

[To follow along with this transcript, please download Sarah/Intellagirl's PowerPoint presentation]

Sarah Robbins/Intellagirl Tully shouts: SL Education Workshop starting in 5 min!

WhiteBoard (e): Showing Image 2/9 - Slide1

Intellagirl: so Richmond...you just logged in for the first time today? are you at the conference or distance?

Richmond Aabye: distance... I'm in florida

Intellagirl: Gotcha

Richmond Aabye: I manage electronic resources at Nova Southeastern University

Intellagirl shouts: Anyone who would like to participate in the SL education workshop please fly/walk to the NE until you see the ebig star

Intellagirl: Jab, Quirky....are you both distance too or are you at MIT?

Quirky McArdle: I am

Intellagirl: Hi Funtman

Funtaman Box: hi there :) whazup?

Intellagirl: Hi Meitnerio

Richmond Aabye: should we go take our seats ?

Intellagirl: Sure

Intellagirl: Well I'll get started. I'm Intellagirl Tully aka Sarah Robbins. I'm a PhD candidate at Ball State University in Muncie IN. I've been teaching university classes here in SL for about a year now

Moon McLaglen: cool

Funtaman Box: nice :)

Intellagirl: Mostly core writing classes for sophomores. I teach on Middletown island if any of you would like to stop by and observe a class

Funtaman Box: sophomores? what is that sorry

Intellagirl: Second year college students. Why don't we do quick intro and you can tell me what your interests are

Moon McLaglen: Good question :-)

Funtaman Box: ok

Intellagirl: Richmond i know you are in library science, right?

Funtaman Box: Im intrested in SL in general of course - but in 3d developing at the time.. mostly

Richmond Aabye: yeah, I have an MS in Comp Sci and MS in Info Sci, I manage databases and ejournals and ebooks for a university, interested in getting students to use more electronic resources!

Funtaman Box: how do the Linden lab advance in developing and keeping up with up to date graphics

Intellagirl: How about you Meit? Quirky?

Meitnerio Messmer: I am just trying to get a handle on what's possible in SL. I was at a wiki conference in Portland

Intellagirl: Great....good range of experience and interest, I hope I can help a bit

Meitnerio Messmer: a woman at the conference gave me this raving demo of how great SL could be, but so far I've just found not much of interest

Intellagirl: Can you all see this slide show screen?

Funtaman Box: oh sounds interesting

Richmond Aabye: I see the slides OK

WhiteBoard (e): Now showing Image 2/9 - Slide1

Intellagirl: One of the great things about SL is that you can communicate with so many people at once. When you teach here you have to be ready to handle IMs from your students, groups and in world chat as well

Boliver Oddfellow: I try and never miss an intellagirl presentation

Intellagirl: Aww thanks Boliver

Boliver Oddfellow: yw

Intellagirl: OK so there are over 100 universities from around the world represented in SL, some by a whole university presence and some by a single educator exploring. Lots of ranges of university support.

Funtaman Box: wow - ok .. thats many

Intellagirl: So i'll start by going over some basics as people come in and then I'll show you an example exercise from my class and we can get a heated discussion going on :)

I'll scroll through some slides here on the big viewer. Let me know if i'm going faster than you can see them

Funtaman Box: ok

WhiteBoard (e): Showing Image 3/9 - Slide2

Intellagirl: For years educators have been using MOOs and MUDs, text based virtual environments. We've used them to give our students a virtual immersive space to interact in but they were ALL text, no images at all. Any of you ever been in a MOO or a MUD?

Riki Rinkitink: no

Funtaman Box: Nah. Don't think so

Richmond Aabye: Does counterstike count?

Funtaman Box: he

Intellagirl: haha...so a MOO would say "you're in a dark hallway...you can turn right or left. make your choice"

Riki Rinkitink: ah...like Zork

Intellagirl: It was all text based and relied on the user's imagination to see what was happening

Funtaman Box: I've been in VRML-worlds - (sucks by the way) lol

Richmond Aabye: The original Adventure

Intellagirl: Zork! exactly

WhiteBoard (e): Now showing Image 4/9 - Slide3

Intellagirl: SL is similar to a MOO but on steroids! Hahah Here, rather than asking folks to imagine a setting from text alone I could actually build that hallway and ask my students to explore it

Funtaman Box: yeah, best graphics I've seen in a 3d world-chat, but I think it lags a bit - besides the 3d games

Intellagirl: It's interesting you call it a 3-D chat...it's much more than that and I'll let you know how

WhiteBoard (e): Now showing Image 4/9 - Slide3

Intellagirl: As you can see from the screen and the space around you...SL is a participator environment It's web 2.0...it gets better the more people use it and add to it, which is why it's great for education.

Rather than creating something that only a professor sees, students in SL can add to the world, get feedback from other residents, and share what they work on with a real community

WhiteBoard (e): Showing Image 5/9 - Slide4

Funtaman Box: yeah, thats really something ..yes

Intellagirl: We refer to SL as a MUVE: Multi User Virtual Environment. So World of Warcraft is an MMORPG....SL is a MUVE. SL isn't a game because it lacks the over riding narrative of a game, but that doesn't mean you can't create a narrative here. You can, it's just not part of the world mechanics that are forced on you when you log in the first time you don't have to kill an orc to level :D A MUVE is a collaborative space...much more flexible

Richmond Aabye: It's more like simcity where you create your own world, eh?

Intellagirl: By the way, feel free to jump in with comments, questions any time

Rich..even SIM city has rules that must be followed

WhiteBoard (e): Now showing Image 5/9 - Slide4

Intellagirl: and a measurement of "success" that is determined by the game, not by the user. Here we

each decide what "winning" is -- whether that's building a home, finding a mate, or teaching a class. Just like real life, but this flexibility is what makes it a great space for education.

Funtaman Box: what is the future of MUVE-graphics? - is the involvement always gotta be in prims?

Intellagirl: I'm not sure Funtaman...I'm sure it depends on the graphics engine behind the space. SL uses Havok

WhiteBoard (e): Now showing Image 6/9 - Slide5

Intellagirl: There are currently over a hundred higher ed groups in SL, and even more on the teen grid (14-17 year olds and their teachers)

Funtaman Box: the prims is a system made - because it's "lighter" for the servers to handle

Intellagirl: Yes, and that server load must be a consideration when you're teaching in SL. For example, most islands can't handle more than 40 people. So if you're teaching a large class of 40+ they may not be able to be in space at the same time

WhiteBoard (e): Showing Image 7/9 - Slide6

Intellagirl: One of the most important things to remember when teaching in SL is that we need to make best use of the environment rather than recreating RL spaces

Funtaman Box: Yes - but I meant ...will there be other kind of 3d building possibilities like meshes in the future?

Intellagirl: For example, building a classroom with a bunch of desks and making students sit in them doesn't really work here, students will doze off just like in RL

Intellagirl: So, like we're doing today...i try to give a quick intro and then involve students in a hands-on activity that makes best use of the environment

Intellagirl: You'll see on this slide. I have a giant rubber rat on my island. In RL i have a rat in my classroom, his name is Rufus.

Funtaman Box: hehe yes

Intellagirl: Hi Susny

SusNy Foss: Rats!

Dagmar Kojishi: LOL

SusNy Foss: then I much prefer SL rats

Intellagirl: I use Rufus to remind folks to back up what they say...if a students says "this reading was dumb" i throw Rufus at them and they have to hold them until they can say something more substantial

Intellagirl: In SL, my rat doesn't really work. Recreating a RL classroom object isn't always the best use of the space

Funtaman Box: If the rat was made out of a mesh it could be more like the one on the picture :) sorry..Its great

SusNy Foss: I actually have some asynchronous homework / a photo opportunity for my sheep, don't feel embarassed as I'll take it away ASAP

Intellagirl: So in SL, Rufus is big and intimidating as you can see. He's a reminder of the RL classroom but nothing more. Does that make sense?

Intellagirl: No problem, susny

WhiteBoard (e): Now showing Image 7/9 - Slide6

Intellagirl: Oh now you're all quiet, haha

Dagmar Kojishi: Sort of a bridge?

Funtaman Box: yeah, that make some kind of sense :)

EdTek Xeno: time to throw the rat :)

Intellagirl: Right...it's familiar, but in SL these things function differently

WhiteBoard (e): Showing Image 8/9 - Slide7

Dagmar Kojishi: Along similar lines: people feel a need to sit down for a meeting, even though there is no physical reason for an avatar to need to do so. :)

Intellagirl: Exactly...it's familiar to sit, but we won't stay in the seats. However, it's good to give an

anchor that people can relate to

EdTek Xeno: yes -- helps me to focus

Intellagirl: Boliver, I'm sure in your work you've encountered this too

Dagmar Kojishi: When I build such spaces, I make seats, but don't waste prims on legs, since they're not needed.

Intellagirl: Creating spaces that merge the familiar with the new

Intellagirl: Another important thing about education in SL is that the student will behave differently than they do in RL class. They're rowdier, less inhibited, and more outgoing, which are all forces you can harness for really great discussions and crazy activities

SusNy Foss: For better or for worse, Intella_

Intellagirl: For me, it's for the better, but I put the class in their hands, they self-govern

Funtaman Box: Why cant SL have meshes too? - just wondering, because "Active worlds" have it

Intellagirl: It makes them more responsible for their own learning

SusNy Foss: Right! Especially with those silent ones in RL

Intellagirl: Funt...I think it's a server load issue....you'd have to ask someone from Linden for a better explanation

WhiteBoard (e): Now showing Image 8/9 - Slide7

Richmond Aabye: can't they lurk just as easily in SL?

Intellagirl: They can certainly lurk, but I can call them out on it just like in RL and i can ask them to perform actions that require them to engage with their classmates...things that they can't do if they're not "there".

Funtaman Box: ok I'll ask them

Dagmar Kojishi: Richmond, they can, but they still give a sense of presence, unlike what happens in a text-only chat room.

Intellagirl: Agreed, Dagmar

Richmond Aabye: Yeah, you can see who's just sitting on their hands :)

Intellagirl: So, for example...what you see here on the screen...These Kool aid men are my students

Dagmar Kojishi: You're more likely to remember they're not saying anything. :)

WhiteBoard (e): Now showing Image 8/9 - Slide7

Intellagirl: They were working on ethnographic research...learning about how communities work for a research paper. I gave them a box of free crazy avatars. They grouped up and put them on and then traveled to a busy spot, a dance club mall etc

WhiteBoard (e): Showing Image 9/9 - Slide8

EdTek Xeno: What a great idea :D

Intellagirl: This group in the Kool Aid outfits went to a busy dance club. Of course, they were huge so they bumped into people, felt intrusive etc. When they came back i asked them what they learned.

They said that they learned what it was like to be outsiders, how obese people must feel in crowds etc It's an exercise I simply could not have done in RL. They learned a ton, all on their own, in their own way and without me having to tell them what they were about to learn. SL facilitates this kind of self-driven learning very well

Funtaman Box: I was thinking of an idea to communicate on a more realistic way.. a sort of tool... I think a whiteboard could be a great feature in SL

Intellagirl: There are whiteboards, like this one for example

Funtaman Box: really?

Intellagirl: I can put up pointers, highlight text and show slides

EdTek Xeno: more andragogy then pedagogy

Intellagirl: It's got lots of functionality

Funtaman Box: oh yes of course...I was thinking of one of those you can write directly on in real time, with a tablet-pen for example or the mouse

WhiteBoard (e): This is the Last Slide

Intellagirl: So community, engagement, collaboration, immersion....all great aspects of SL that we have to make use of when we teach here

Dagmar Kojishi: I have found that even old-fashioned lecturing works "better" here in many ways. I sometimes will deliver information one line at a time to students, like delivering a lecture in text form, and they seem to benefit much more than if I just gave them a handout, because they're experiencing it in real time together, and discussing it as we go.

Intellagirl: True dagmar and they can have a log of it too and screen shots if they'd like

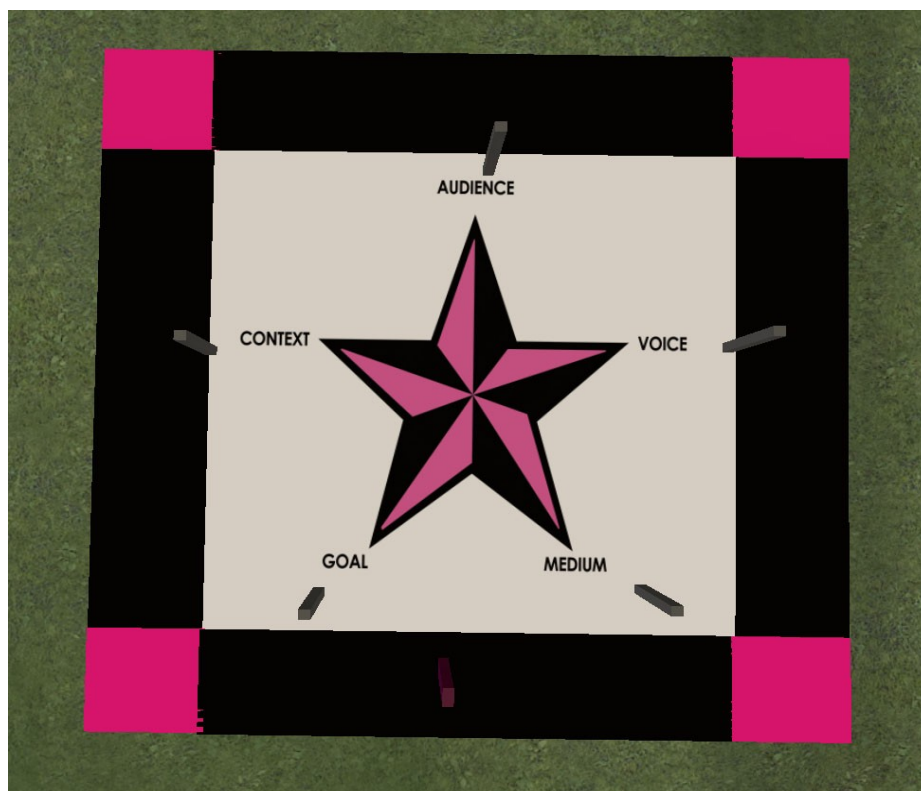
Dagmar Kojishi: Exactly. And the back channel actually helps instead of interfering.

Intellagirl: For example...this pink and black star board game that you see here. If you'll all come over to the board game, I'll show you this as example of simple things educators can make to help create a more active learning situation

SusNy Foss: which is an interesting point encouraging peer help

Intellagirl: Absolutely, Susny!

Intellagirl: I teach writing so my students have to understand a bit about communication, about how to tailor their work to suit the situation at hand. Instead of giving them a worksheet or something, I use this board game.



As you can see....it's just a simple board with an image on it. The star represents the elements of a communication situation. There are five...you can see them printed here in the white area. Hovering above these silver posts are the same items. This is done with a really simple script that i copied from one I got for free. No scripting ability necessary. Here's how it works

Students each pick an element on the star and stand in the black area behind it, taking advantage of the distance...when you're standing there you can only see the text on the stick in front of you and the one to the left and right. Everyone with me so far?

Richmond Aabye: yup

Riki Rinkitink: yup

Intellagirl: Then the groups select something for their element to alter the big communication situation

Intellagirl: so for example..., if you'll notice..the script above audience just changed, I can edit each script to display new text

EdTek Xeno: this is really tangible -- helps put the rhetoric class in better perspective....

Intellagirl: Exactly and when I use it in class the students edit the script themselves

EdTek Xeno: Physical helps concepts stick better in my learning grid

Intellagirl: And now if you stand on the star you can see that they've all been changed. It's the only point from which you can see all five. So, from here we can brainstorm about an example of communication that will fit all five elements. This presentation, for example, fits all five, but students would come up with others. A brochure for example...that could be displayed on screen to accomplish the same goals for the same audience. Can you all think of other applications for a simple board like this?

Dagmar Kojishi: Just taking positions on a controversial topic could use something like this.

Intellagirl: Yes! Or what if this was a map of Europe during WWI and we moved forces around in an Axis and Allies style?

EdTek Xeno: or a team simulation with different assignments for team members

Intellagirl: Or perhaps...if this was a conceptual map of a philosophy idea, a spectrum of liberal to conservative politics for example and students could move the names of politicians around on it

Dagmar Kojishi: With a board, it would be easy to get outside the simple single axis liberal-conservative, and map the more accurate positioning regarding economic issues and social issues.

jab Gunawan: I believe this idea is easier applied to abstract topics, like concepts etc. than to actual geographic or things that better look like on "real life maps"

Intellagirl: I can see your point jab. There are certainly limitations. Agreed Dag

jab Gunawan: It is a great advantage that you have only 5 names and not 20... I guess 20 might look cluttered.

Intellagirl: We could easily have another couple of axes for more ideas

Dagmar Kojishi: True! 3D.

Intellagirl: Sure Jab...so imagine if you used a map for a texture on an island and started students out in different spot

SusNy Foss: For example you could have one axis for no consensus and the other for broad consensus, like, save energy versus airplane traffic

EdTek Xeno: How about leadership styles, and then vote for four different conditions of something in real life

Intellagirl: Sure!

Intellagirl: Absolutely...but it's a very simple tool for SL world...nonetheless, it's one that would be tough to create in RL

jab Gunawan: Intellagirl: nice idea, make it bigger and by understanding the landscape they understand the "landscape of concepts" :)

Intellagirl: Yes, Jab and one that's really easy to make in SL terms. Scripts are simple. Graphics are easy to create in about any program and no fancy building needed. You can, of course, create much more complex simulations here, but i always show this one to folks who are new to SL because you can learn enough to do something like this in just an hour or so in SL

Dagmar Kojishi: The Heart Murmur Sim is a good example.

Intellagirl: Yes Dag!

EdTek Xeno: I think less can be tougher -- just enough to get the brain engaged at a higher level

Intellagirl: You can create much more immersive spaces as well. What's important to remember is that your students can create these things too

Dagmar Kojishi: Yes!

Intellagirl: Imagine a student doing a presentation on this idea and using this instead of a powerpoint. As the teacher, you could copy it, put it in your inventory and use it with another class later. The next step for my class, for example, is to write an analysis of the rhetoric of an SL space to understand how spaces are built to suit a community or convey a message, then as their final they'll collaborate to build a space on our island

EdTek Xeno: Think about the possibility of visualizing data here rather than in a 2d ppt....

Intellagirl: For sure, edtek

Intellagirl: So they read fast food nation, watch Super Size Me and then they build a space where folks can work in a Mcdonalds, eat the food, and make their avatars big and fat

SusNy Foss: burp!

EdTek Xeno: haha

Richmond Aabye: yuch

Intellagirl: Then they work out at stations on the island while learning about being fit and watching their avatar get thinner. Learning through experience...and the students teaching others.

Riki Rinkitink: Way cool

Riki Rinkitink: They could also go out in public and learn how it feels to be fat in a superfit world

Intellagirl: Absolutely! And meanwhile they're in a real community who could come experience their project, comment on it, add to it

EdTek Xeno: The students teaching each other/collaborative learning is very consistent with adult learning theory I've read -- instead of talking head, co-learning together

Intellagirl: For sure!

EdTek Xeno: I'm not an expert, except in maybe leading, drawing nit out of them

Intellagirl: And as their teacher I don't have the "markers" of authority in the classroom

Dagmar Kojishi: You're right on the money, though, EdTek. SL is quintessential collaborative learning.

EdTek Xeno: Yes!

Intellagirl: I don't look any different or have any special powers that they don't have

Intellagirl: haha Susny you got chubby

SusNy Foss: Getting fat is piece of cake!

Richmond Aabye: Susny just had some burgers, I think :)

EdTek Xeno: Definitive book on Androgogy or andragogy, depending on who you believe is spelling it right

Intellagirl: We simply couldn't so what Susny just did in RL without investing in fat suits etc

SusNy Foss: I may have to change back to real me before tomorrow

Intellagirl: Collaboration is key here, engaging students to be co teachers, to contribute

Riki Rinkitink: It would be interesting to have students discuss how their perceptions of Sus changed

EdTek Xeno: very wiki-ish --- love it!

SusNy Foss: Yes. I have tow quite fat siblings and I often wonder how their lives are

Intellagirl: Well I'd argue that SL is just a bit visual wiki

EdTek Xeno: Perfect

SusNy Foss: I look a bit more like my sister now!

Dagmar Kojishi: I find it fascinating that people experience the same proxemics zones here that they do in real life, feeling uncomfortable when an avatar stands too close, etc.

EdTek Xeno: I just told our CTO I've found my PhD project

EdTek Xeno: :)

Intellagirl: haha

Intellagirl: Agreed Dagmar...and that's just one example of the sociology and anthropology concepts that students can explore here

Dagmar Kojishi: You can control apparent eye contact as well, which can help with learning to use

eye contact effectively in RL.

Intellagirl: Also...asking students to change their own avatars teaches them how attached they can feel to a construct

SusNy Foss: we don't see many colored people around. Most avatars are nice young white middle class

EdTek Xeno: SusNy, how would you classify me? I'm curious because I was after something when I created my av...

Intellagirl: Well my first week here, I put on a bikini and freaked out because in RL I'd never wear one. Managing your professional appearance here is tricky.

Dagmar Kojishi: Excellent point, EdTek, even without know what you were going after.

EdTek Xeno: haha

Dagmar Kojishi: That you could go for a particular effect, I mean.

Quirky McArdle: especially cause so few designers make sensible clothes for women

SusNy Foss: I am reediting myself often

Intellagirl: Agreed Quirky

Quirky McArdle: But I found one: Innovations, Sherona DeGroot

Intellagirl: It's easy to look like you just came from the dance club...but we have to either maintain a professional look or alter it with a specific purpose

Dagmar Kojishi: I have seen figures to indicate how many people choose a different avatar than their RL equivalents might indicate, in order to achieve a different effect--different genders, different weights, different clothes, different colors, even different species. Looking, perhaps, for more respect or more perceived warmth, etc.

Intellagirl: I look much like this in RL (even the pink hair) and I stay this way in SL to be familiar to my student. And most of higher ed students have MySpace pages, blogs etc...they've experienced other identities but they don't think critically about them. SL gives them a great chance to understand the nuances of an On-line identity.

EdTek Xeno: I really want a yoda avatar :)

Dagmar Kojishi: They're available, you know. :)

EdTek Xeno: Yes -- found a good one -- just expensive :)

Dagmar Kojishi: LOL

Funtaman Box: You can make your own yoda avatar :)

Dagmar Kojishi: And, Funtaman, that can be expensive in terms of time. :D

EdTek Xeno: Maybe that can be my first building project. Yes, Dag.

Funtaman Box: that depends :))

Dagmar Kojishi: It will cost, one way or the other, and that's another lesson of sorts.

Dagmar Kojishi: :)

Intellagirl: Imagine having all your students live in SL as the opposite gender for a week. Imagine all that they'd learn about gender issues and SL culture

EdTek Xeno: just like rl

EdTek Xeno: :D

jab Gunawan: I wonder if these many possibilities make the students loose focus or relation point things can put into perspective to.

EdTek Xeno: one of my female colleagues at work logged out after about 10 minutes of trying SL. It freaked her out. All these men swarmed around her on help island

Intellagirl: When i did this exercise with my class the men all dressed up in bikinis and carried guns

Intellagirl: what do you mean, Jab?

Funtaman Box: Yeah, understandable

jab Gunawan: If I see this as a "game" than I don't take the things in as "learned for life". On the other hand if I see this as real, than I start trying to fly in RL

Funtaman Box: It can be very chaotic sometimes, I think

Dagmar Kojishi: EdTek, our administrative project head had the same experience. She went somewhere and, as she put it, made her avatar look more like her real self, and the swarming stopped. She is not sure how she feels about this. :)

Intellagirl: Oh i totally agree, Jab. you have to make sure that you put what they learn in context and apply it to ideas outside of SL too

jab Gunawan: yes

EdTek Xeno: yeah -- problem too is that my friend has the name "sparkles" for a chat name

Dagmar Kojishi: LOL

EdTek Xeno: Unfortunately, here that's too close to red light distric way of naming things, so she attracted attention to herself without even trying

Intellagirl: Another aspect of teaching here is that distance learners feel much more connected to their classmates and their instructor

EdTek Xeno: Yes, that's what I'm after, connecting with the distance learners

Funtaman Box: I think SL as a chat gives more psychological perspectives

Dagmar Kojishi: Take care, SusNy.

Intellagirl: They feel a sense of community that they don't get in an asynchronous space and opening up new markets, international as well

Quirky McArdle: how long does this session go?

Intellagirl: My students are much closer to each other than they'd be if they only saw each other in a classroom

EdTek Xeno: We can offer a class to them, for instance, I know of a computer lab in Thailand where people from the slums and junkyards can come to learn math, biology, sociology....

Intellagirl: Quirky...i think we're set to end at 12:30 SL time

Richmond Aabye: How would you teach math in this environment?

Intellagirl: Math is tough, unless it's applied math like economics or business I think it would be tough

SusNy Foss: Count primes!!

jab Gunawan: Intellagirl: your distant learning is a good idea.

SusNy Foss: Prim household is tricky

EdTek Xeno: Geometry would rock here though

Intellagirl: For sure

Richmond Aabye: ok, how would you teach evaluation of electronic resources :)

EdTek Xeno: Would have significantly helped me!

Dagmar Kojishi: Well, the NMC campus has some sculptures that are physical representations of what happens when you manipulate formulas in a certain way.

Intellagirl: haha Are you trying to stump me, Rich?

jab Gunawan: Imagine wandering in a huge triangle to discover that square(a) is equal square(b) if the tree stands at a certain angle ;)

Richmond Aabye: y'all are so good at it :)

Intellagirl: At the most basic level, discussions of any topic can be made more collaborative and cooperative here -- architecture and design are certainly good fits for SL, womens's studies...any anthropology, psychology, etc

Dagmar Kojishi: Much of what happens here is really non-discipline-specific. It fosters discussion, whether you can actually teach the material more effectively or not. So it's a good marriage to hook it up with WebCT or Desire2Learn or Moodle.

EdTek Xeno: classroom layout/design for learning theory

Intellagirl: Agreed Dagmar....I'm actually working with an LMS company right now to tailor their product to work better with SL and writing instructional material to accompany textbooks to offer SL exercises

EdTek Xeno: Intella, I think addressing gender and race issues here is a real possibility

Ralph Beeper: LMS?

Intellagirl: Learning management system

Intellagirl: Absolutely Edtek

Dagmar Kojishi: For math, for instance, use some other means of teaching the formulas, and then in here talk about "what was it like for you tackling that exercise?"

Ralph Beeper: Ah, merci.

Funtaman Box: From a futuristic and more darker view of SL; how would "open source" and griefer/script cities impact our free speech and learning sessions?

Intellagirl: Oh Funtamen...that's sticky one. In one sense SL has an immense free speech capability. You can build and do what you want. Being open source should open that up more

SusNy Foss: Sloodle group works to combine Moodle with SL features

Intellagirl: Sloodle is an awesome project

Dagmar Kojishi: Yes, and Sloodle has put together some neat tools.

Funtaman Box: Sloodle?

Intellagirl: The group i'm working with is creating something a bit easier to use than Sloodle

SusNy Foss: www.sloodle.org

Intellagirl: Sloodle = Moodle + SL

Dagmar Kojishi: Open source makes it easier for the good guys to come up with ways of dealing with the griefers as well.

Intellagirl: Absolutely

Intellagirl: Though, as ateacher I've never had any griefers and our island is open. I think grieving is blown our of proportion as is the influence of the adult material

Richmond Aabye: What is a griefer? Sorry to be so dense

Dagmar Kojishi: I've had a couple of griefers, Intellagirl, and when you're on your own Island and can ban them, it's relatively easy.

Dagmar Kojishi: Griefers are people who get their jollies causing trouble.

Funtaman Box: Okay - but griefer has free entrance to open source ass well ...isn't it a never ending battle?

Intellagirl: Griefers are folks who make trouble just for the sake of it, interrupt things, create annoying objects etc

Dagmar Kojishi: Show up naked, or use weapons in non-weapons areas, etc.

Richmond Aabye: Oh, like in real life, the PIA people ;)

Intellagirl: True Funt...and sometimes griefers have an important message

Dagmar Kojishi: Funtaman, griefers pretty much had free entrance to begin with, since they didn't hesitate to break terms of service. By being open source, the folks who abide by the regulations now have the freedom to also get into the code, and find ways to combat it that they didn't have before.

Funtaman Box: ya the messege is allways the same lol - "look folks - see how intelligent I am" lol

Dagmar Kojishi: Exactly. They're actually much easier to deal with here than in real life. If they're saying something you don't like, mute them. If they're pushing you, sit down.

Intellagirl: But even grieving, as an exmample of behavior, is interesting to look at

Dagmar Kojishi: That takes care of 90 percent of it.

Ralph Beeper: sloodle.org doesn't seem to show up, but sloodle.com does. Is that the same thing? looks interesting...

Dagmar Kojishi: Same thing, Ralph.

Funtaman Box: yes I think its interesting how they behave

Ralph Beeper: Danke Dagmar.

Intellagirl: Well folks...we're due to wrap up here in a few min...are there any questions I can answer on ideas we haven't covered? I'd also like to add that if any of you would like to observe a class you're all welcome to come to Middletwon on Thursday nights at 6:30 EST to observe my class.

Middletown...sorry

Richmond Aabye: Where do you find tools to build environments like your star-board>

Intellagirl: There is also a very active SL educators mailing list called SLED that you can join

Dagmar Kojishi: You have them already, Richmond. :)

Intellagirl: you have all the building tools you need. Click the build button on the bottom right and you're set

Ralph Beeper: Ooh, I'd be interested in that mailing list.

Intellagirl: If you google SLED mailing list you'll find it. There are about 1800+ people on it. There is also a Second Life Researcher's List (SLRL), which you can also join. Both are pretty active tho so get ready for a lot of email hahah

Ralph Beeper: Cool, thanks.

Dagmar Kojishi: Here's a good link for education and SL:

http://www.simteach.com/wiki/index.php?title=Second_Life_Education_Wiki

Richmond Aabye: sounds great

Ralph Beeper: Got the mailing list info...

Ralph Beeper: <https://lists.secondlife.com/cgi-bin/mailman/listinfo/educators>

Intellagirl: I'm at <http://www.intellagirl.com> and <http://www.secondlife.intellagirl.com>. Thanks Ralph
Ralph Beeper: Thank you.

Intellagirl: Well, I'm really glad you all came and I hope that you all got something out of the session. Please feel free to friend me, and IM me anytime I can be of help. Thanks so much for coming!

Richmond Aabye: Thanks very much

Funtaman Box: I dont think open source is a good idea after all - yes people can make things against greafers - and greafers vise versa - but the question is, who is the "script griefers"? are they just like you and me - just make things because it can be done...you know

jab Gunawan: For sure, thank you for this session.

Richmond Aabye: Are there other sessions after this one anywhere?

Intellagirl: Thanks!

Funtaman Box: Yeah, nice session. Thanks!

Intellagirl: I think this is the last timeslot of the day

Richmond Aabye: Ah, ok, thx. Let's go down to harvard square and get some coffee, then :)

Richmond Aabye: bye!

Intellagirl: haha always good to clean up your mess. Bye richmond

jab Gunawan: Dagmar could you give me a beard ?

Dagmar Kojishi: Sure!

Richmond Aabye: I'd wave but I don't know how :)

jab Gunawan: thanks

Intellagirl: Boliver and Quirky...thanks for coming!

Boliver Oddfellow: You're welcome

jab Gunawan: I have no clue if I have one, or how to give.

Intellagirl: Nice to meet all of you...and welcome to SL if this is your first time

jab Gunawan: First time with some real purpose and I think it really makes sense

Ansible Berkman: sorry for not getting a chance to introduce Sarah/Intellagirl before the workshop :) she's simply amazing. I hope everyone had a good time. Many thanks for leading this Intellagirl :)

Intellagirl: I think it went well, Ansible, especially since I only had 12 hours notice hahaha

jab Gunawan: Watching the broadcast with all these guys&girls was nice -- a bit like watchig a movie in a shared flat

Ansible Berkman: Yes, she's a rockstar

Ansible Berkman: :)

Funtaman Box: thx for now - bye all :)

Intellagirl: Can i put that on my CV? Bye Funtaman

Ansible Berkman: You most certainly can :)