Accents2009 Second Life workshop notes, Friday, Dec 11th 2009:

1. Second Life as a world: "SL is just like FL, only better!"
-- persistence
-- 3-dimensionality
-- communication
-- identity, engagement, emotions, "flow"
-- immersion, co-presence, synchronicity, belonging

2. Second Life for education:
-- situated/collaborative learning
-- role-playing, project-based learning
-- creativity, discovery learning, DDL (Data-Driven Learning), IBL (Inquiry-Based Learning)
-- treasure hunts, edutainment
-- replicas of RL objects, simulations, holodecks
-- visualization/reification of RL concepts/symbols; http://npirl.blogspot.com/

3. Second Life for EFL:
-- English as Lingua Franca (ELF) in SL
-- EFL sims/islands, groups & courses: English Village, LanguageLab, Virtlantis, Cypris Village
-- user interface (IM, text and voice chat, search, profile info, map, inventory)
-- notecards & whiteboards, audio/video/web streaming into SL
-- objects & builds, holodecks, Augmented Virtuality, self-access
-- RL replicas in SL: Dublin, London, NY, universities, etc.

SL glossary:

http://secondedition.wordpress.com/sl-glossary/
http://www.udel.edu/secondlife/getstarted/SLGlossary.html

- cam – the act of zooming and panning the viewer's camera.
- chat – words typed in chat are visible to all people within 20 meters of the speaker. Optionally, the speaker may shout and the words will heard all the way across the sim in which the speaker is located.
- FL – First Life, also called Real Life, carbon life, meat world, meat space.
- in-world – being inside or online in a virtual world.
- instant message, IM – a private one-to-one message sent to a specific person who need not be at your current location.
- inventory – a number of preset folders are created when an avatar is created. Inventory is stored in this folder and is always available while in-world.
- lag – a noticeable decrease in SL client performance. The effect can be seen in text chat delays and/or an avatar's very slow response to your keyboard.
- landmark, LM – a shortcut address that enables a Second Life resident to teleport to another place.
- Linden Lab, LL – common name for Linden Research Inc., the company that owns, controls and hosts Second Life.
- mouselook – a view seen through the avatar's eyes rather than the back of it's head.
- newbie, noob – new resident of second life.
- NPIRL – not possible in real life.
- prims, primitives – the raw 3D objects from which everything in SL is constructed.
- rez, rezz – to create or spawn an object in the Second Life world.
- Second Life Time, SLT – the same as Pacific Time in California because Linden Lab is there.
- sim – simulation, as in a virtual region of the Second Life world that simulates a physical environment.
- teleport, TP – a main method of moving around from place to place in SL. It is an instantaneous transport from one set of coordinates to another.
- textures – are images that have been imported into SL and applied to prims or avatars.

EVO2010 SL session:

What is TESOL EVO? The TESOL Electronic Village Online offers a series of FREE online workshops for teachers. Find out more here: http://evosessions.pbwiki.com/

What is TLinVW2010? A hands-on collaborative teacher development workshop to explore the relationship between virtual worlds and language learning, especially in Second Life. Find out more here:
http://evosessions.pbworks.com/Teaching_Languages_in_a_Virtual_World

When is the workshop? Jan 11 - Feb 21, 2010.