Using Multi-User Virtual Environments in Nursing Education
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Teaching in Second Life

- Experiential, applied learning
- Learning while doing
- Immersive, engaging learning activities
- Objectivize evaluation
What is Second Life?
A brief history of Second Life

• Launched in 2003

• 2014: 38 million user accounts, 77,000 distinct land mass regions

• 38,000-62,000 users logged in at any given time

January, 2008: 28 million hours spent in Second Life
Learning in Second Life

• Individual learning: Content rich environments

• Context rich environments: Pair and small group learning

• Context rich environments: large group learning
Academics in Second Life

- Over 100 individual regions created for learning
- Universities have a campus in Second Life, including
- At UH Over 300 universities worldwide use SL in some form
- 80% of colleges in the UK use SL in some form
- Language arts the most common topic
SONDH in Second Life

- 2008: Dr. Codier teaches first learning activity in Second Life
- 2009: Robert Wood Johnson seed grant funding for Dr. Codier’s research on learning in Second Life
- 2012: National League for Nursing Grant (Codier) for research on learning outcomes in Second Life
Nursing Education in Second Life

• Individual learning
• Learning in Pairs: Interviewing, Mock Job Interviews
• Small group learning: Discussion groups, Clinical Rounds, Interdisciplinary practice
Disrupting Education using Second Life

- Alternative to “sage on stage”
- Shift to student centered learning experiences
- “Learning Outcomes” vs “Performance”
- Educator role shift: from dispenser of knowledge to designer of learning experiences
THANKS!

Any Questions?
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