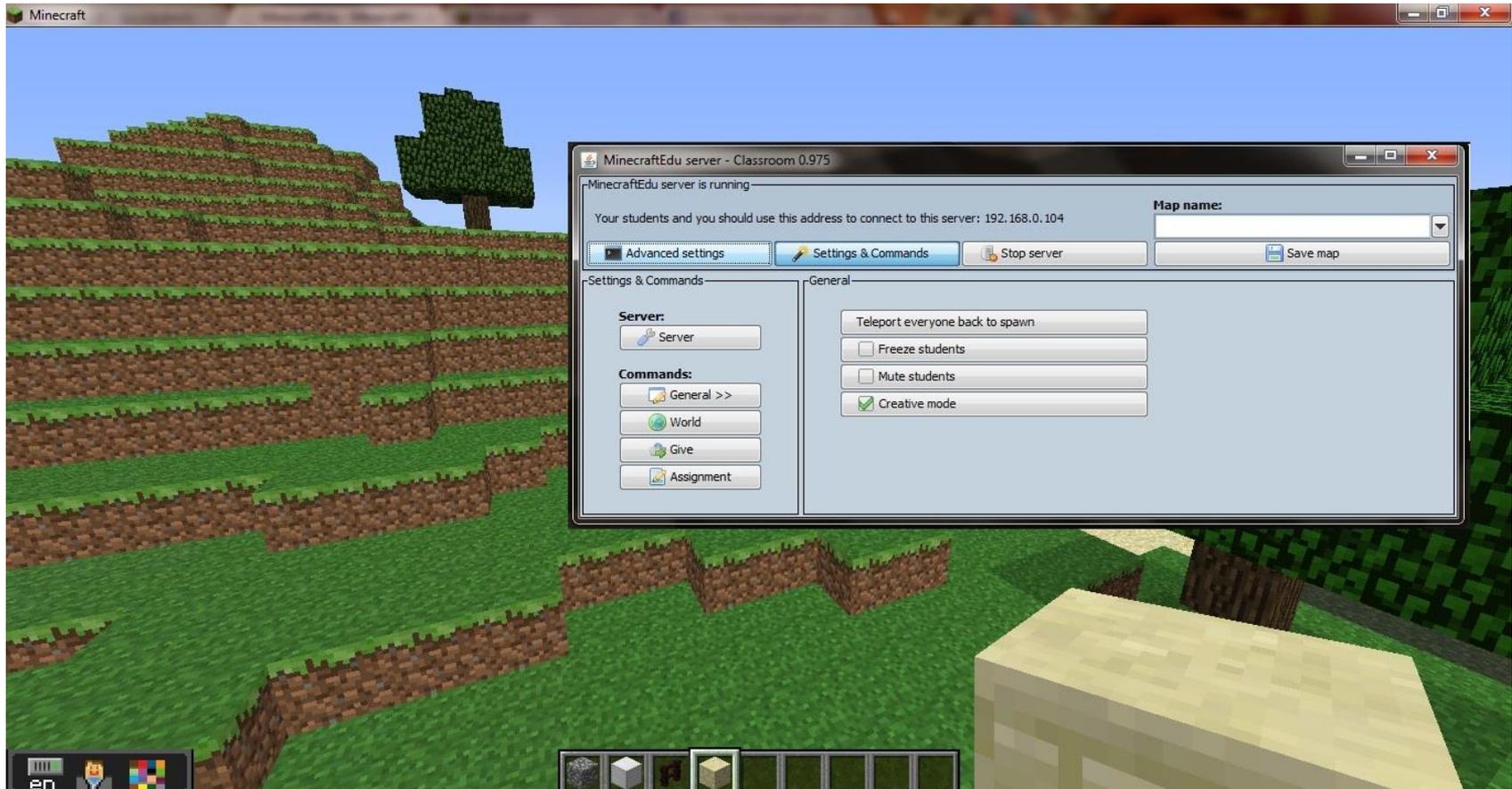
- ▶ Regular version: [www.minecraft.net](http://www.minecraft.net)
- ▶ 20 million+ registered users worldwide, 5 million+ have bought the game
- ▶ Building things, mining for minerals, fighting monsters, you name it!
- ▶ Singleplayer (free) or multiplayer (license), license is about US \$30
- ▶ Kids (and adults) love the game, but how to use it in the classroom elusive until Edu

# 3D Virtual Worlds in Schools

## MinecraftEdu: K-12

- ▶ Hosted solution: Massively Minecraft, Jo Kay: [www.massivelyminecraft.org](http://www.massivelyminecraft.org)
- ▶ Special mod for education: [minecraftedu.com](http://minecraftedu.com)
- ▶ “Playing offline,” local server, no regular licenses needed, only US \$41
- ▶ Discounts on regular licenses available
- ▶ Up to 100 students, so far only 25 concurrent
- ▶ Puts teacher in charge of student projects, provides traditional server view and console

# 3D Virtual Worlds in Schools



MinecraftEdu Server Console

# 3D Virtual Worlds in Schools



**MinecraftEdu's Tutorial World**

# 3D Virtual Worlds in Schools



**Kids go nuts in Minecraft!**

# 3D Virtual Worlds in Schools

**MinecraftEdu: K-12**

**Classes (70+ students)**

- ▶ **Middle Years Program Technology classes**
- ▶ **Making the IB happy by partnering with Art (Lit/Science) to make c-c Urban Planning unit**
- ▶ **Logic gates and other interactivity exercises, seems simple but can be sophisticated**
- ▶ **MYP 1-3: Lost Civilization, 4-5: City Redesign**
- ▶ **Individualized Education Plans (team level)**
- ▶ **CAIS MYP 1-3 Blog (4-5 can't be bothered): [minecraft.caischina.asia/society](http://minecraft.caischina.asia/society)**

# 3D Virtual Worlds in Schools

**MinecraftEdu: K-12**

**Courtesy of Adrian Hodge, MYP IT Teacher**

**What Has Worked?**

- ▶ **MinecraftEdu puts the teacher in charge!**
- ▶ **Self-directed, self-paced, self-reliant work (individual and team-based)**
- ▶ **Lots of connections with other tools: Prezi, Moodle, Google Sketchup and WordPress blogs**
- ▶ **C-c great so far (but close to hitting ceiling?)**
- ▶ **Working without textbooks (e- or otherwise!)**

# 3D Virtual Worlds in Schools

**MinecraftEdu: K-12**

**Courtesy of Adrian Hodge, MYP IT Teacher**

**What Hasn't Worked?**

- ▶ **Need to constantly observe/monitor students (who still perceive it as just a game)**
- ▶ **Need for tutoring in different languages**
- ▶ **Lack of structure perceived even with lesson plans specifying deliverables and deadlines**
- ▶ **Difficulty in cleaning up, moving/removing**
- ▶ **Lack of connection with other curriculum goals**

# 3D Virtual Worlds in Schools

**MinecraftEdu: K-12**

**Future Classes**

- ▶ **Hosted/online solution to work with students in other schools/countries (virtual field trips)**
- ▶ **Expand on science connections: geology, physics, engineering, etc.**
- ▶ **Want to expand community aspects**
- ▶ **Give the PYP munchkins a shot (just for fun!)**
- ▶ **Maybe Computer Science Java classes (mods)**
- ▶ **Nice: Quest Atlantis-style missions**

# 3D Virtual Worlds in Schools



# 3D Virtual Worlds in Schools

Jibe/Unity: K –12

- ▶ Unity3D: [unity3d.com](http://unity3d.com)
- ▶ Fantastic, FREE (basic version) 3D game/app IDE!
- ▶ 3D game/app development without complex programming (scripting versus C++)
- ▶ iPhone or Android license costs money, US\$1,500
  
- ▶ Jibe: [www.reactiongrid.com](http://www.reactiongrid.com)
- ▶ Proprietary server platform for Unity development
- ▶ Easily enables multiplayer games/apps
- ▶ ReactionGrid offers starter programs: \$125/3 mos.
- ▶ Contact Kyle Gomboy: [create@reactiongrid.com](mailto:create@reactiongrid.com)

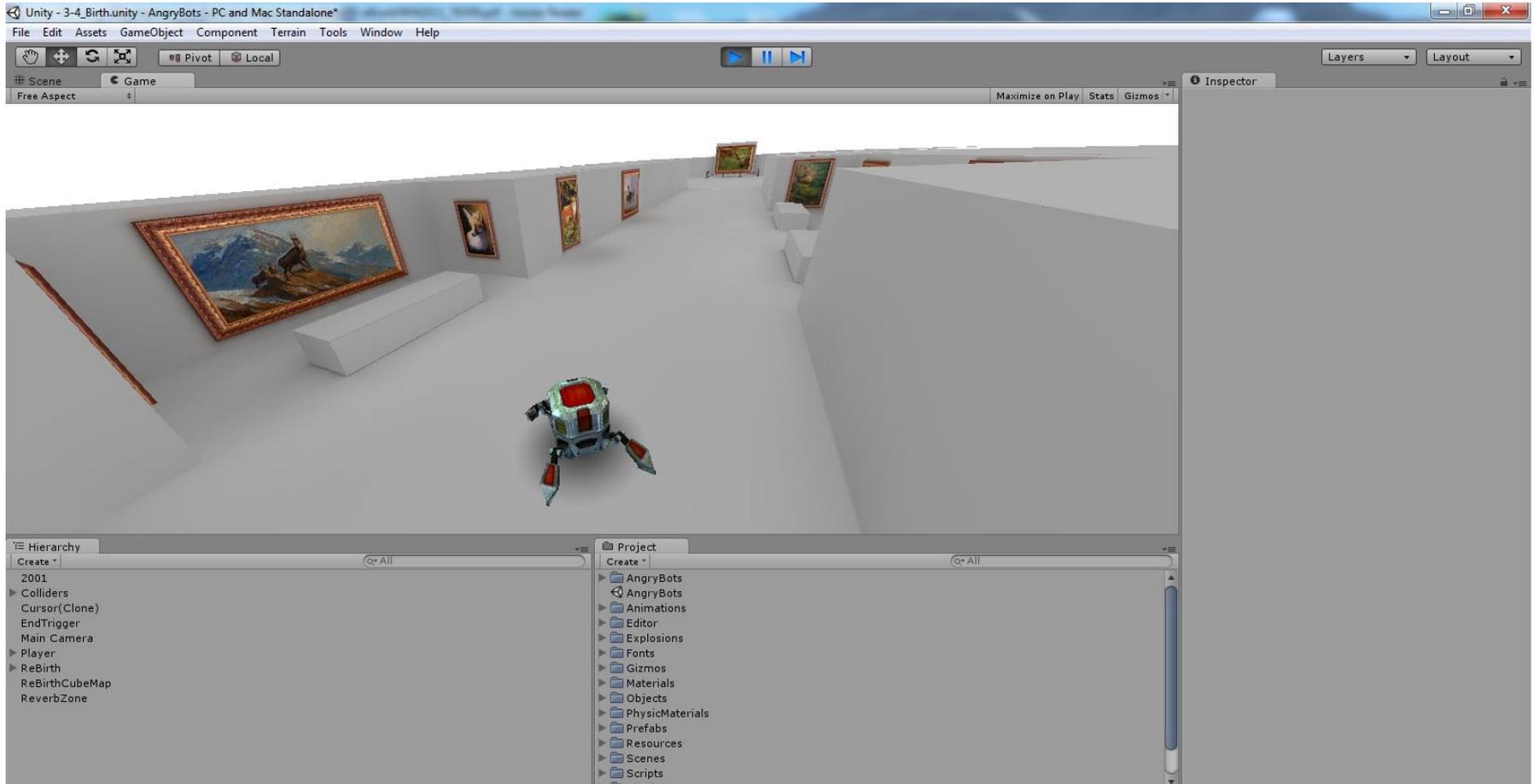
# 3D Virtual Worlds in Schools

**Jibe/Unity: K-12**

**Classes (nobody yet!)**

- ▶ **Want to introduce to MYP Technology classes (MYP 5 first, then down to 4, 3, 2, 1)**
- ▶ **Transition from LSL to Unity (Java)Scripting**
- ▶ **Students will create singleplayer games first, then upload to Jibe server to test multiplayer**
- ▶ **Focus on games unless we can buy app license**
- ▶ **Also for DP Computer Science (Group 5), substitute for Java programming emphasis**

# 3D Virtual Worlds in Schools



**No complex programming required!**

# 3D Virtual Worlds in Schools



**Multiplayer games? Easy with Jibe!**

# 3D Virtual Worlds in Schools

**Jibe/Unity: K-12**

**What (Probably) Will Work?**

- ▶ **Definitely will need separate “pep talk”**
- ▶ **Allow for usual week of nonproductivity!**
- ▶ **One example of when e-textbook needed to follow step-by-step instructions at first**

**What (Probably) Won't Work?**

- ▶ **Younger munchkins, kids with poor English (maybe interface in Chinese and Korean soon?)**
- ▶ **Working with demo project, must start new**
- ▶ **Having unrealistic expectations (both s and t!)**

# 3D Virtual Worlds in Schools

Get “Jibe/Unity: School Quick Start Guide,”  
free e-book, from Scribd:

[www.scribd.com/doc/81798024/Jibe-Unity-School-Quick-Start-Guide](http://www.scribd.com/doc/81798024/Jibe-Unity-School-Quick-Start-Guide)

Or from SlideShare:

[www.slideshare.net/davidwdeeds/jibeunity-school-quick-start-guide](http://www.slideshare.net/davidwdeeds/jibeunity-school-quick-start-guide)

# 3D Virtual Worlds in Schools

Flat Classroom Eracism Project finals will take place in a Jibe space in May!

For more information on Flat Classroom:

[www.flatclassroomproject.org](http://www.flatclassroomproject.org)

On Eracism Project:

[www.eracismproject.org](http://www.eracismproject.org)

Global student debate on various aspects of racism.

Contact Julie Lindsay: [julie@flatclassroom.org](mailto:julie@flatclassroom.org)

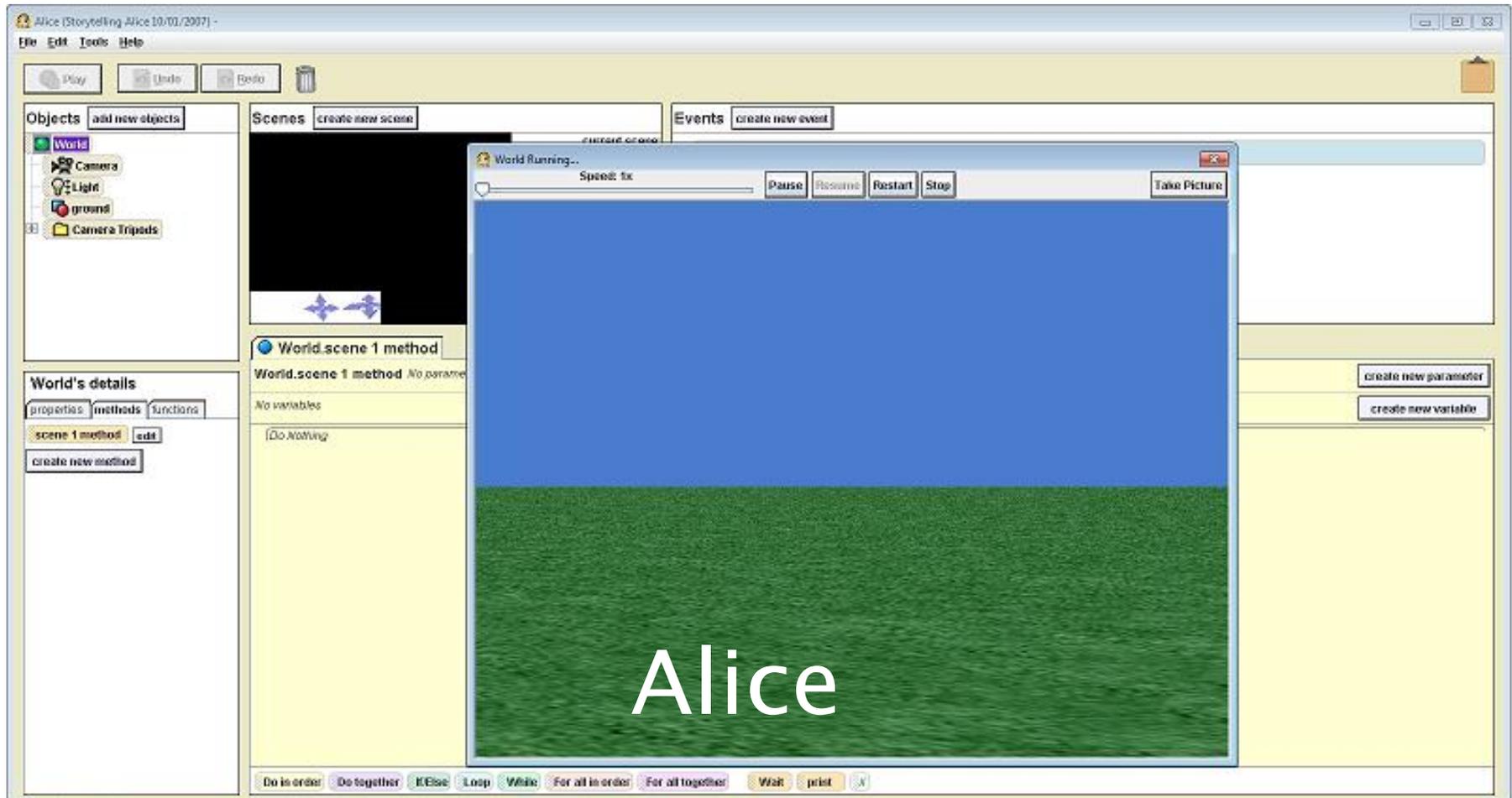


**Flat Classroom  
Eracism Project**



**Flat Classroom  
Eracism Project**

# 3D Virtual Worlds in Schools



# 3D Virtual Worlds in Schools

Alice: K-12

- ▶ Visit: [www.alice.org](http://www.alice.org)
- ▶ Different versions, Alice 2.0 and 2.2 for high school, Storytelling Alice for junior high
- ▶ From Carnegie Mellon University, FREE
- ▶ 3D IDE for teaching kids programming games, videos, etc. (“Unity Lite”)
- ▶ Uses a drag-and-drop interface versus requiring extensive codebanging
- ▶ Textbooks, tutorials, other materials available

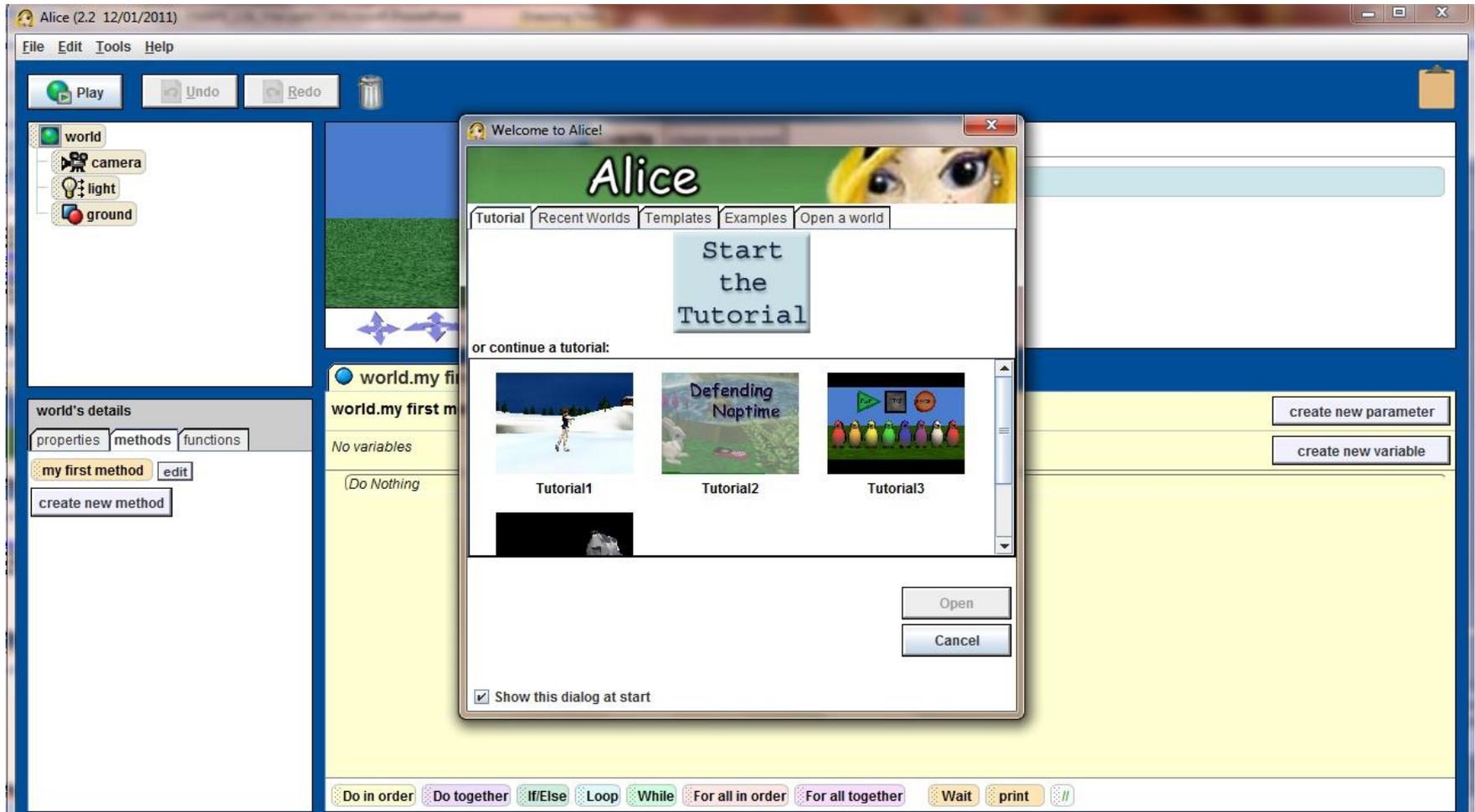
# 3D Virtual Worlds in Schools

**Alice: K-12**

**Classes (nobody yet!)**

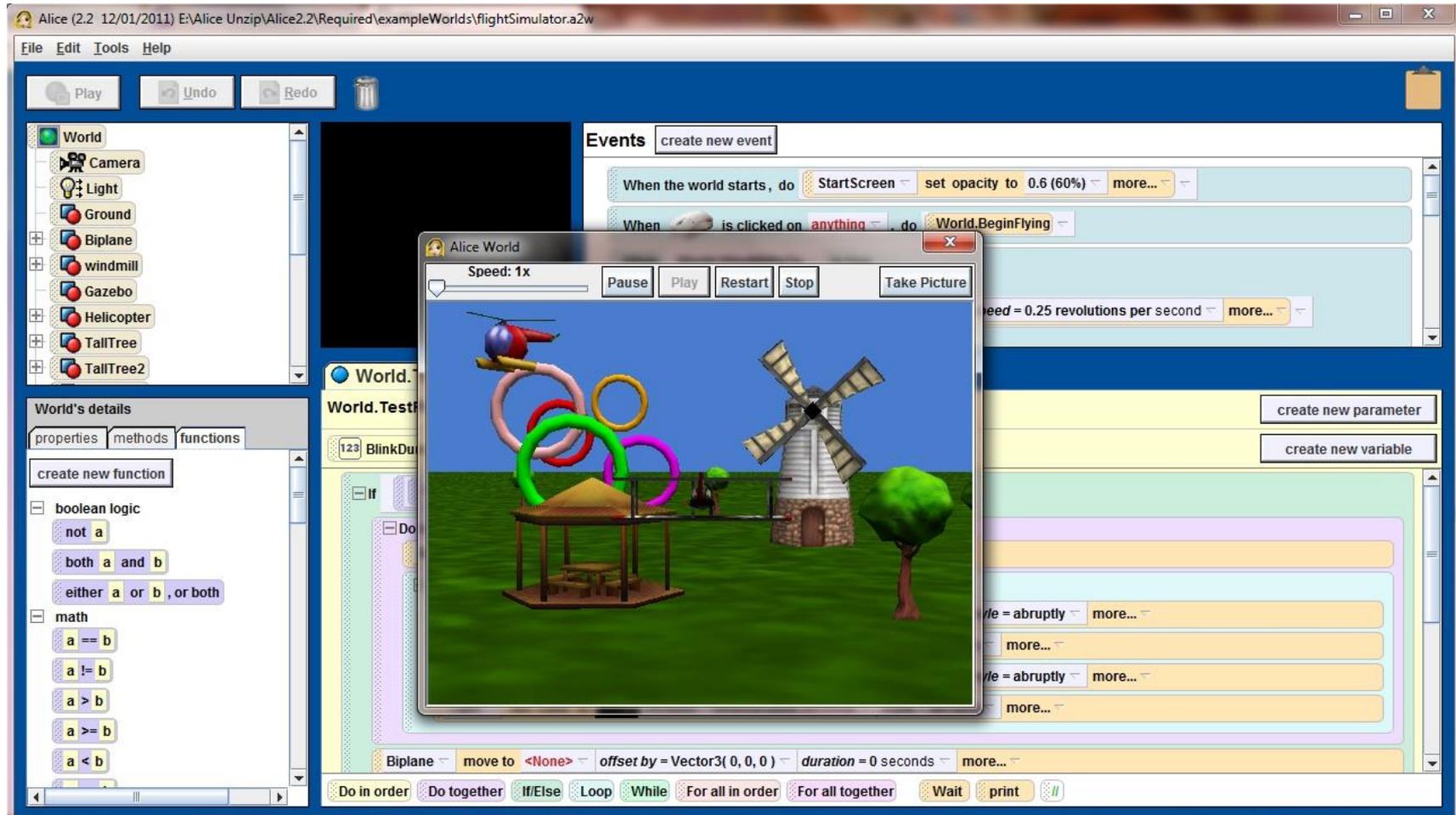
- ▶ **MYP Technology classes, “best fit” (Unity or Alice 2.2 or Storytelling Alice)**
- ▶ **Actually creating 3D virtual worlds, emphasizing properties, methods, etc.**
- ▶ **If students aren’t ready for Unity yet, Alice can serve as a scaffold for later lessons**
- ▶ **With Alice and Unity, prepare kids for DP Computer Science (Java programming) course**

# 3D Virtual Worlds in Schools



Alice 2.2

# 3D Virtual Worlds in Schools



Alice 2.2 Flight Simulator

# 3D Virtual Worlds in Schools

**Alice – K–12**

**What (Probably) Will Work?**

- ▶ **Maybe, just maybe using demo projects**
- ▶ **Links to prior knowledge/skills (Scratch, LSL)**
- ▶ **Setting expectations high (goals reachable)**
- ▶ **Joining Alice community (forums, like Scratch)**

**What (Probably) Won't Work?**

- ▶ **Trying to jump in without “pep talk”**
- ▶ **Relying too much on available materials (still will have to deal with language barrier)**

# 3D Virtual Worlds in Schools

## Follow Scoop.it and/or inDeeds!

The image displays two overlapping web browser windows. The background window is Scoop.it, showing a page titled "3D Virtual Worlds: Educational Technology" with a profile picture of a green-skinned avatar and a post about a "Flat Classroom Workshop: Opening Up Education". The foreground window is inDeeds!, showing a profile for David W. Deeds with a bio, a photo of him, and a post about using 3D virtual worlds for teaching. The Scoop.it window also shows several other articles related to educational technology and gamification.

[www.scoop.it/t/3d-virtual-worlds-educational-technology](http://www.scoop.it/t/3d-virtual-worlds-educational-technology)  
[www.indeeds.com](http://www.indeeds.com)

# 3D Virtual Worlds in Schools

Changchun American International School

([www.caischina.org](http://www.caischina.org)) is looking for an  
IT Teacher to start as of August 2012.

Great opportunity to work with 3D virtual  
worlds!

You should be able to assist technicians with  
computer maintenance.

IB experience preferred.

If interested, contact

Darrie Dai: [ddai@caischina.org](mailto:ddai@caischina.org)

# 3D Virtual Worlds in Schools

Thanks...



# 3D Virtual Worlds in K-12

Thank you staying awake (or trying to)!

Questions/Comments?

David W. Deeds, IT Manager/Teacher

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