Project Title:

CoreSL - HKPolyU in Second Life

Name/s:

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Department:

APSS, COMP, SHTM, SD, LIB, EDC

Project Description:

A Virtual PolyU Campus has been built on the Second Life platform. We are the first educational institution in Asia with a virtual campus in Second Life for teaching & learning activities. The project builds on previous projects managed by SHTM who began working on a "PolyU Virtual Hotel" in Second Life in 2007. We are aiming to enhance the learning experience of our students with the help of a rich 3D virtual environment to support blended learning activities and to facilitate the usage of Second Life by teaching staff throughout the university.

The work is a joint effort by staff from the Department of Applied Social Sciences (APSS), the Department of Computing (COMP), the School of Hotel and Tourism Management (SHTM), the School of Design (SD), and the Pao Yue-kong library with support by the Educational Development Center. Over the last two years, learning activities for more than 10 courses from the supporting departments involving over 500 staff and students were conducted with the support of Second Life.

Project Objectives:

•Teaching and Learning:
1. To provide an innovative, stimulating and interactive learning environment for students;
2. To encourage student participation in learning activities through a virtual environment;
3. To promote independent learning and exploration through in-world tasks.

•Assessment:
1. To create easy to deploy student assessment systems that are adaptable across different disciplines;
2. To develop feedback systems to monitor student performance and usage of the learning spaces provided.

•Resources:
1. To build resource delivery systems using the interactive and design possibilities of the virtual environment;
2. To integrate the digital resource provisions of the PolyU library in a blend of the offline and the online worlds.

•Design:
1. To develop easy to deploy teaching and learning tools and environments for interested staff across the university;
2. To produce and distribute easy to follow guide packages to Second Life for educators, designers, and students.

Project Deliverable/s:

1. A Virtual PolyU University campus with a variety of learning and teaching spaces, tools, and resources.

2. Second Life Introduction packages for
   a. students taking courses with Second Life based blended learning elements;
   b. educators planning to employ Second Life in their teaching;
   c. students planning to undertake Second Life design projects.

Project Evaluation:

a. Student were asked for feedback on the virtual campus at the beginning, during, and at the end of Second Life components;

b. Lecturers provided detailed feedback on the use of Second Life in their subjects;

c. An external evaluation of SL in university teaching was conducted as a Final Year Project by a COMP student;

d. Key developments on the virtual campus were presented to the wider academic community at conferences and in papers;

e. Attendees were asked for feedback after orientation sessions.

Virtual Campus