The Use of Web 2.0 technology in Higher Education
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Copyright Amendment Regulations 2010 (No. 1) December 2010
http://secondlife.com/

2003
2008 – 40 VWs

- Second Life
- Active worlds
- Club penguin
- Cybertown
- Habbo
- Media Grid
- Open Simulator
- World of Warcraft

ROLE PLAYS, SOCIALISING, WORKING, TRAINING, EDUCATION
The 3D virtual reality technologies are computer software based technical systems or “worlds” which allow synchronous networking, socialisation and other forms of interaction among participants via the utilisation of “visually depicted projective identities: avatars.”

(Franklin 2008, p.3)
The 3D virtual environment is a member of the Web 2.0 group of Internet based platforms. Web 2.0 is “an umbrella term used to describe web-based applications, including social software tools, such as blogs, social networks, social bookmarking, podcasts, and wikis”

(Kennedy et al/2009, p. 10)
Student learning advantages using Web 2.0 and 3D virtual immersive technologies:

• development of higher order thinking (Geng 2007);
• shared learning and collaboration (Calongne 2008; Mason & Rennie 2008);
• development of communication and problem solving skills (Mow 2005);
• better academic outcomes through student involvement (Lau et al 2010);
• opportunities to make mistakes without real-world consequences (Savin-Baden et al 2010).
Many educators are turning to 3DVLEs in response to the needs of the changing student demographic and the related demands for increased flexibility and more engaging collaborative activities facilitated through simulated learning environments.

(Wood, 2009)
3D virtual immersive environments or 3DVLEs (e.g. *SecondLife*, open sims) are increasingly utilised in higher education institutions as part of their pedagogical approach to knowledge and skill acquisition:

- in the UK (Kirriemuir 2010)
- in the US (Collis and Moonen 2008; Armstrong and Franklin 2008)
- and elsewhere, including Australia (Gregory *et al* 2010; Gregory *et al* 2011).
At least 75% Australian Universities are currently using the 3DVLE for learning

Central Queensland University
Charles Sturt University
Curtin University of Technology
Deakin University
Griffith University
James Cook University
La Trobe University
Macquarie University
Monash University
RMIT
Southern Cross University
Swinburne University of Technology
TAFENSW Western Institute
University of Ballarat
University of Canberra
University of New England
University of Melbourne
University of New South Wales
University of South Australia
University of Tasmania
University of Southern Queensland
University of Sydney
University of Queensland
University of Western Sydney
University of Western Australia
Queensland University of Technology
Victoria University
1910 – manual

http://homepage.ntlworld.com/

1930 – mechanical (Link Trainer)

http://homepage.ntlworld.com/

Current – 3D virtual

http://boeingblogs.com/

2000 – computerised

http://newspaper.li/
daneelariantho.wordpress.com/
University of San Francisco’s Nursing Informatics

http://www.google.com.au/imgres?imgurl=http://daneelariantho.files.wordpress.com/2011/10/spice_001.png&imgrefurl=http://daneelariantho.wordpress.com/&usg=__I-EbVt17YL_uoOD25qPOcs6RTA=&h=962&w=1280&sz=969&hl=en&start=5&zoom=1&tnid=eZwEN4LbbxW7BM:&tbnh=113&tbnw=150&ei=Q4RBT8nJlc3nmAXx3jeBw&prev=/search?q=virtual%2Bworlds%2Band%2Bwork%2Bexperience%26hl%3Deen%26sa%3DN%26gbv%3D2%26tbm%3Disch&itbs=1
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