

Title: Second Life: A Promising 3D Tool for Cross-cultural Educational Activities

Abstract: Find out how instructional design and technology graduate students in the U.S. collaboratively worked with educational technology graduate students in China to investigate the use of Second Life for professional development opportunities for K12 teachers. Voice, text, video, images, and interactive objects allowed for rich interaction among the students. The instructional strategies and tools used by the students to communicate with other students both inside and outside of Second Life will be demonstrated from the students' and the instructors' perspectives. The research findings and conclusions will be available. The use of virtual worlds for cross-cultural collaboration offer rich possibilities for real-time, cross-cultural collaboration in a 3D space.

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