Session 6:
**Brainstorming a virtual world instructional unit idea**
Over the course of this class, several fundamentals of virtual world design will be presented. Your team will select from among these building concepts & techniques to create a virtual world instructional unit. You will take the first step by forming self-select groups. Group will then brainstorm, write up a virtual world instructional unit idea and post it to our Laulima site for feedback from your peers.

Please begin by forming groups of 3-4 students to begin working on this final design team project. You need to email your instructor your team membership by **Oct 11, 2017**.

Each team will be given space on our skybox for you to begin developing elements for your design projects. In a few weeks' time, on our lanai classroom, you will find a teleport board that will easily teleport you to your respective designated team areas - right click on your team’s name on the teleport board and select "teleport".

**Reading:**

Chapter 4: Architecting Learning Experiences  
Chapter 5: Designing by Archetype  


http://eprints.soton.ac.uk/66169/

**Providing Information to Learners**
Learners must be provided information (content) in some form. There are various forms that the presentation of information can take while in-world. Here are five (5) common ways teachers provide content in SL/OpenSim:

https://laulima.hawaii.edu/portal/site/MAN.1389.FA17/page/2b054337-7f67-48d2-bb0b-4863105830dd
1. Slideshows: author advance only (good for lectures and presentations), and all-user advance (great for exhibits)
2. Textured prim with notecard included
3. URL provider (this opens any webpage while the user remains inworld)
4. Books (these can be worn and read as a HUD, or rezed inworld and read by alt-zooming)
5. Video (these can be much easier to create than you think)

We will discuss strengths and weaknesses of the above five forms of content presentation. What's cool about each of these above products is that your students can also make these items to show evidence of their own learning! Remember, we all learn best by doing. So create content--and let your students create and show their own synthesis of content.

Activity:
1. Final design project & brainstorming a virtual world instructional unit idea
2. 5 common ways to provide content:
   * Notecards (add pictures, landmarks, text) via a prim giver
   * Slideshows (author advance and all-user advance)
   * URL Provider
   * Books
   * Video
3. Project: Make a URL provider
4. Project: Make a slideshow
5. Project: Make a book
6. Project: Make a shared media screen in SL viewer 2 Youtube video tutorial

Building Goal: Understand a variety of forms for content presentation in Second Life/OpenSim & the strengths and weaknesses of the above five forms of content presentation.

Tips & Tricks: