

Using Second Life as an Online Teaching Environment for Multimedia Engineering

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ABSTRACT

In this paper the development of a virtual learning environment in Second Life is detailed. The learning environment described is in the form of a virtual television studio that could be used in the Multimedia Engineering course offered at RMIT University's offshore campus.

This paper details the problems associated with offshore learning and lists the requirements needed for creating an effective virtual learning environment for these offshore students. This paper also discusses the steps taken to create this virtual environment in the virtual world Second Life and the problems that have been faced due to hardware and software limitations in this particular virtual world. Finally, the steps to be taken to evaluate the effectiveness of this type of learning environment will be outlined.