

# Virtual Destruction: The Erosion of Traditional Teaching and Learning Processes?

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# Outline

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- Who are our students of today?
  - What are the implications of increased internet exposure on current teaching and learning practices?
  - A brief case study example of the use of Web 2.0 technology for a classroom activity
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# Who are our students of today?

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- [Students Today](#)
- <http://uk.youtube.com/watch?v=dGCJ46vyR9o>

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# Increased Exposure to “Out of Classroom Media”

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- Heightened exposure to the Internet influences learning styles. (Prosperio & Gioa, 2007, Academy of Management Learning and Education)
- Process based style of learning.
- Mismatch in teaching and learning styles.
- Students retain 10% of what they read. 25% of what they hear, but 70% of what they discuss and experience with others. (Johnson, 1996)
- 62 per cent of students wanted web 2.0 technologies - blogs, wikis, and podcasts - to be used for teaching and assessment. (Joint Information Systems Committee, 2008)

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# Learning Styles

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<b>DIGITAL NATIVES (Age 18-28)</b>	<b>DIGITAL IMMIGRANTS (Age 28-42)</b>
Like receiving information quickly from multiple sources.	Like slow and controlled release of information from multiple media sources
Like parallel processing and multi-tasking.	Like singular processing and single or limited tasking.
Like processing pictures, sounds and video before text	Like processing text before pictures, sounds and video.
Like random access to hyperlinked multimedia information.	Like to receive information linearly, logically and sequentially.

# What is Second Life and how is it being adopted across Higher Education?



**Princeton University Island**

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**Second Life at Princeton University**

The Princeton University island in Second Life is a place for the Princeton University community to experiment with the potential uses of Second Life for education. Second Life is a virtual online world owned and constructed by its residents. Participants

**Join**  
Find out how to join us in Second Life.

**Go**  
Already a member? Go there via SLURL.

**Headlines: In The News**

- A new research experiment at Princeton
- Alexander at Princeton is conducting an experiment on the Alexander Beach sim, east random area. Finds avatars jumpstarts to the location can be found at the website on the Princeton University Island and on Alexander Beach.





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# An exercise in group decision making in Second Life

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# Reflections

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Web 2.0 technologies such as Second Life can provide a useful environment engage with students and facilitate the development of process based skills.

- The activity needs to be carefully thought out and commitment from both the instructor and the students alike.
  - However what are the consequences of such developments?
  - Multiple and dynamic processing of information - but is this encouraging a 'surface based approach' to learning?
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# Questions?

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