

Many of you may already know that the PATINS-Project has an entire island in Second Life for the purpose of educator networking, teaching training, workshops, meetings and collaboration within a safe and secure environment, specifically for Indiana K-12 schools. We just recently had our open house.

There are a couple of things to note about Second Life. First: All adult content has been moved off of the second life grid and onto its own “continent.” More info on this huge step by Linden Labs to recognize the stronghold that the education world has taken with SL can be found here:

https://email.secondlife.com/servlet/website/PersonalizedForm?lJgKsMETCTCVV_7v_7gghNgJLtLgm_VELtHpsEKtJgNsmRFkBLIJDrUVDpgDNI

Secondly: The PATINS-Project Island has been created very specifically as a “PG” Island. We have a Code Of Conduct and security protocols in place to ensure that our code is strictly enforced.

David Huckleberry recently commented that NECC (now ISTE) has had many sessions in recent years and will have more this coming year in Denver on the many educational uses, including teacher professional development, of Second Life.

ISTE, the International Society for Technology in Education has offered free professional development on their Second Life Island, 2-3 days a week, for quite some time now. More information on that can be found here:

http://www.iste.org/Content/NavigationMenu/Membership/Member_Networking/ISTE_Second_Life.htm

It’s difficult to find a university campus or a major company that doesn’t also have a presence in Second Life. There is well over 1 million US dollars exchanged in Second Life every single day. Second Life is certainly relevant and growing, especially as it relates to educational uses including teacher training, professional networking and collaboration.

Second Life can be compared to a webinar, which we’ve probably all participated in. You can think of Second Life as a 3D webinar where you are truly immersed in the learning experience, can model things in three dimensions, utilize voice chat, text chat, video streaming, audio streaming, web browsing, spatial relationships, exchanging of text documents, exchanging of 3D objects, and scripting of 3D objects to truly make them interactive and engaging! The potential for learning and growing professionally in such an environment is incredible.

NASA, Discover Educators Network, NPR, and ISTE are a very small number of the educational organizations already utilizing the educational potential of the SL environment.

The PATINS-Project has a few video tutorials on getting started with Second Life on our website as well as some 1-page pdf's on getting started. The PATINS staff is more than willing to go "in-world" with anyone interested in learning more. We can give tours of our island, demonstrations of what training and presentations or meetings actually look like in SL. We can help you get familiar with moving your avatar, using the multimedia available, communicating with others, and even building and scripting in SL.

Video Tutorials: <http://www.patinsproject.com/videos.html>

Getting Started 1-page pdf: <http://nepatins.edublogs.org/files/2009/08/Second-Life-Getting-Started-Info.pdf>

The location of the PATINS Island on the Second Life grid is:
<http://slurl.com/secondlife/PATINS%20Project%20Island/112/102/26>

We will continue to have meetings, allow other groups of educators in Indiana to have their meetings on our island, host workshops and trainings for teachers related to assistive and accessible technologies and Universal Design for Learning and we plan to bring in outside presenters including national presenters to our island. All events on our island will always be free of charge to Indiana K-12 school staff and we'd love to see you there!

Please feel welcome in our Second Life space. Keep an open mind and let us know if we can help answer questions or even meet you on our island for a demonstration. Creating an avatar and visiting our island is free, it's safe and secure and we'd love to show you the hard work we've done already as well as demonstrate where we plan to go next.