Blue Skies: Education in Second Life

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Abstract
This article examines the educational possibilities of the online environment of Second Life, by Linden Labs. Second Life’s economic growth has attracted the attention of corporations, non-profit organizations and government entities. Unlike traditional web-based instruction, Second Life provides a three-dimensional interface through which teachers and students can enjoy a limited form of eye-contact and body language. It also permits collaboration and learning in groups. The article goes on to discuss some of the advantages and disadvantages of using the interface for online learning. It goes on to examine current educational applications and possible future enhancements.

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