

Virtual FSU: Learning and Research in Second Life A One-Day Conference

Thursday, November 13, 2008 (10 a.m. – 4 p.m.)
Starry Conference Room (214 Rovetta) - and in the Metaverse

It's not a game: the infotech-savvy Gartner Group predicts that 80 percent of active Internet users will be directly involved in multiuser virtual environments like **Second Life** within 3 years, whether for immersive simulations, engaging collaborations, or realistic communities. Second Life is already being used for library services and distance learning, and scholars are starting to see its potential as a site for continuing research on social behavior and culture. Find out what's going on with **Second Life** at FSU at this one-day conference featuring presentations by faculty from a number of disciplines across campus.

Presentations/Demonstration Schedule:

- 10:15 AM Environmental Education and the Production of "Nature" in Second Life
- 10:45 AM The Role of Community and Society in Virtual World Marketing
- 11:15 AM Action Research on Virtual Environments and Underachieving Students
- 11:45 AM Brown-bag lunch and discussion
- 12:45 PM Claudia L'Amoreaux - Special Virtual Guest
- 1:00 PM Library Reference Services in Second Life
- 1:30 PM Information Providers in Second Life
- 2:15 PM A Virtual Clothing Store for Merchandising Students
- 2:45 PM Museums in Second Life
- 3:15 PM The New FSU iSpace Teaching and Learning "Island" in Second Life

The event is free of charge to all members of the FSU community and the general public. A parallel presence in **Second Life** is also planned. Feel free to bring a brown bag lunch with you so we can continue the conversation!

Come join the discussion and see what potential virtual worlds might hold for your academic and professional future!

For a complete schedule & to register visit: ctl.fsu.edu.

Registration is recommended but not required, and you may drop in for a single presentation or stay for the day.



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