Collaboration, Presence, and Transfer in TeacherSim

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TeacherSim is a MUVE using the Open Simulator Server Platform in stand alone mode grid mode.

Open Simulator is an open source version of Second Life.
- There are many grids using Open Simulator including Reaction Grid, OS Grid, Third Rock, Science Sim (an Intel collaboration), etc.
- TeacherSim is private grid for students at USU to use for class work and simulated experiences.
Orientation Pathway

Walking
When moving around the TeacherSim environment, your main resource will be your arrow keys on your keyboard. These keys will allow you to move forward, backward, left, and right.

Keys
- Up arrow: Move Forward
- Down arrow: Move Backward
- Left arrow: Rotate left
- Right arrow: Rotate right

Flying
Flying is faster than walking. To do this, simply click on the Fly button at the bottom of the screen. You can also press and hold the Page Up key or the E key to begin flying.

Page Up or E increases altitude.
Page Down or C decreases altitude.

Once you get airborne, movement controls are the same as for walking. When you've reached your destination, simply click on Stop Flying button or Page Down or C to land back on the ground.

Utah State University Teacher Sim Education Center

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Incentive to Fly
Avatar Station

Taking a Picture

Nice work. Once you have changed your avatar's appearance, take a picture of yourself to send to Henry.

To take a picture, click on File in the menu and select "Snapshot to Disk," then determine the location to save the image file. Then click "Close."
Conference Center
School
Go over the summary and all information that mom has send to make sure that all information is correct.
Vocational Rehab Counseling
Town OAR (Region)
Our life in MUVEs

- Second Life
  - Developed space
  - Got Students in and had them do activities

- OpenSim exploration on the ScienceSim Grid
  - Land Grant Program (free space for a limited time)
  - Created Content and Tested

- Created TeacherSim
  - Transferred Content
  - Create Users/Track users more easily
  - More control of environment
As we started getting our students into the Second Life environment, we noticed that there were several steps in order for students to find our virtual island.

This was disorienting for some students because they thought they were on our island when they were actually in a different landing area.

Second Life is a public space sometimes students were exposed to non-educational conversations and actions by other users.
How is TeacherSim being used?

- Teaching Literacy Tutors to use effective teaching behaviors (Direct Instruction/Corrective Reading) (Transfer)
- Conducting eligibility/IEP practice sessions in the environment (sessions helped students in class but seems to be more applicable to distance students)
- Student collaboration, presence, and transfer in a TeacherSim (this study)
- Training Vocational Rehabilitation Counselors with an avatar clients using problem-based learning (presence/PBL/outcomes)
- As a professional development tool for in-service special education teachers using problem-based learning.
Thank you for your time!

Please contact me if you have further questions.

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