

Avatars in the Global Community

Global Competence Institute
Vancouver, WA August 2010

Laura Adriance
World Affairs Council
www.world-affairs.org





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Global Classroom

The Global Classroom program connects teachers and students with international resources, ideas, and people through a combination of professional development trainings, speaker series, curriculum design, and youth programs.



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Upcoming Events

Look for "Educator" in the audience section

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GC Announcements

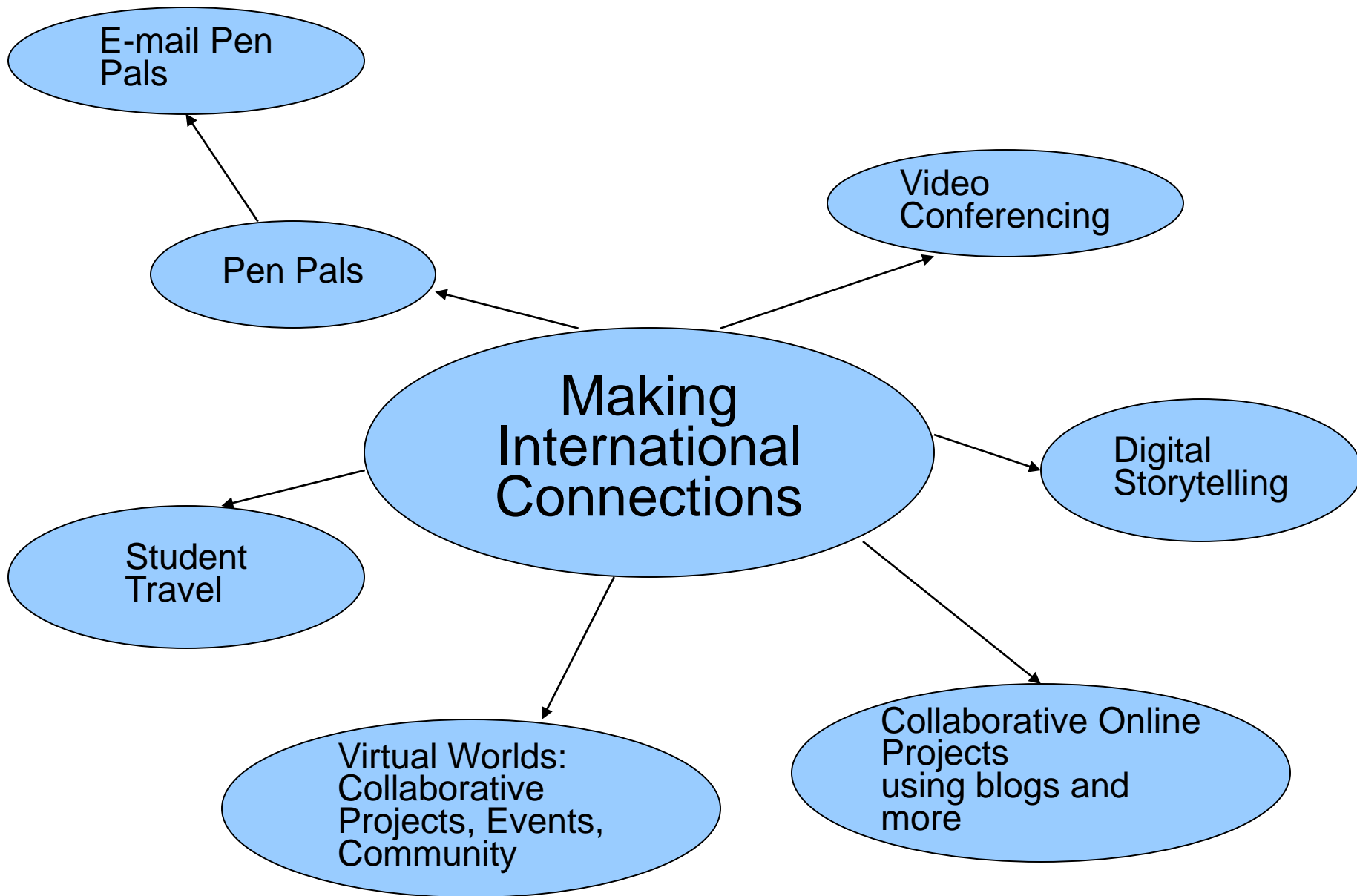
Announcing the winners of the 2009 World Citizen Essay Contest!

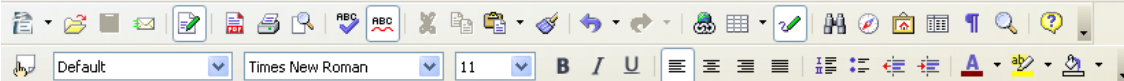
...participate in the... participation from the students and more interaction among students, teachers, and our expert presenters

image 4 of 9



• Making International Connections



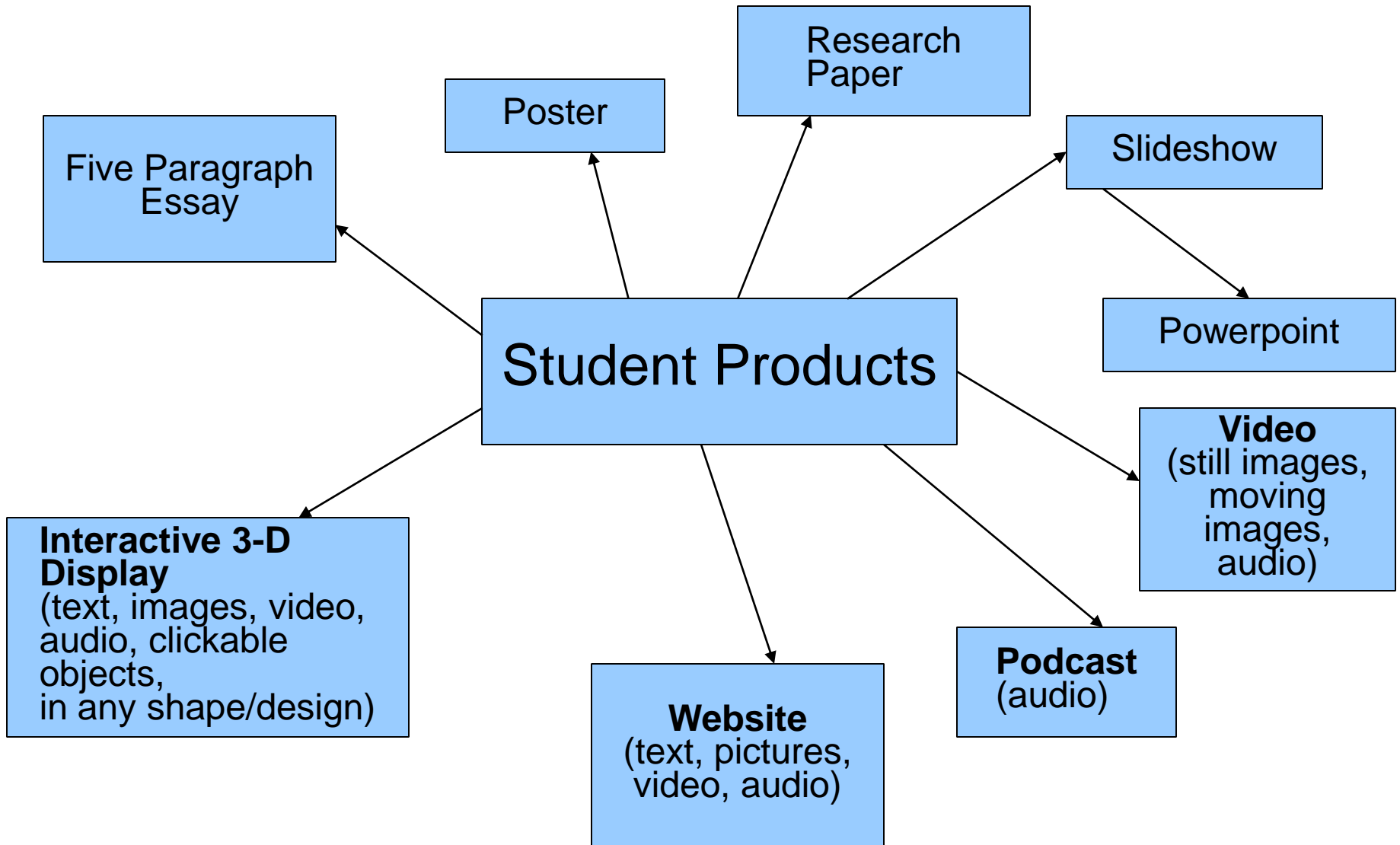


Default Times New Roman 11 B / U

	Type of Communication	Type of Interaction	Events/ Interactions	Projects	Teacher/ Student Forums	Age of Involved Students	Cost	Other
Bridges to Understanding	Photography, Videos/Digital Stories	Group-to-Group	Both	Digital story-telling	Class-room	Middle and High School	Varies by program	Digital stories used to connect students
Darfur Sister Schools Program	Letters, Videos, Pictures	Group-to-Group	Asynchronous	Send letters to sister school	None	K-12	Free, though encourages <u>fundraising</u> for sister school	Can share experience through <u>online</u> reports, organize event speakers
Digital Democracy	Photography	Group-to-Group	Asynchronous	Photo-based digital pen pal program	None	Primarily Middle School	Free	Possible pen-pals include students in Haiti, South Africa, Thailand, and Bangladesh
EPals	Email, Community Forums	Group-to-Group	Both	Email based collaborative projects	Class-room	K-12	Varies by program ; some content free	Embedded translation software; <u>blogging</u> & projects possible
Flat Classroom	Video Conferencing, <u>Blogs</u>	Group-to-Group, Student-to-Student	Both	Collaborative web-based projects	Both	Middle and High School	Free	Videos from past conferences, article links about digital technology
Global Gateway-Pulitzer Center	Video	Class-to-Reporter interaction	Both	School visits, Reporter <u>blogs</u>	None	Primarily High School	Free	Access to unique news stories, multidisciplinary approach
Global Nomads	Video Conferencing	Group-to-Group or Multi-Point	Synchronous	Video Conferences	None	Middle and high school	Varies by program and product	Need sufficient bandwidth
Global SchoolNet.org	Letters, <u>Online</u> Text and Articles	Group-to-Group	Asynchronous	Web and research projects, <u>online</u> games	None	K-12	Free or \$45 to become a contributing member	<u>Online</u> games on geography and journalism available
iFARN	<u>Online</u> Forum, multiple modes	Group-to-Group	Asynchronous	Web-based projects	Both	K-12	Contact <u>iEARN</u> for pricing	Project themes vary from global art to "One Day in the Life" photo diaries
One World Classrooms	Video, Text, Art, Music	Group-to-Group, Student-to-Student	Asynchronous	<u>PowerPoint/</u> Art/Music Exchange	None	K-12	\$50-\$100 per exchange; some content on site is free	Student-to Student Language Lab
PeaceCorps Coverdell WorldWide	Video, audio	1-to-Group	Synchronous and Asynchronous	Pen pals with Peace Corp	None	K-12	Free	Provides publications with classroom activities



- Student Products: How can students show and share what they have learned?







Should smoking be illegal!




“When I despair, I remember that all through history the ways of truth and love have always won. There have been tyrants, and murderers, and for a time they can seem invincible, but in the end they always fall. Think of it--always.”

-Mohandas Karamchand Gandhi



Welcome to the Global Pavilion.
You will have 1000 minutes before your objects are returned! Have fun!

ENTER


This area is being developed by the World Affairs Council of Middle Tennessee in order to educate students relating to foreign affairs. This is a work in progress. We welcome your feedback. Please IM @mziWACUS or @66WACUS with your ideas or suggestions.

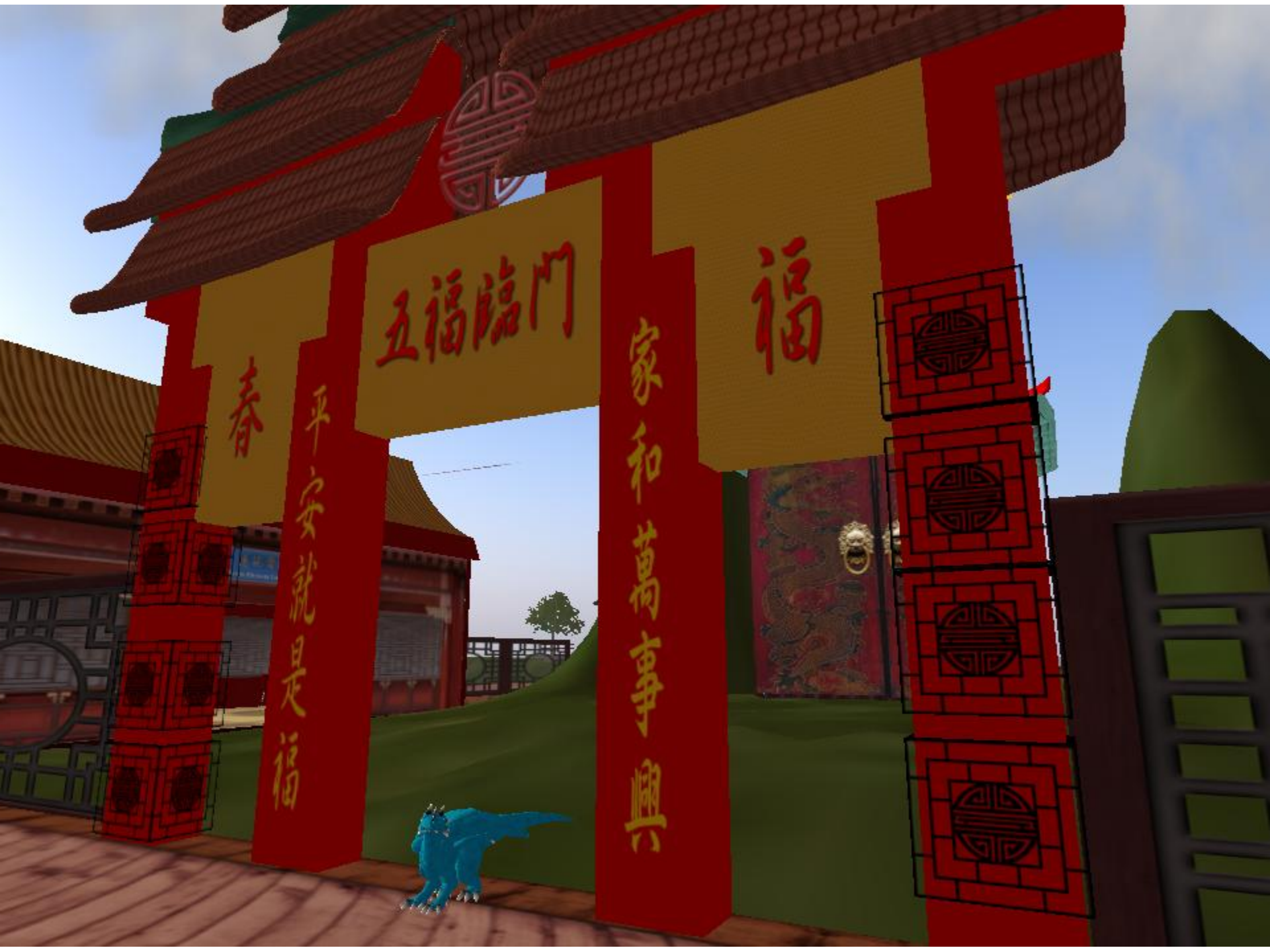


These are very complex questions. You will not find answers here. But, you can find some helpful ways to address the problems and play your role as a global citizen. As you walk along, you will see objects/signs to learn from. You will receive notecards with more information.



The pictures tug at your heartstrings, but what do you do? What kind of help really makes a difference? Can aid sometimes do harm?





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RESTRICTIONS: BRING 'EM ON!

By LAW

WASHINGTON — Many Americans eagerly support government restrictions on the Internet and TV, according to a new Freedom Forum survey. Three-quarters of the 1,001 adults questioned do not believe that "people should be allowed to place explicit material on the Internet," and only 30 percent strongly support that right, says the think tank's second *State of the First Amendment* report.

88 percent of adults polled believe that public libraries should block access to Web sites that offend some patrons and the US government should develop a system to rate information.

Human Rights



AMNESTY INTERNATIONAL






Senate Proposal Could Put Heavy Restrictions on Internet Freedoms

James Osborne
Fox News
April 21, 2009

The days of an open, largely unregulated Internet may soon come to an end.

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A bill making its way through Congress proposes to give the U.S. government authority over all networks considered part of the nation's critical infrastructure. Under the proposed Cybersecurity Act of 2009, the president would have the authority to shut down Internet traffic to protect national security.

The government also would have access to digital data from a vast array of industries including banking, telecommunications and energy. A second bill, meanwhile, would create a national cybersecurity adviser — commonly referred to as the

NOBODY THINK OF THE CHILDREN!
discussing censorship and moral panic in Australia

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About

Somebody Think Of The Children is a blog about censorship and moral panic in Australia, with a focus on Internet censorship.

Shop Mandatory Filtering



Internet access on NSW student laptops restricted to whitelist

15, 2008 - 7:43 pm

'Digital education revolution' conjures up images of children seated in terabytes of knowledge, but for the NSW Department of Education it means controlling what senior students are able to access on the Internet using a highly restrictive **whitelist** of approved websites. I think mine is better.

to ZDNet.com.au, laptops to be given to students for free from 88 categories of accessible websites.

Human Rights



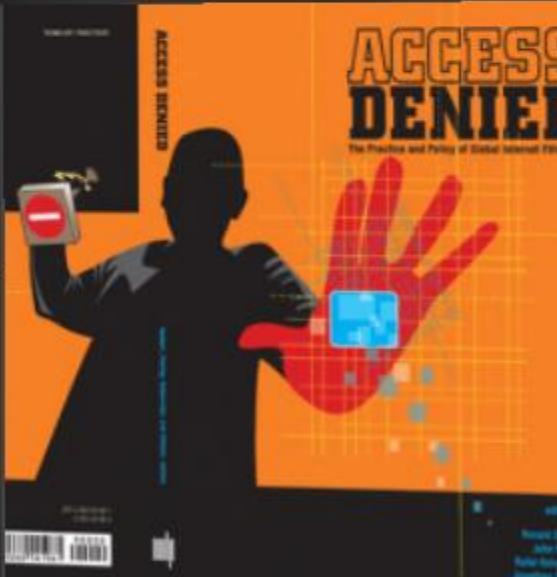
AMNESTY INTERNATIONAL






ACCESS DENIED

The Practice and Policy of Global Internet Filtering



ACCESS DENIED

The Practice and Policy of Global Internet Filtering

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http://it.seattleschools.org/blog/2009/12/embararking-on-a-3d-journey/#more-3060

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INSTRUCTIONAL TECHNOLOGY BLOG

RESOURCES FOR USING TECHNOLOGY IN THE CLASSROOM

Embararking on a 3D Journey

Posted by Abbey on December 8, 2009 in English Language Learners, Social Studies



This year 16 students and a teacher from Denny Middle School embark upon their own journey into [Skoolaborate](#). Skoolaborate is an international online learning community that incorporates a blog, a wiki, and the 3-D virtual world of Teen Second Life. Students and teachers from a variety of countries, including the US, UK, Taiwan, Japan, Australia, and Chile, create projects that integrate curriculum with current global issues. The subscription for membership to Skoolaborate is funded through a pilot program sponsored by the [World Affairs Council](#).

The pilot program goal is to experiment with introducing students to Skoolaborate during normal curriculum time. This is a perfect fit for Denny Middle School in their aim to blend global perspective into their curriculum, an important component of the mission for international schools in Seattle Public Schools.



Within just a week into this project, the level of engagement from students has been phenomenal. Students are building vocabulary, practicing following detailed directions as beginning steps to designing individual avatars to represent them in the virtual world. Students learn about norms and proper etiquette

before interacting with students from other countries.

Students are excited about...

Content Areas

- Language Arts
- Social Studies
- Math
- Science
- English Language Learners
- Foreign Languages
- The Arts
- Music
- Libraries

Instructional Strategies

- Podcasting
- Internet Research
- Blogging
- Teacher Voices

Tools and Applications

- Excel
- Word
- PowerPoint
- Photo Story 3
- Web 2.0
- Video
- Interactive Whiteboards
- Digital Photography

About this Site

More Features

- BEX III Levy
- Microsoft Products and Programs (2007)
- Assessment
- Easy Grade Pro
- Elementary Sound System Support
- IT School Assignments
- Mac Support
- Presentation Station FAQ's
- Presentation Station Documents

Done

Now: Light Rain, 45 °F Fri: 52 °F Sat: 52 °F

start Embararking on a 3D Jo... CHELAN 2010 ppt - O... 9:30 PM

OSPI: WA State Ed Tech Standards Grades 9-12

Component 1.2 Collaborate

Use digital media and environments to communicate and work collaboratively to support individual learning and contribute to the learning of others.

GLE	9	10	11/12
1.2.2	Develop cultural understanding and global awareness by engaging with learners of many cultures.		
Evidence of Learning	<ul style="list-style-type: none"> ▪ Build empathy by learning about many cultures through digital content from around the world. ▪ Participate in an online community dedicated to understanding or solving a local or global issue. 		
Examples	Basic Level		
	<ul style="list-style-type: none"> • Contribute to an online project that combines photos and personal stories in order to share perspectives and understanding. R, W, Sc, SS, A, WL 	<ul style="list-style-type: none"> • Interact online with other students within your community, from various regions, states or other countries to compare and contrast high school experiences. W, SS, C, WL 	<ul style="list-style-type: none"> • Participate in desktop or group videoconferencing with local, state, national or international learners. R, W, Sc, SS, C, WL
	21st Century Learning Environment		
	<ul style="list-style-type: none"> • Participate in a world-wide writing workshop which has students writing, editing and publishing stories on a wiki and then publishing to a blog. R, W, C, WL 	<ul style="list-style-type: none"> • Engage in a discussion board pertinent to a current global event. R, W, Sc, SS, C, WL 	<ul style="list-style-type: none"> • Create video digital stories, publish to a storytelling website and trade comments and ideas with storytellers from around the globe. R, W, WL

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http://www.pewinternet.org/Reports/2008/Teens-Video-Games-and-Civics.aspx

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REPORT: TEENS, GAMING, POLITICS, FAMILIES, COMMUNITIES

Teens, Video Games and Civics

by *Amanda Lenhart, Joseph Kahne, Ellen Middaugh, Alexandra Macgill, Chris Evans, Jessica Vitak*
Sep 16, 2008

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<p>Read Full Report</p> <p>VIEW ONLINE </p>	<p>Explore Survey Questions</p> <p>VIEW ONLINE </p>
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OVERVIEW

The first national survey of its kind finds that virtually all American teens play computer, console, or cell phone games and that the gaming experience is rich and varied, with a significant amount of social interaction and potential for civic engagement. The survey was conducted by the Pew Internet & American Life Project, an initiative of the Pew Research Center and was supported by the John D. and Catherine T. MacArthur Foundation. The primary findings in the survey of 1,102 youth ages 12-17 include --

Game playing is universal, with almost all teens playing games and at least half playing games on a given day. Game playing experiences are diverse, with the most popular games falling into the racing, puzzle, sports, action and adventure categories.

Report Data Set

> [February 2008 - Teen Gaming and Civic Engagement](#)

WEB LINKS

[The Civic Potential of Video Games \(2008\): A Civic Engagement Research Group white paper based on Pew Teens, Video Games and Civics data.](#)

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DATA POINT

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The Seattle Times

Monday, June 2, 2008 - Page updated at 12:00 AM

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Real work grows in virtual world

By Alana Semuels
Los Angeles Times

To save money in these tough times, universities, conference planners and global companies have started holding gatherings for far-flung employees and students in the online world known as Second Life.

Sun Microsystems, a Silicon Valley tech company, has only one rule: Employees should show up looking like humans.

Other companies don't seem to mind if their workers take the form of animals and other entities while they're on the clock.

On a recent afternoon in Second Life, about 20 avatars — the personalized character each inhabitant of the virtual world adopts — gathered for a lecture on software development sponsored by Intel.

The semiconductor giant planned the event to spark conversation about complex technical topics among employees and others across the globe.

The Intel employee who opened the event was a tuxedoed half-man, half-lynx. He turned over the talk to an avatar in a tight, white shirt who called himself Zombie Bob.



LOS ANGELES TIMES / TPN
Avatars of Sun Microsystems' employees cut loose at a Second Life party. Other companies also organize gatherings in Second Life, with virtual personas, as an alternative to travel and a way to have fun.





February 2009

[← back to Case Studies](#)

How Meeting In Second Life Transformed IBM's Technology Elite Into Virtual World Believers

Executive Summary

A Fifth of the Cost, and No Jetlag

The IBM's Academy of Technology has long been on the forefront of emerging technology research and exploration. In late 2008, the organization held a Virtual World Conference and then an Annual Meeting, hosted in a secure Second Life environment with a conference space specially designed by IBM for keynotes, breakout sessions, a simulated Green Data Center, a library, and various areas for community gathering. The 200+ participants were offered pre-conference training on the basics of Second Life to make them comfortable communicating and navigating within the environment. IBM estimates the ROI for the Virtual World Conference was roughly \$320,000 and that the Annual Meeting was executed beautifully at one-fifth the cost of a real world event. Many IBM staff were converted into virtual world advocates, paving the way for many future internal conferences and events to be held within the space.

Virtual Worlds Pique the Interest of IBM's Academy of Technology

Distributed among a technical staff of more than 200,000 worldwide, IBM has a select group of 330 thought leaders and technology innovators that make up the prestigious IBM Academy of Technology (AoT). AoT members are responsible for providing technical leadership to IBM -- identifying and pursuing technical developments and opportunities, improving IBM's technology base, and developing IBM's technical community.

The AoT is always on the hunt for emerging technology trends and virtual worlds have long been on their radar screen. However, by late 2007, it was clear to several members of the group that virtual worlds were much more than an interesting gaming environment or social networking tool. They understood that virtual environments had the potential to change the way business is done globally and might be worthwhile exploring in more depth.

In fact, Neil Katz—an Academy of Technology member and IBM Distinguished Engineer—recommended dedicating an entire AoT

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Here are a few things you can do right now...

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Welcome to RezEd (BETA), an online [New on RezEd...](#) **Laura Adriance**

http://www.rezed.org/ Internet 100%

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Skoolaborate

Schools collaborating to engage student learners

September 03, 2009

→ Taiwanese Cultural Display

Skoolaborate News

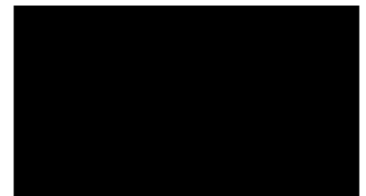
Episode Two



Taiwanese Cultural Village

More Information

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http://www.iste.org/Content/NavigationMenu/Membership/Member_Networking/ISTE_Second_Life.htm

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Second Life™, a multi-user virtual environment (MUVE), is a favorite ISTE venue for online learning, collaborating, and networking. [Visit us on ISTE Island!](#)

ISTE's Second Life space provides a venue for educators to network and learn from each other about real-life education opportunities and best practices in Second Life.

ISTE sponsors an in world group, hosts weekly networking socials and topical events, and sponsors a television series broadcast live from Second Life. To learn more about each of these initiatives, please see below.

For ISTE Eduverse Talk series information, visit [the archive](#).

For up-to-date event and volunteering info, visit the [ISTE Second Life wiki](#).

Get Involved with ISTE Second Life

Internet 100%

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Global Youth Leadership Institute

The Second Annual Global Youth Leadership Institute was held June 22-26, 2009



The Institute was a five day intensive summer program designed to encourage and assist high school students in learning about current global issues. Over the course of the program, students had the opportunity to hear from expert speakers, explore career opportunities, explore an online international learning

GYLI Summer Testimonial:



"This was a great experience and I feel like really been opened to international issues. I want more opportunities. Thank you so much."

"I now know a lot more things that I can raise awareness in my school and feel more confident. I think more kids will be interested in these sort of things."