

January 5 - VWEC Shared Document

***VWEC Quarterly Meeting led by Marly Milena on
Wednesday, January 5, 2022 at Whole Brain Health - Octagon***

<http://maps.secondlife.com/secondlife/Inspiration%20Island/29/108/701>

Group Breakout Discussion

Team Leaders: Liss, Tooyaa, Namara, Wordsmith

Recruitment and Outreach - Liss, Tooyaa:

- Possible collaborations with Linden Lab
 - How to find administrators who enjoy outreach for helping adult educators with this search?
- What skills are needed?*
- What are some optimum ways to find learners already in SL who might not be familiar with opportunities?

Recruitment & Outreach breakout discussion

1/5/2022 @ Octagon on Inspiration Island

Meryl McBride

Jamie Jordan (jwheels.carver)

ThinkererSelby Evans (thinkerer.melville)

Zinnia Zauber

Elli Pinion

Bevan Whitfield

Dodge Threebeards

Rhiannon Chatnoir

Stranger Nightfire

[09:21] Stella Wyx (stellawixom): is it too much trouble to have an InWorld Education News paper?

[09:20] Wisdomseeker (lissena): Recruitment and Outreach

[09:20] Wisdomseeker (lissena): is our first question

[09:20] Wisdomseeker (lissena): Possible collaborations with LL -- define this?

[09:22] Zinnia Zauber: I think we are collaborating with LL and it is exciting!

[09:22] Bevan Whitfield: I thought that LL has been collaborating with this group for quite awhile.

[09:22] Zinnia Zauber: Yes, I think it is important that we share more about what we do to LL.

[09:23] Zinnia Zauber: They may not be aware. By example

[09:23] Wisdomseeker (lissena): how woould we do more sharing?

[09:23] Elli Pinion: yes, we have been working with LL for a long time, Bevan.

[09:23] Zinnia Zauber: This could be through research, posts, videos

[09:23] Elli Pinion: Yea, Meryl!

[09:23] Zinnia Zauber: I think we need to encourage people to share more.

[09:23] Zinnia Zauber: SHow off

[09:23] Bevan Whitfield: Yes, that's why I pointed it out Elli - I was confused by the question.

[09:24] Elli Pinion: It's good to hear how others could be involved.

[09:24] Elli Pinion: Thanks, Bevan.

[09:24] Wisdomseeker (lissena): how many of you are engaged in lifelong learning here in SL?

[09:24] Dodge Threebeards: I think it is up to the instructor to advertise outside of SL to attract new people. LL can help once they are in SL.

[09:25] Elli Pinion: I am, we work with other instructors all the time.

[09:25] Bevan Whitfield: LL and SL can up their social media sharing once they get the proper information from the education community. It is a two-way street.

[09:25] Zinnia Zauber: We are all work with lifelong learners because we are ones. :D

[09:25] Tooyaa (thuja.hynes): JAMIE: I've been working with Thinkerer for 13 years. Try to explain to people we all have to work together

[09:26] Tooyaa (thuja.hynes): Liss: withing SL how many people know this Consortium exists, and what is available

[09:26] Elli Pinion: Such a good question....we always hear folks wishing they could get their colleagues in.

[09:27] Zinnia Zauber: From the LL marketing team, they have asked for us to submit more Events and Destination Guide entries.

[09:28] Bevan Whitfield: Absolutely Zinnia, just because something is built, doesn't mean people will come - kind of like a tree falling in the forest.

[09:28] Zinnia Zauber: They want to promote, yet we need to speak up.

[09:28] Tooyaa (thuja.hynes): Jamie: We're still a very small group

[09:28] Tooyaa (thuja.hynes): Liss: How can we make it larger

[09:29] Zinnia Zauber: yay

[09:29] Wisdomseeker (lissena): 2) How to find administrators who enjoy outreach for helping adult educators with this search? (Skills needed)

[09:29] Elli Pinion: I think you lose your dot when you go into a group chat

[09:30] Tooyaa (thuja.hynes): Liss: and how to cross-categorize our activities

[09:30] Elli Pinion: He typed in here.

[09:30] Elli Pinion: Hmmm...cross-categorize our activities.

[09:30] Zinnia Zauber: which administrations?

[09:31] Wisdomseeker (lissena): what does that term mean to you, Zinnia?

[09:31] Elli Pinion: We have the calendar to help share what folks are doing.

[09:31] Zinnia Zauber: sorry, what administrators? LL or the educators?

[09:31] Elli Pinion: Agree, it's what we do!

[09:32] Tooyaa (thuja.hynes): Jamie: Find the person with skills do what they do best. Admin is very important

[09:32] Wisdomseeker (lissena): "admin tools for public PR (like Google Calendar)"

[09:32] Wisdomseeker (lissena): What are some optimum ways to find learners already in SL who might not be familiar with opportunities?

"let's make a master list of outreach channels"

[09:33] Elli Pinion: VVEC has two databases to gather individuals

[09:33] Elli Pinion: and groups

[09:33] Zinnia Zauber: Producing events, events, events and promote

[09:33] Bevan Whitfield: Twitter, Discord, FB, Instagram, Plurk, mailchip alerts

*[09:33] ThinkererSelby Evans (thinkerer.melville): Pub;ic PR should include:
<https://www.reddit.com/r/metaverse/>*

[09:33] Tooyaa (thuja.hynes): are those docs on the cloud?

[09:33] Elli Pinion: yes, common events help us get together

[09:34] Elli Pinion: Yes, they are T, and are available to everyone.

[09:34] Zinnia Zauber: Attending meetings that welcome cross marketing, like the Nonprofit Commons.

[09:34] Bevan Whitfield: Think Ven diagram for "how" to contact the most people ...

[09:34] Elli Pinion: They are listed at the bottom of the agenda, I believe and likely on Val's notecard, as well.

[09:35] Tooyaa (thuja.hynes): Jamie: CVL is very important

[09:35] Tooyaa (thuja.hynes): Liss: how do people search us for LLL

[09:35] Elli Pinion: Yes...groups are key, but finding a group can sometimes be hard.

[09:35] Elli Pinion: Market, market, market

[09:35] Elli Pinion: right?

[09:35] Wisdomseeker (lissena): yes!

[09:35] Tooyaa (thuja.hynes): Jamie: key is being advocate at places like Newbie Island

[09:36] Bevan Whitfield: Yes, and a lot of these ideas are inworld, not outworld as well...

[09:36] Zinnia Zauber: relentless marketing subjects that people are curious about and focus on making true connections with people.

[09:36] Bevan Whitfield: That's it Zinnia -

[09:36] Zinnia Zauber: Welll it is me

[09:36] Bevan Whitfield: marketing is key

[09:36] Elli Pinion: :-)

[09:36] Zinnia Zauber: Branding and marketing

[09:36] Tooyaa (thuja.hynes): Some new residents wander around for months before finding these things

[09:36] Bevan Whitfield: Google keywords are your friend.

[09:36] Zinnia Zauber: Activities are free marketing

[09:36] Elli Pinion: But sometimes folks need help to know how to do it here.

[09:36] Elli Pinion: yes!

[09:37] Zinnia Zauber: Well, like hosting CommonGround Networking Parties for over 13 years.

[09:37] Bevan Whitfield: Press releases are free as well.

[09:37] Meryl McBride: Yes, marketing is very important.

[09:37] Bevan Whitfield: Take time and dedication though.

[09:37] Bevan Whitfield: And content on time!

[09:37] Dodge Threebeards: i have been in SL a long time, and I still cannot tell you what adult ed opportunities exist.

[09:38] Elli Pinion: Me, either, Dodge.

[09:38] Elli Pinion: Colleagues help.

[09:38] Zinnia Zauber: I think you guys have a good point of having posters and info at gateways.

[09:38] Tooyaa (thuja.hynes): Tooyaa: collaborations of different kinds of groups and people at events, like live music at Education events, posters at dances

[09:38] Dodge Threebeards: need much better marketing

[09:38] Tooyaa (thuja.hynes): Liss: Personal interaction seems very effective

[09:39] Zinnia Zauber: We need to be in more places that note we are active and connect all the time

[09:39] Zinnia Zauber: people fear coming to SL and finding a ghost town

[09:40] Zinnia Zauber: We need to focus on the connections, the actual live experiences.

[09:40] Tooyaa (thuja.hynes): Jamie: helps to have PR well in advance, and the day of the event

[09:40] Zinnia Zauber: People take my Community Education classes to network and make new friends.

[09:40] ThinkererSelby Evans (thinkerer.melville):
https://www.academia.edu/3045658/A_survey_of_adult_education_campi_in_Second_Life

[09:40] Meryl McBride: In order to do marketing, we probably need to understand the target population. We have lists already, but we really don't know about all the other people out there who may have an interest.

[09:40] Zinnia Zauber: Thank you, Thinkerer.

[09:41] Rhiannon Chatnoir: Meryl, I wonder if Linden lab might be helpful with that? if there is a way to find aligned groups beyond the ones we know

[09:41] Zinnia Zauber: Do people hang out at the LL starter sims?

[09:41] Meryl McBride: I was thinking about LL.

[09:42] Wisdomseeker (lissena): Elli write in here if I should add anyone

[09:42] Zinnia Zauber: Yes, when I visited LL in SF, they made it clear we need to be pro-active in posting destination guide.

[09:42] ThinkererSelby Evans (thinkerer.melville): <https://secondlife.com/destinations/learning>

[09:43] Rhiannon Chatnoir: the old welcome telehubs aren't as they used to be, but maybe we can explore visiting those ares Zinnia

[09:43] Zinnia Zauber: They have asked us to update places.

[09:43] Rhiannon Chatnoir: the last time we met with Midori too, she mentioned maybe an edu starting region which would be great

[09:44] Zinnia Zauber: Tooyaa, you are right, we need to fill their inbox.

[09:44] Dodge Threebeards: i think it is important to clearly state the focus of the different adult ed programs

[09:44] Zinnia Zauber: Brett Linden asks me all the time how the Marketing Team why more people don't submit destinations .

[09:45] Zinnia Zauber: So, maybe we need to work together to apply more.

[09:45] Tooyaa (thuja.hynes): Tooyaa: WBH has 9 Destinations listings. Newbies do explore SL using thise. LL reviews & edits Destinations & takes pictures for them. Ask advice if you are new to making those listings

[09:45] Zinnia Zauber: And, adding different subjects under Education would help.

[09:45] Rhiannon Chatnoir: maybe we should host a marketing your edu/nonprofit region workshops Zinnia?

[09:46] Meryl McBride: I like that idea.

[09:46] Wisdomseeker (lissena): click on the microphone at the top of this IM if you cannot hear

[09:46] Zinnia Zauber: Yes, that is why I am offering those at the Nonprofit Commons.

[09:46] Wisdomseeker (lissena): good idea Zin

[09:46] Wisdomseeker (lissena): for the Consortium

[09:46] Zinnia Zauber: Like filling out your Profiles...

[09:47] Zinnia Zauber: I have been working with Brett to help promote these ideas.

[09:47] Zinnia Zauber: So, happy to keep teaching the tools.

[09:47] Tooyaa (thuja.hynes): Tooyaa: WBH has a very broad community, and we have cross-posting agreements with a variety of interests.. education, music, arts, spirituality...

[09:47] Tooyaa (thuja.hynes): Liss: how can we encourage LL to do more?

[09:48] Rhiannon Chatnoir: yes, filling out profiles, adding events, submitting destinations, etc

[09:48] Tooyaa (thuja.hynes): Zinnia: I've been working with LL a lot. If we make it, they will help promote it

[09:48] Bevan Whitfield: They need content.

[09:48] Wisdomseeker (lissena): yes Bev

[09:49] Zinnia Zauber: I have been working with LL for years to help with marketing and the mission to support us.

[09:49] Zinnia Zauber: Thank you, Jamie.

[09:49] Tooyaa (thuja.hynes): Stranger joined our circle

[09:49] Zinnia Zauber: Bevan

[09:49] Zinnia Zauber: Rhi

[09:49] Zinnia Zauber: Val

[09:49] Zinnia Zauber: Me

[09:50] Zinnia Zauber: If people do posts, it is easy to share them.

[09:50] Bevan Whitfield: Yes Zinnia.

[09:50] Tooyaa (thuja.hynes): Liss: how about Facebook? Bev you do that. Is there someone who could do FB outreach for the consortium?

[09:50] Zinnia Zauber: Each community does their thing, and we can help share.

[09:50] Rhiannon Chatnoir: yes, me too.. even going back to the in person and SL Second Life conventions. They really do look towards the users for this marketing stories and we just need to get coordinated with the things mentioned and see where they can help us connect with folks outside of our circles/groups

[09:50] Bevan Whitfield: Yes, this Zinnia.

[09:50] Zinnia Zauber: YES

[09:51] Zinnia Zauber: I am really good at teaching how to be seen.

[09:51] Zinnia Zauber: hehe

[09:51] Zinnia Zauber: I would be happy to host and teach that.

[09:51] Zinnia Zauber: Not one person has to do that.

[09:52] Rhiannon Chatnoir: that would be great, with that hands on, everyone leaves with that info being updated would be a good goal

[09:52] Zinnia Zauber: They just need to share what others post.

[09:52] Bevan Whitfield: The person in charge of the event needs to do that work. Then share it to someone who can take the ball and run.

[09:52] Zinnia Zauber: Right, advocate for yourself and then we can help share.

[09:53] Tooyaa (thuja.hynes): Jamie: most people need some consideration for their efforts

[09:53] Rhiannon Chatnoir: is there a common hashtag we are using for social posts outside of SL, that could help others find and share

[09:53] Bevan Whitfield: Basically, just because it's built, doesn't mean anyone will come so...

[09:53] Zinnia Zauber: We need to help ourselves to do marketing.

[09:54] Tooyaa (thuja.hynes): Jamie: workshops for better marketing

[09:54] Wisdomseeker (lissena): Bullet points--Consortium Workshops or Better Marketing

[09:54] Rhiannon Chatnoir: yes, that is a good thing

[09:54] Zinnia Zauber: right

[09:54] Tooyaa (thuja.hynes): Zinnia: use LL but be prepared with info

[09:54] Wisdomseeker (lissena): Use LL but be well prepared with the right information for them to help us

[09:55] Bevan Whitfield: Need serious, well written info

[09:55] Zinnia Zauber: We need to make the content that LL can use.

[09:55] Rhiannon Chatnoir: could even be a collective approach.. like do an initial VWEC workshop, then come up with group notes/tips and each community could help teach those

[09:55] Bevan Whitfield: And is interesting for others besides educators, a lot of the skill sets here can be applied to businesses and organizations.

[09:56] Rhiannon Chatnoir: exactly Bevan

[09:56] Elli Pinion: Yes!

[09:56] Bevan Whitfield: That's what brought me here -

[09:56] Zinnia Zauber: We need to collaborate in hitting the places and people who support newbies.

[09:56] Bevan Whitfield: I'm not an educator.

[09:56] Tooyaa (thuja.hynes): also don't be afraid to go international

[09:56] Bevan Whitfield: Business, management, international marketing

[09:56] Bevan Whitfield: lol thanks

[09:56] Rhiannon Chatnoir: might even be able to get say someone like Strawberry Linden on their team sort some videos on those skills that could be shared with our communities and others

[09:57] Zinnia Zauber: We need to be the creators.

[09:57] Tooyaa (thuja.hynes): those students produce stuff that make Climate Change look sexy

[09:57] Zinnia Zauber: We need to be the ones that make the content.

[09:57] Bevan Whitfield: I co-produced and managed the Metanomics show marketing for years. It became quite popular.

[09:57] Bevan Whitfield: I can be done.

[09:57] Elli Pinion: Great conversation!!!!

[09:57] Elli Pinion: Great group!!!

[09:58] Rhiannon Chatnoir: <3'd metanomics.. Dusan is back into the metaverse

*[09:58] Bevan Whitfield: it can be done**

[09:58] Zinnia Zauber: Thank you all for leading by example on this!

[09:58] Tooyaa (thuja.hynes): ok I'm copying this chat to a notecard and will clean it up a little before giving it to Val/Elli

[09:58] Bevan Whitfield: wonderful

[09:58] Zinnia Zauber: Thank you for leading this!

[09:58] Bevan Whitfield: thank you Wisdom

[09:58] Elli Pinion: X at the top.

JAME: I've been working with Thinkerer for 13 years. Try to explain to people we all have to work together

The Learning Experience - Namara:

- *How do you like to learn in virtual?*
- *What language could you use to share this possibility with new learners?*
- *Share one or two outstanding learning experiences you have had.*

***** Group Discussion Transcript *****

[09:17] Namaara MacMoragh: Our discussion is about "The Learning Experience".

[09:18] Sitearm (sitearm.madonna): also marly is doing stuff in public chat so there are two chats to follow

[09:18] Namaara MacMoragh: Our first question was, How to you like to learn in virtual?

[09:18] Sheila Yoshikawa: I think we can ignore the other chats!

[09:18] Sheila Yoshikawa: lol

[09:19] Sitearm (sitearm.madonna): @Nam - I learn a lot by making things on my own then seeing how others to it

[09:19] Sitearm (sitearm.madonna): *do

[09:19] John O'Connor (acuppa.tae): I like to learn by doing.... in RL and virtual

[09:19] Sitearm (sitearm.madonna): @Nam need to add Olive to group IM

[09:19] Sheila Yoshikawa: I learn in virtual worlds by observing, by participating, by collaborating

[09:20] Skie (scythe.elfenbeim): I would say by practical experience. I would say that this applies to all aspects, from moving around to deep psychological explorations

[09:20] Shandra (killlashandra.lavendel): I agree with Sheila, maybe also absorbing. It's nice to reflect on what you see is happening during group interactions.

[09:20] Shandra (killlashandra.lavendel) nods with Skie

[09:20] John O'Connor (acuppa.tae): I also like to work in teams... that way it is quicker to learn.... and more interesting

[09:20] Sheila Yoshikawa: I do less reading of text in virtual worlds than I do in some other learning situations

[09:20] Namaara MacMoragh: I believe I have everyone

[09:20] Namaara MacMoragh: Olive? Catseye?

[09:21] Sitearm (sitearm.madonna): welcome Olive

[09:21] OliveTree Lighthouse: hi

[09:21] OliveTree Lighthouse: thank you :)

[09:21] Dex Euromat: @Nam - learning by doing things. SL is a good place to do that even without any skills at the start

[09:21] Namaara MacMoragh: All great responses.

[09:21] Sitearm (sitearm.madonna) beams proudly

[09:21] OliveTree Lighthouse: I think it depends

[09:21] Zzri Avian (zri.portal): In terms of learning how SL works, I prefer hands-on live inworld tutorials. As for learning about knowledge in general (science, history, etc) I prefer 3D exhibits and tours+presentations inworld.

[09:21] Catseye (katsii.tennen): i was helping others...the first thing i started learning was building

[09:21] Dex Euromat: and also by meeting other creators and see their approach

[09:21] OliveTree Lighthouse: I've learned in different ways but of course I have preferences

[09:22] Namaara MacMoragh: Building is a great way to learn, especially in SL.

[09:22] Namaara MacMoragh: As a lifelong learner you've probably explored various virtual and online platforms for education and personal learning experiences.

[09:22] Sheila Yoshikawa: @Catseye, yes I learn a lot by teaching

[09:22] Sitearm (sitearm.madonna): @Olive the prompt is "Our first question was, How to you like to learn in virtual?"

[09:22] Shandra (killlashandra.lavendel): Learning how to navigate SL is a pretty hands on live experience. Some things are easier to figure out with other people, especially early on.

[09:22] Namaara MacMoragh: Of those which might be your favorite? And, in the group chat, would you briefly share why it's your favorite.

[09:23] Sitearm (sitearm.madonna): @Nam I learn by doing, as John said, is why I prefer making things here

[09:23] Sitearm (sitearm.madonna): @Nam making includes 3d and also events

[09:23] Catseye (katsii.tennen): building is my favorite because it teaches many other skills at the same time..communication, design, textures, getting around, and inspires exploration

[09:23] Namaara MacMoragh: I love learning in SL more than any other platform like remote self-paced classes or facilitated online courses.I can see many of you enjoy it as well.

[09:23] Catseye (katsii.tennen): and it causes you to interact with many others

[09:24] Namaara MacMoragh: Cats has a good point, it inspires exploration (the learning experience here)

[09:24] Namaara MacMoragh: Individual learning is great. Do you also enjoy group workshops.

[09:24] OliveTree Lighthouse: I learned by just reading instructions then trying to apply them later (that's the hardest for me), learned by following instructions and watching a video or slides and implementing at the same time during class, learned by trying to help and experimenting for it , learned by following a treasure hunt or using a game

[09:25] Shandra (killashandra.lavendel): I learn from the experiences in the 3D exhibits and events. For example, if I go to an art gallery and there is a collection of 2D and 3D art, learning about the artists and how they created their art is enjoyable. I see and read about them. If the art has an interaction tied to it like setting your environment to a certain setting to see and experience it, that also makes the experience more memorable in SL. SL has an excellent way of combining site, sound, and activity to make for a learning experience.

[09:25] Sitearm (sitearm.madonna): @Nam as an example, YouTube took off because people could MAKE and SHARE what they made, in that case, videos

[09:25] John O'Connor (acuppa.tae): group workshops are great if well planned and organized

[09:25] Skie (scythe.elfenbeim): @Nam... My favourite is interacting with others in a shared exploration of things like behaviour, conditioning, how early experiences manifest. How long have you got? lol

[09:25] Namaara MacMoragh: Great point re YouTube Sitearm

[09:25] Catseye (katsii.tennen): lol..SL does enforce trial and error as a learning skill :)

[09:25] Namaara MacMoragh: hehe thank you Skie

[09:26] Sitearm (sitearm.madonna): @Nam a SECOND way to learn in virtual is... theoretically, "from each other"

[09:26] Sheila Yoshikawa: think I'm getting bogged in thinking about what's a "platform" - so I prefer SL to Blackboard, or Google Meeting or Zoom, for example, in that I actually enjoy the PLATFORM (the virtual world) because it has character and presence in itself, the others are convenient applications for particular kinds of media (e.g. I like my kindle because it means I can read and refer to books and articles conveniently - but the value is in the books and articles, the kindle/ipad in itself isn't charging)

[09:26] Shandra (killlashandra.lavendel): Make and share are important elements of Second Life that lend itself to the learning experience for sure.

[09:26] Namaara MacMoragh: Thank you Sheila.

[09:27] Sitearm (sitearm.madonna): @Nam in that case what I enjoy is primarily the unexpected - either people or topics I've never heard of before

[09:27] Sitearm (sitearm.madonna): "what I did not know I did not know" so to speak

[09:27] Namaara MacMoragh: I think we're pretty much agreed that the interactive nature of SL is the best learning experience.

[09:27] Skie (scythe.elfenbeim): I would add self discovery to that. SL is a magic mirror that often reflects what is missing, and what is prominent... I have learnt a lot of things that would be very difficult to access without SL

[09:27] OliveTree Lighthouse: When I first joined SL I was shocked and a bit frustrated sometimes because of how most of the building and scripting classes are run

[09:27] Namaara MacMoragh: nods at Olive

[09:27] Dex Euromat: Group workshops require more work here than in RL, as people might not be familiar with some things. But it is an interesting experience.

[09:28] John O'Connor (acuppa.tae): making mistakes in a VW is not as scary as in the RL

[09:28] Sitearm (sitearm.madonna): @Dex I concur

[09:28] Shandra (killlashandra.lavendel): Yes, I have found that self reflection is something I do more in Second Life and I find that an enjoyable mental and sometimes emotional exercise.

[09:28] Skie (scythe.elfenbeim) nods at John's sharing

[09:28] Namaara MacMoragh: Dex brings up an interesting point about the amount of work for workshops in SL.

[09:28] Namaara MacMoragh: I think we can all agree with John on that one. It is less scary here. :-)

[09:28] Skie (scythe.elfenbeim): /nods to Shandra (head is getting loose)

[09:29] John O'Connor (acuppa.tae): agree with Dex

[09:29] John O'Connor (acuppa.tae): prep is SO important and time consuming!

[09:29] OliveTree Lighthouse: Sometimes I found myself in a learning situation when I didn't expect it at all. When I was just having fun , exploring for example

[09:29] Namaara MacMoragh: The final questions asked us to "Share one or two outstanding learning experiences you had.." Can everyone share one experience that has stood out for them?

[09:29] Catseye (katsii.tennen): if the teacher is patient, building classes can work well...my best one was a self paced learning with office hours for the teacher

[09:29] OliveTree Lighthouse: is the second one about the languages?

[09:29] Shandra (killlashandra.lavendel): Yes I agree with John and Dex. When planning for anything in SL there is more time taken thinking about all the steps and the end result you hope others will experience

[09:30] Catseye (katsii.tennen): i love that I've had a variety of "mentors" for different learning experiences.

[09:30] Namaara MacMoragh: Are mentors important? Do they make the learning experience richer? Easier? More impactful?

[09:30] Dex Euromat: So for the second question if you do a workshop, especially for building - the instructions should be simple and clear, one step at a time.

[09:30] Namaara MacMoragh: Those are just my thoughts :-)

[09:31] Namaara MacMoragh: I agree Dex

[09:31] Shandra (killlashandra.lavendel): Yes Dex :)

[09:31] Namaara MacMoragh: All excellent thoughts. WoW :-)

[09:31] Sheila Yoshikawa: A key learning experience here was working with something called the "Educators' Coop" where we met regularly to chat about education (specifically challenges or ideas we were engaging with) and also worked on little projects together (e.g. building things together)

[09:32] Shandra (killlashandra.lavendel): I don't know about mentors. Maybe if there are certain tasks to be discussed during time with a mentor that would help. I've had mixed experiences with mentoring in SL.

[09:32] John O'Connor (acuppa.tae): Don't try to do too much in one workshop...

[09:32] Catseye (katsii.tennen): My best experience of that was Jayden at Builder's Brewery. If the teacher breaks it down into small steps and goes slowly, it's way better

[09:32] Catseye (katsii.tennen): so i agree with John and Dex

[09:32] Sheila Yoshikawa: With the coop we were all mentoring each other, though 2 people took the lead it really was cooperative

[09:33] Namaara MacMoragh: As an aside, Sheila, are they still around?

[09:33] Skie (scythe.elfenbeim): Near the start of my time in SL I met an Israeli doctorate. She and I shared many curiosities. We became partners for three years while experimenting. We looked very deeply into how mind constructs are formed and polarized by experimenting in different ways. We, for instance, swapped gender and interacted, and discovered that we were way more universal in gender than we realized. And things like dances and postures invisibly reinforce culture. It was a long and fascinating journey

[09:34] Catseye (katsii.tennen): wow..what a great opportunity

[09:34] Zzri Avian (zri.portal): Re: Outstanding Learning Experiences: I recall visiting fully functional educational/art museums in SL, with actual information and exhibits from RL, and interactive exhibits. Exhibits that either mimic RL or even go beyond RL's art exhibits in an impossible manner. Example: "Rossell Hope Robbins Library", "The Vordun Museum and Gallery", "The Immersiva Gallery by Bryn Oh.

[09:34] Shandra (killlashandra.lavendel): that's wonderful to hear, Skie

[09:34] Namaara MacMoragh: Very interesting Skie

[09:34] Catseye (katsii.tennen): would take a lifetime in RL

[09:34] Dex Euromat: For the last question: 1 - Workshops at Caledon, 2 - classes with use of Holodeck. This is a great tool, as you can show more than in normal class using just photos. Also now on the verge of VR the immersion to such recreated places will be much higher. I've seen a lot of great places made in Unity for ALtSpaceVR.

[09:34] Skie (scythe.elfenbeim): I don't think I can do it justice in a few sentences

[09:34] John O'Connor (acuppa.tae): as a teacher, my best experience is when a student takes a leadership role in class, eg, agrees to set up a group chat, or lead a discussion.

[09:34] John O'Connor (acuppa.tae): simple engagement that demonstrates commitment

[09:35] Sitearm (sitearm.madonna): "a miracle of rare device" *grins* and priceless!

[09:35] Namaara MacMoragh: John, is there an experience in which you, as a learner, were just WOWed by it?

[09:35] Skie (scythe.elfenbeim): Yes Catseye. It was an amazing time with insights almost every day... and it truly was a life altering experience

[09:35] Catseye (katsii.tennen): For me, learning has to be interactive...it may be my add, but just having an experience doesn't reach me as well..i have to do and participate

[09:35] Catseye (katsii.tennen): so SL's interaction may serve me better than VR

[09:35] Namaara MacMoragh: I think our underlying key to learning and teaching in SL that makes it so unique is the interaction and interactivity of the platform.

[09:36] Namaara MacMoragh: Would that be a good summary?

[09:36] Sheila Yoshikawa: @Namaara - no the Educators' Coop sadly dissolved when one of the leaders died, and her co leader moved to a new institution

[09:36] Dex Euromat: Agree John. It may take some time, but at some point they will feel enough confident to do a presentation of their own topic.

[09:36] Namaara MacMoragh: Thank you Sheila for that update.

[09:37] Catseye (katsii.tennen): teaching, helping John and Magua's classes taught me a lot :)

[09:37] John O'Connor (acuppa.tae): I think I am constantly learning here in SL... from simple things to complex ideas

[09:37] Catseye (katsii.tennen): which came up at the beginning of this discussion

[09:37] Sheila Yoshikawa: actually realizing the impact of her death, someone I'd never met physically, was also a big learning experience emotionally, in recognising that virtual experiences and connections were real and felt

[09:37] Sitearm (sitearm.madonna): @Nam my most intensive learning experience was the self-directed Ivory Tower of Prims

[09:37] Dex Euromat: @Nam I agree - interaction is one of the keys that holds SL together :)

[09:38] John O'Connor (acuppa.tae): SL is really a big chatroom with moving pictures!

[09:38] OliveTree Lighthouse: I have three very different experiences 1) I learned some history and archeology while following a seasonal hunt in SL. That was very engaging and interesting especially on one occasion where the clue allowed me to actually take part in the story. 2) I learned scripting with an instructor who runs it like a full course, but designed it in such a way that anyone can actually join and learn any time without waiting for it to start over and still be able to catch up and join in. Also she made sure that the participants had fun with what they were creating, and had fun with each other during and after the weekly session. It was, and still is, a learning community with lots of alumni who still join again and again. 3) After taking a blender course, I joined a blender help group and sometimes people ask for help. I learned a lot more while helping others figure out a solution to what they were trying to do. What I'm hoping for is a learning experience that has all three experiences integrated or at least available to

[09:38] OliveTree Lighthouse: learners.

[09:38] Namaara MacMoragh: Sheila, I know what you mean. I think that has been my biggest personal learning experience in SL.

[09:38] Catseye (katsii.tennen): So, i hear you saying Sitearm, that it was not interaction, but being allowed to move at your own pace that helped you learn

[09:38] Skie (scythe.elfenbeim): I would add that interaction in SL has a possibility that RL doesn't, that one gets to experience the mind of another without the mask of RL, and there is a type of freedom here to be more expressive and creative. I think one's true nature can become more perceptible because there aren't the brakes of RL being applied by expectations.

[09:38] Namaara MacMoragh: Knowing someone virtually for years and then they die. Huge impact and reinforces just how real relationships are here in SL.

[09:39] Sheila Yoshikawa: I think it's interesting that such a wide variety of types of experience are being mentioned!

[09:39] Skie (scythe.elfenbeim): (Sorry if what I'm saying is out of sequence)

[09:39] Catseye (katsii.tennen): yes Nam, even though i knew losing people in FL, I had not expected it to be such a profound loss in SL and it has been

[09:39] John O'Connor (acuppa.tae): good point Skie

[09:39] Dex Euromat: That is also a good point - do not force something, let it go smoothly with own pace :)

[09:39] Skie (scythe.elfenbeim) nods to Namaara. VW is real to the psyche

[09:39] Namaara MacMoragh: Yes Sheila ... and, Skie, it's fine. We're all contributing so much :-)

[09:40] Sheila Yoshikawa: @Skie yes, and it contradicts the idea that "outsiders" sometimes have that everyone in a VW must be hiding their real self - when as you say it can be the opposite

[09:40] Sheila Yoshikawa: sorry for typos

[09:40] John O'Connor (acuppa.tae): @Dex: the zen of learning

[09:40] Zzri Avian (zri.portal): Interestingly, I also like learning by walking around 3D presentations, such as the "Healthinfo Island Displays and Exhibits".

[09:40] Catseye (katsii.tennen): my experience says that the more you put into creating your avatar, the more you identify, even physically, with the experiences you have in SL...i.e. riding, sailing, flying, etc

[09:41] Namaara MacMoragh: nods at Catseye

[09:41] Shandra (killlashandra.lavendel): yes catseye

[09:41] Zzri Avian (zri.portal) agrees with Catseye

[09:41] John O'Connor (acuppa.tae): @Cats: that is very true

[09:42] Chezz Conundrum-Firelyte (chezz.firelyte): True, Cats!

[09:43] Chezz Conundrum-Firelyte (chezz.firelyte): Like Zzri....flying as himself must be very immersive

[09:43] Chezz Conundrum-Firelyte (chezz.firelyte): Because he is a bird

[09:43] Namaara MacMoragh: welcome jorlp

[09:43] Zzri Avian (zri.portal): :D

[09:43] Namaara MacMoragh: Hope you can see our chat now :-)

[09:43] Jorlp (jorlp.morrisey): Thanks!

[09:43] Zzri Avian (zri.portal): welcome, Jorlp

[09:43] Catseye (katsii.tennen): welcome Jorlp :)

[09:43] Shandra (killlashandra.lavendel): Hi jorlp welcome

[09:43] Skie (scythe.elfenbeim): How people create their avatars is very interesting to me. As someone once said, "A mask tells us more than a face"

[09:43] Namaara MacMoragh: Good point Chezz

[09:44] Jorlp (jorlp.morrisey): Haha this is the first time I've used SL in 15 years

[09:44] Sitearm (sitearm.madonna) reflects the moderators have deity powers to add to group IM and also chairs *grins*

[09:44] Namaara MacMoragh: Are our experiences different when we are not a human avi?

[09:44] Namaara MacMoragh: hehe Sitearm

[09:44] OliveTree Lighthouse: @Catseye , I don't think it's how much you put into creating your avatar as much as how much it feels like a good representation of who you are. At least that's how it is for me :)

[09:44] Sitearm (sitearm.madonna): @Nam I think they differ in that we bring more of our unexpressed self into virtual

[09:44] Sitearm (sitearm.madonna): it is always there but held back

[09:45] Sitearm (sitearm.madonna): here there is freedom to find places to "let it out"

[09:45] Namaara MacMoragh: Does that mean as a learner in SL we feel freer? Especially when we are not a human avi or a different gender representation?

[09:45] Jorlp (jorlp.morrisey): I made this guy 15 years ago. I have no idea why he looks this way, but I don't want to change my avatar because 17 year old me made it this way. I feel like it's a time capsule.

[09:45] Shandra (killlashandra.lavendel): :) yes and sometimes I think it is as simple as I like the way my elf ears move. It makes me smile

[09:45] John O'Connor (acuppa.tae): the word avatar means 'a manifestation' (of a deity!)

[09:45] Catseye (katsii.tennen): and yet the interactivity seems to help with most of us not going FB crazy with judgemental name calling...

[09:45] OliveTree Lighthouse: I tried non human avis even my favorite animal (a horse) but I didn't feel comfortable at all. I identify too much with my avi :) and usually completely immersed

[09:45] Chezz Conundrum-Firelyte (chezz.firelyte): Exi and I made our avs to look exactly like ourselves.

[09:46] Zzri Avian (zri.portal): I agree with OliveTree; one must relate with their avatar well; if not, they will simply feel like as though they're controlling "yet another preset video game character", haha

[09:46] Catseye (katsii.tennen): even though there is anonymity, many of us seem to value courtesy...at least in the education circles

[09:46] Chezz Conundrum-Firelyte (chezz.firelyte): jorlp, you can save him as an outfit and then change him/update him

[09:46] John O'Connor (acuppa.tae): courtesy and patience are important

[09:47] Namaara MacMoragh: Are we more open as who we really are in these kinds of circles than we are, for example, at a party or club?

[09:47] Dex Euromat: @Nam, It may, but usually is the same. You can always change your avatar so you can fit into someone else's visions. Like in most churches in SL I've been you are asked to show your 'Human side' (furry avatar is not really allowed).

[09:47] Skie (scythe.elfenbeim): Namaraara, I'd say the "flavor" of interactions might be altered... as a Merman I notice how the world above is oblivious to me and how peaceful the deep ocean is and how all of it is home. As a bird the whole sky is home and people seldom look up lol. To name but two :)

[09:47] Sitearm (sitearm.madonna): yikes we have 3 mins to wrap up per Marly

[09:47] Shandra (killlashandra.lavendel): I agree zzri, it took ten years before I settled on an avatar look but then I like always having the option to change too. but i feel like this particular topic could be a workshop all by itself :)

[09:48] Sitearm (sitearm.madonna): @Nam break a leg! *grins*

[09:48] Catseye (katsii.tennen): lol..yes..have we answered the questions?

[09:48] Namaara MacMoragh: Do we have any final thoughts to contribute to the idea of virtual learning?

[09:48] Catseye (katsii.tennen): mostly

[09:48] John O'Connor (acuppa.tae): our avies and identity is a HUGE topic

[09:48] Skie (scythe.elfenbeim): I'll stop typing to give you a chance to summarize, Nam lol

[09:48] Sheila Yoshikawa: yes!

[09:48] Zzri Avian (zri.portal): Aye, Shandra! True, it's a whole big topic in itself. :>

[09:48] Shandra (killlashandra.lavendel): From the chat we have all experienced virtual learning which is lovely to see.

[09:48] John O'Connor (acuppa.tae): shhhhh

[09:48] Catseye (katsii.tennen): which we should DO!! but not now...lol

[09:48] Sitearm (sitearm.madonna): well I kind of like this group im approach - once we got the hang of it

[09:48] Sheila Yoshikawa: Good luck in summarizing lol

[09:48] Namaara MacMoragh: hahahaha Skei

[09:49] Sitearm (sitearm.madonna): smaller group (for values of small) allows more to pipe up

[09:49] Namaara MacMoragh: @Skie :-))

[09:49] Namaara MacMoragh: Would you say this discussion was beneficial?

[09:49] OliveTree Lighthouse: I think I'm the same wherever I go, in a general sense. What changes my interaction style is usually the role I'm in . A host vs a guest, teacher vs student etc

[09:49] John O'Connor (acuppa.tae): yes, very beneficial

[09:49] OliveTree Lighthouse: style*

[09:50] Shandra (killlashandra.lavendel): Yes, I enjoy hearing about others' experiences and knowing that I'm not alone in my own learning process in Second Life. :)

[09:50] John O'Connor (acuppa.tae): you need to be a student to be a teacher

[09:50] Zzri Avian (zri.portal): interesting discussion, yeah!

[09:50] Zzri Avian (zri.portal): interesting to note that this discussion also involved avatar identity and expression, towards the end.

[09:50] John O'Connor (acuppa.tae): if you are not learning you can't really teach

[09:51] John O'Connor (acuppa.tae): and to learn you need to be vulnerable

[09:51] Sheila Yoshikawa: yes, great discussion, thank you!

[09:51] John O'Connor (acuppa.tae): so it's not always easy or comfortable

[09:52] Sitearm (sitearm.madonna): @John I concur - although it is NOT comfortable at times *grins*

[09:52] Namaara MacMoragh: Thank you all for this conversation :-)

[09:52] Skie (scythe.elfenbeim): @Nam, I think the discussion draws me in and leads to a craving for more lol

[09:52] Dex Euromat: true. To teach sth you have to learn that first :)

[09:52] Namaara MacMoragh: It's been fantastic

[09:52] John O'Connor (acuppa.tae): thanks for leading out @Namaara

[09:52] Namaara MacMoragh: I agree Skie

[09:52] Jorlp (jorlp.morrisey): Are you guys all teachers?

[09:52] Shandra (killlashandra.lavendel): thank you again Namaara for facilitating. :)

[09:52] John O'Connor (acuppa.tae): i am

[09:52] Namaara MacMoragh: This conversation can really go on for a while longer.

[09:52] Sheila Yoshikawa: yes

[09:52] OliveTree Lighthouse: I have a technical question for everyone if I may

[09:53] Jorlp (jorlp.morrisey): you may!

[09:53] OliveTree Lighthouse: I'm a trainer not a mainstream teacher but I teach languages as a hobby /volunteer

[09:53] OliveTree Lighthouse: ok thanks

[09:53] Marly (marly.milena): Discussion should end now. Summarizer has five minutes of "think time" to decide what points to share. Sharing will commence at 10am in large group circle

[09:54] Jorlp (jorlp.morrisey): @olive. You sound like a teacher to me.

[09:54] Marly (marly.milena): Everyone else can come back to circle. Sounded like a GREAT discussion!

[09:54] Dex Euromat: not a teacher in RL, but sharing knowledge in SL.

[09:54] OliveTree Lighthouse: Do you know how to use colors so that the chat is easier to read and use special words?

[09:54] Zzri Avian (zri.portal): Thank you, everyone!

[09:54] Catseye (katsii.tennen): yes

[09:54] Namaara MacMoragh: I'm going to take the next few minutes to pull our main points together.

[09:54] Jorlp (jorlp.morrisey): I don't know how to do anything. ^_^

[09:54] Sitearm (sitearm.madonna): ok I am returning to center

[09:54] Namaara MacMoragh: Thank you all so much for sharing :-)

[09:54] John O'Connor (acuppa.tae): @Olive: you should talk to Gentle Heron about that

[09:55] Dex Euromat: @Olive, you have this in your preferences: Colors

[09:55] OliveTree Lighthouse: I know how to use it but it needs a bit of agreement at the beginning

[09:55] Sheila Yoshikawa: what do you do @Jorlp?

[09:55] Jorlp (jorlp.morrissey): I'm a teacher!

[09:55] Jorlp (jorlp.morrissey): I teach 6th Grade

[09:56] OliveTree Lighthouse: for example if questions are preceded by the word Question I can see them right away. all the statements that had my name are also easy to find etc.

[09:57] Namaara MacMoragh: I'm going to close the group chat. Any questions or final comments?

[09:57] OliveTree Lighthouse: I'm originally a corporate trainer, consultant but I've been hanging around and collaborating with educators for many years as I love learning and helping others learn regardless

[09:58] Sitearm (sitearm.madonna): @Olive - perhaps send that suggestion to Elli for the next meeting practice

[09:58] Sitearm (sitearm.madonna): (it is a good one)

[09:58] OliveTree Lighthouse: ok thank you all for the meeting :)

[09:58] OliveTree Lighthouse: have a great day

[09:58] OliveTree Lighthouse: I will thank you :)

[09:58] Namaara MacMoragh: Thanks again everyone

[09:58] Sheila Yoshikawa: There's a mixture of teachers here - higher education, schools, people who teach in th community, with adult learners

Facilitating and Teaching - Wordsmith:

- *What skills are needed to successfully facilitate/teach adult learners in virtual?*
- *How are they different from academic teaching requirements?*

WHAT SKILLS ARE NEEDED TO SUCCESSFULLY FACILITATE/TEACH ADULT STUDENTS IN A VIRTUAL WORLD?

[09:15] Second Life: You started a voice call

[09:18] Sophie Zuta: Flexibility

Val:

Oh, now I see that you do have the chat open too, because Sophie has said "flexibility, there's one thing that we need, yeah.

And I want to mention kind-of I chose this group because I think we need more than virtual world skills.

I think in a lot of places the first thing they offer is how to be in a virtual world and all the skills in a virtual world, but they never get to their academic content. And that happens in every virtual world I have explored as well. All they teach you is how to build in VR.

We're not there to teach how to build in VR. We're there to actually teach what it is that, you know, that particular expert has built a curriculum for, so, just something we should think about.

Phelan: We've had people here with very different skill sets

People come in here and don't understand the platform

Val people want to be in a place they are attached to

Phelan:

This is a problem that we've come across with Rockcliff. A number of the instructors that have come through us to do training in second life, we've tried to take on a lot of the backend work, so preparing a lot of the, like having the library, the sandbox, the buildups for them, that type of thing, like all the administrative stuff that really isn't relevant to their content, but is so important for them to deliver their content, so they can focus on their teaching.

We've had a variety of people here that have had really different skill sets. so we've had people come in that knew absolutely nothing about second life and they're trying to teach in here. Ummm So when I'm saying practice, I actually didn't mean it facetiously, I actually really meant practice. Sometimes people come in here and they're just not really understanding the capabilities of the platform.

Val:

Yeah, and you know, when, there's also that thing that everyone wants to be able to build here, that's the whole point of being here, or you could just teach online in a classroom management tool.

[WSJ: Virtual worlds can give the sense of proximity without requiring actual physical proximity. I've read that geology instructors have used virtual worlds to teach students to recognize geologic features when the students could not afford or otherwise were unable to go into the field to observe.]

Val:

You don't want to just come into a redesigned classroom space that looks like a classroom that someone else built. People want to be in an environment that they're attached to. You know, it's a fine line, the balance between providing the tools to learn how to do all the innovation and the creativity and then how to embed your content inside it, as well. Because there's two things there and they're both super important.

Phelan:

Yeah. One of the other things that we discovered through some of our work with some other groups, is that, and this sort of builds off Val's point, right, is that, one of the things we tried to do at Rockcliff was to create some generic classroom spaces, where people could go in and they could, it wasn't necessarily a classroom, it was just a space, and they could throw in whatever it is they need in order to do their particular area.

But the more we've been working with people, the more we've been finding that they actually need that dedicated space; it's almost as if instructors need their own maker space, so to speak, that is theirs and only theirs, that they can sort of play with. So, it does create a bit of a challenge when you're trying to rotate uh classes through a single space, right. To a certain extent, if someone has a class going on for a particular semester, whether it's four months or eight months, right, ideally that space needs to be dedicated to that instructor for that period of time.

[09:18] PI (pi.illios): Yeah

[09:19] PI (pi.illios): I prefer chat

[09:19] Phelan Corrimal: Practice

[09:19] Valibrarian Gregg: Real curriculum- not just how to build etc

[09:20] Kyoko Barzane (samara.barzane): good point

[09:20] Kyoko Barzane (samara.barzane): They never taught us how to teach in grad school so we taught ourselves

[09:20] Sophie Zuta: I agree! Course planning and course prep are separate from the delivery of course content.

[09:21] Valibrarian Gregg: yes Kyoko- the classroom is different than the textbook about HOW to teach

[09:21] Kyoko Barzane (samara.barzane): well my PhD is in Philosophy

[09:22] Kyoko Barzane (samara.barzane): so how to teach never occurred to them LOL

[09:22] Valibrarian Gregg: So- learning how to be a great teacher takes experience- good point Sophie

Phelan:

Yeah, in terms of, Kyoko, in terms of how to teach never occurred to them. This is one of the requests that we get a lot is. and is part of the reason that I've never got around to taking our initial training materials, cause we had a really good program, we still have a really good training program to teach people how to build in Second Life. And, in fact, we have other programs that actually show them how to teach in Second Life, well.

But, one of the things that we found was that each instructor comes with their own unique needs. And so, what we found was that having a baseline program that we could then customize or tailor to the needs of the individual instructor, actually was far more successful than getting them a generic, you know, here's how to build in Second Life type thing.

Because you may have one instructor that comes in and they've got full knowledge of Second Life and they already know what it is that they want to do with their students, and you've got other people that come in here and they're having problems trying --, so the level of customization required for each of those instructors tends to be a little bit different.

{Comment by MARLY: THERE ARE MANY SUBJECT MATTER EXPERTS, .BOTH IN VIRTUAL AND OUT THERE, WHO LACK THE SKILLS OF ANDRAGOGY. THAT NEEDS TO BE EMPHASIZED JUST AS MUCH IN PREPARING TO TEACH WHEREVER OR WHATEVER. I ran into the same thing in corporate environments where engineers were promoted to management positions and were terrible at it because they never learned to engage learners beyond the task at hand ie PEDAGOGY.}

[09:22] Valibrarian Gregg: So- learning how to be a great teacher takes experience- good point Sophie

[09:23] Valibrarian Gregg: Perhaps having educators view other teachers who have been successful would be helpful

[09:24] Valibrarian Gregg: I have seen several amazing teachers in SL

[09:24] Valibrarian Gregg: who have modeled good teaching

Phelan:

Yeah, absolutely, I mean the, a lot of how I learned when I first came in here was literally by doing exactly that, Val, by watching what other people were doing and then identifying the fact that, hey wait a second, this isn't really the right way, right. So, but of course, with real, I'm going to qualify that, please don't take it the wrong way, with real instructors, right, they're trained in how to develop course curriculum, as opposed to the early days of Second Life where people were just sort of peer-to-peer mentoring each other.

[09:24] Kyoko Barzane (samara.barzane): I taught in the Education program several times and found myself constrained by the techniques assumed by the students.

[09:25] Valibrarian Gregg: Co-teaching is helpful too

[09:25] Kyoko Barzane (samara.barzane): I prefer a more Socratic method (natch) so it was a struggle

[09:25] Sophie Zuta: To add to what Phelan just shared, I think it is important that teachers are supported by other teachers (who have expertise)

[09:25] Kyoko Barzane (samara.barzane): it can be Val depending on the "co" [ref/ to co teaching comment by Val)

[09:25] Valibrarian Gregg: also- bringing in expert lecturers. That way various virtual world teaching strategies can be shared

.

[09:25] Kyoko Barzane (samara.barzane): good idea

[09:26] Sophie Zuta: I have found myself and in other discussions that instructors become frustrated when a technology expert gives them ideas without framing it within the context of the curriculum

[09:26] Kyoko Barzane (samara.barzane): sorry I'm not in voice

[09:26] Wordsmith Jarvinen: Can we support lecturers unfamiliar with SL?

[09:26] PI (pi.illios): I basically have taught to medical and nurse students with problem based learning

[09:26] Valibrarian Gregg: For example, I have done a class for John O'Connor in Dublin and Maqua in Turkey- working together on teaching strategies. great way to learn what works

[09:26] Phelan Corrimal: VWBPE conference is coming up btw - so that is a major opportunity to share teaching experiences

[09:26] Kyoko Barzane (samara.barzane): the students wanted an outline and "dyads", I was trained to engage students individually

[09:26] Kyoko Barzane (samara.barzane): so it really does differ by discipline

[09:26] Kyoko Barzane (samara.barzane): done

[09:26] PI (pi.illios): I agree Kyoko

[09:27] Phelan Corrimal: it does - we've worked with about 6 different medical schools so far and each one had their own unique challenges

[09:27] Valibrarian Gregg: PI mentions nursing-medical field. Great subject for embedding real curriculum into a virtual space

[09:27] Elektra Panthar: there have been many workshops during VWBPE that showed different ways to present a course - see Agile's method, for example

[09:27] Kyoko Barzane (samara.barzane): makes a note

[09:27] Valibrarian Gregg: yes- Elektra! getting students engaged and active....not just lecturing

[09:27] PI (pi.illios): exactly

[09:28] PI (pi.illios): Otherwise is the same thing

[09:28] Sophie Zuta: Students have to be shown the value of learning within VR...that it's not a video-game and the teacher is playing "cool"

[09:28] Valibrarian Gregg: Immersive learning should require critical thinking and deep learning- not just gamified fun! (not that we don't want it)

[09:28] Sophie Zuta: Exactly, Val!

[09:28] Sophie Zuta: :)

[09:28] Valibrarian Gregg: nice way to put it Sophie!

[09:28] Phelan Corrimal: a lot of times new instructors in here will build what is familiar to them - it takes time to really be able to leverage the platform's capabilities

[09:28] Kyoko Barzane (samara.barzane): is there a reference to Agile's method?

[09:29] Elektra Panthar: virtual worlds are great for that, once they've been given the tools both the students and teachers are encouraged to think outside the box - provided the learning curve is not too steep

[09:29] Wordsmith Jarvinen: The question specifies adult learners, are there different skills or setups for andragogy as opposed to pedagogy?

[09:29] Valibrarian Gregg: In VR worlds I visit, the language educators use is casual and one was actually giggling and acting "cool"- it did not feel professional at all

[09:29] PI (pi.illios): Maybe motivations are different

[09:30] Valibrarian Gregg: yes- and registers of language are different

[09:30] Phelan Corrima: here is Agile's VWBPE lecture from 2016 - <https://www.youtube.com/watch?v=9DMSHYr-FyM>

[09:30] Kyoko Barzane (samara.barzane): good point PI

[09:30] Wordsmith Jarvinen: That will be next question in about 3 minutes. Still interested in teacher skills. for VR

[09:30] Valibrarian Gregg: Good educators move students forward with higher learning expectations at all age levels

[09:30] Sophie Zuta: With adult learners, sometimes the issue is the technology itself. They are familiar with the traditional classroom with textbooks and lecture in person.

[09:31] Elektra Panthar: thanks Phelan, you were faster than me :)

[09:31] Phelan Corrima: and CFP if you need it <https://www.vwbpe.org/cfp2022>

[09:31] Kyoko Barzane (samara.barzane): the devil is unpacking those phrases

[09:31] PI (pi.illios): grins

[09:31] Kyoko Barzane (samara.barzane): what does that mean practically in different disciplines?

[09:32] Sophie Zuta: It would be helpful to introduce and familiarize them with the technologies, key terms, tech support. Also, what options are available if they don't have tech options?

[09:33] Valibrarian Gregg: Most SL learners are adults. I have taught both adults and elementary school. Interesting that there are many similarities!

[09:34] Valibrarian Gregg: Sophie- excellent point! But young adults that are moving into college now are much more tech savvy. Even some of the elderly people I work with are- and look at Selby_ a master tech geek

[09:34] Rini Hathaway: Part of the problem is creating learning experiences and getting away from the lecture/test mode.

[09:34] Wordsmith Jarvinen: ***** Moving to the 2nd Question *****

HOW ARE THE SKILLS TO TEACH ADULTS DIFFERENT FROM ACADEMIC TEACHING REQUIREMENTS?

Phelan:

Wordsmith, if I can come back to your question that you posed earlier, the difference in setups between andragogy and pedagogy, ahh because I think that that's really a core question here, especially considering that uhm you know, we don't have the full range of K through eight withinside this environment just due to the rules around here. But I guess from my standpoint, that it's very different course curriculum in terms of how, you know, in the ways that people are teaching.

umm My apologies, because as soon as that came out of my mouth I just realized that that's the definition of the difference between andragogy and pedagogy. But I mean it's .. I think to a certain extent those fundamental differences really sort of can potentially complement each other.

It's quite often adult learners can be responsible for their own learning, whereas with pedagogy you're trying to deliberately create content which quite often is more, while it's student focused, it's more learning. And therefore it takes a little bit more setup and a little bit more time to be fully considered.

[09:34] Kyoko Barzane (samara.barzane): Yes adult learners are more motivated in helpful and interesting ways

[09:34] Phelan Corrimall: it is - also assessment is a big problem

[09:34] Valibrarian Gregg: yes Rini- people fall back on lecture here quite often!! it is difficult to break from it

[09:34] Kyoko Barzane (samara.barzane): It's more fun to teach them than the entry level college students

[09:35] Rini Hathaway: How is assessment a problem?

[09:35] Kyoko Barzane (samara.barzane): listens

[09:35] Kyoko Barzane (samara.barzane): worked with the Alverno assessment system at one university

[09:35] Valibrarian Gregg: well- documenting student progress here provides challenges-- old methods of paper / pencil test are falling away

[09:36] Phelan Corrimall: a lot of instructors tend to fall back on summative assessments - there are 5 other primary types of assessments most of which are more relevant in a VR environment than falling back on summative ones

[09:36] Rini Hathaway: The main problem with assessment is the assumptions on what constitutes an assessment, and what you're actually assessing.

[09:36] Valibrarian Gregg: and documenting progress is essential to advocating virtual worlds as a serious learning mode

[09:36] Kyoko Barzane (samara.barzane): agrees with Rini

[09:36] PI (pi.illios): Either way the LLL experience have more flexibility than the academic one that has policies, syllabus to guide etc

[09:36] Rini Hathaway: Many also think assessment grades are more important than the learning experience.

[09:36] Kyoko Barzane (samara.barzane): sometime narrative assessment is better in a context

[09:37] Valibrarian Gregg: yes Rini- educators need to know the assessment types--- and where can they learn them? Teaching training needs to catch up, right?

[09:37] Phelan Corrimal: its the learning process that is more important - to me anyways

[09:37] Kyoko Barzane (samara.barzane): nods

[09:37] Phelan Corrimal: Failing with style until you get it right :-)

[09:37] PI (pi.illios): I agree with Phelan

[09:37] Elektra Panthar: nice way to put it :)

[09:37] Kyoko Barzane (samara.barzane): I found that projects worked best with adult learners

[09:37] Rini Hathaway: If the teacher/school paradigm can change their idea about what assessment can be--a demonstration of learning aligned with the experience, we can make some headway.

[09:38] Kyoko Barzane (samara.barzane): rather than tests or traditional papers

[09:38] Valibrarian Gregg: We cannot get admin to adopt virtual worlds without clear documentation of student success. Perhaps it will take time for research to really document it

[09:38] Rini Hathaway: I do project-based learning K-12 and teacher training.

[09:38] Elektra Panthar: standard tests are really not effective to judge whether or how someone has learned - merely if they managed to memorize some of the concepts or not

[09:38] Phelan Corrimal: that is more a question of mapping degree of mastery to the technological tools and method of assessments

[09:38] Valibrarian Gregg: so true Elektra :)

[09:38] Wordsmith Jarvinen: Marly was invited to the conversation.

[09:38] Kyoko Barzane (samara.barzane): we read Alice in Wonderland in a critical thinking course (grad) and the project were amazingly good and perceptive. done

[09:39] Valibrarian Gregg: yes Phelan but mastering technology tools is a lesser part of learning that using them for critical thinking and mastery of academic subjects

[09:39] PI (pi.illios): Beth need to be added

[09:39] Marly (marly.milena): Thanks, just listening

[09:39] Kyoko Barzane (samara.barzane): right Val

[09:39] PI (pi.illios): to the conversation

[09:39] Rini Hathaway: Agree with Val

[09:39] Kyoko Barzane (samara.barzane): I got in trouble for requiring students to make a website in ethics.

[09:39] Phelan Corrimal: I would agree - when the lesson becomes more about learning the technology rather than mastering the skill - the lesson plan has lost its way

[09:40] Kyoko Barzane (samara.barzane): Got some ordinary stuff, but also got some amazing "tree" discussions of ethical issues

[09:40] Kyoko Barzane (samara.barzane): done

[09:40] Phelan Corrimal: that is a huge barrier for both teachers and students

[09:40] Valibrarian Gregg: So many parents used to tell me "my child is so smart he is always on the computer!" and they had no idea what the child was doing on the computer! Tech does not guarantee learning

[09:40] Beth Ghostraven: Hi Kyoko, is everyone else here?

[09:41] Phelan Corrimal: I'm always on the computer - I don't know if its made me any smarter :P

[09:41] Rini Hathaway: I'm surprised at how little parent training is going on with K-12 so we can keep parents up on what their kids should be doing.

[09:41] Phelan Corrimal: more informed dummy :)

[09:41] Kyoko Barzane (samara.barzane): grins

[09:41] Sophie Zuta: :D

[09:42] Valibrarian Gregg: Using virtual worlds requires educators to not only master the potential of the virtual environments.....be embed critical thinking within it. Not always easy but I have seen it done.

[09:42] Kyoko Barzane (samara.barzane): the project approach I used in meat-space for assessment would translate well to VR

[09:42] Valibrarian Gregg: I think giving the students a clear REAL focus is essential.

[09:42] Phelan Corrimal: as compared to Beth who is a more informed bunny apparently

[09:43] Beth Ghostraven: lol Phelan, look who's talking!

[09:43] Valibrarian Gregg: I was able to do that in Minecraft (students build a digital citizenship game within a library they built themselves- critical thinking required_- 5th graders

[09:43] Valibrarian Gregg: interesting Kyoko- an assessment model?

[09:43] Kyoko Barzane (samara.barzane): exactly Val

[09:43] Beth Ghostraven: is there voice too, or just text?

Val:

Beth we do have voice here too, but we're trying to archive our chat because it's, yuo know, we have a lot we want to talk about here about the best ways to facilitate and teach in the virtual environment.

[09:43] Kyoko Barzane (samara.barzane): more a guided method

[09:43] Phelan Corrimal: critical thinking is often a function of what examples you have been exposed to - the more and varied experiences you have the greater the capacity to apply those experiences to new problems

[09:44] PI (pi.illios): Only text for now

[09:44] Beth Ghostraven: ok good, thanks Pi

[09:44] Valibrarian Gregg: text seems to be working well!

[09:44] Kyoko Barzane (samara.barzane): I can hear but chat

[09:45] Kyoko Barzane (samara.barzane): Good point Phelan

[09:45] Kyoko Barzane (samara.barzane): so our job is to help them find those experiences in the context of the course

[09:45] Phelan Corrimal: I don't know if the requirements for teaching in SL are really different from other academic teaching requirements - the requirements themselves are the same its the application of tools which are different

[09:46] Kyoko Barzane (samara.barzane): nods

[09:46] Valibrarian Gregg: Students also have different learning styles...interesting how that translates to a virtual environment too

[09:46] Beth Ghostraven: Phelan, that's a good point--for anything, the pedagogy comes first

[09:46] Wordsmith Jarvinen: The minecraft building would fall under problem based teaching. Having students define a problem, gather what they need to create a solution, and then creating it.

[09:47] Valibrarian Gregg: yes- but keeping the students focused on a purpose is challenging in a virtual environment! Everyone wants to build and express- which is great- but not always easy to FOCUS :)

[09:47] Valibrarian Gregg: yes- Wordsmith- the Minecraft kids had to focus on the purpose....and I got them to focus by telling them that other kids would get to have a Minecraft Club if they showed it was serious learning! it worked

[09:48] Sophie Zuta: Please excuse me...RL calls! Thank you for the opportunity to share in this discussion. Take care!

[09:48] Beth Ghostraven: Val, I used your example with 6-8th graders in Minecraft, worked really well

[09:48] Beth Ghostraven: tc Sophia!

[09:48] Curious George: It looks like I am a tad late for this class

[09:48] Beth Ghostraven steals Sophie's seat

[09:48] PI (pi.illios): Why Curious

[09:49] Valibrarian Gregg: We are discussing strategies to talking teaching successfully...and what is needed

[09:49] Valibrarian Gregg: So far- assessment strategies came up

[09:49] PI (pi.illios): We are answering the second question in the board

[09:50] Phelan Corrimal: I think the other big thing then which is needed is opportunities to play and experiment. Creating opportunities where people can show their creativity

[09:51] Rini Hathaway: In the academic teaching I do, the focus seems to be on someone's syllabus created long ago rather than a set of skills. It almost forces some into the lecture mode.

[09:51] Phelan Corrimal: so when it comes time to development of assessment and lesson plans people have bigger tool kits to draw upon

[09:51] Valibrarian Gregg: and Wordsmith shared info about the differences in teaching adults-younger kids

[09:51] Wordsmith Jarvinen: Martin Knowles work on andragogy looks at experience of adults, self-direction, often immediacy of use (and motivated by that).

[09:52] Marly (marly.milena): Discussion should be ending now.

[09:52] Marly (marly.milena): Summarizers have five minutes of "think time" re what they will be sharing at 10am

[09:52] Phelan Corrimall: the other problem with K-12 is that so much is aimed at passing standardized tests

[09:52] Rini Hathaway: Depends on where you work.

[09:53] Valibrarian Gregg: so true Phelan - teachers have so many constraints!

[09:53] Wordsmith Jarvinen: A bit on Knowles work:
<https://elearningindustry.com/the-adult-learning-theory-andragogy-of-malcolm-knowles>

[09:53] Valibrarian Gregg: and taking the time to learn virtual worlds on top of those constraints (grading/conferences/tests/curriculum requirements) ius a huge problem

[09:53] Valibrarian Gregg: Many of you have spent years learning how to do this!

[09:54] Rini Hathaway: The endeavor should start with why they are using virtual worlds.

[09:54] Rini Hathaway: If they know why they are here, it makes the transition a little easier.

[09:54] Wordsmith Jarvinen: Time to wrap. I've asked Val to summarize, since I got diverted into getting more people into the group.

[09:54] Beth Ghostraven: and even where standardized test requirements are easing, it's taking a long time for the mindset to ease up