

The Value of Serious Games
and Virtual Worlds
April 4 to 24 2007

ScoPE - Simon Fraser University
Community of Practice for Educators

<http://scope.lidc.sfu.ca/mod/forum/view.php?id=428>

Facilitated by
Tia Carr Williams and Therese Weel

The Value of Serious Games and Virtual Worlds

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The Value of Serious Games and Virtual Worlds Overview

Serious Games and Virtual Worlds

Facilitators: Therese Weel and Tia Carr Williams

Description: This 3-week seminar will be a combination of exploration and reflection on serious games and virtual worlds. The first week will focus on serious games, and the second on virtual worlds. Our final week will provide an opportunity for further discussion on the themes that emerged. Together we will share resources and experiences, chart the landscape, and explore the educational value of serious games and virtual worlds.

Events

- April 10: Meet with Ron Edwards, CEO of Ambient Performance on Boracay Island in Second Life.
- April 13: Remote and simulated, the new laboratory in town with Dr. Samia Khan
- April 16: Explore Active Worlds with Margaret Corbit.
- April 17: Tour of Mapping CURA/BCcampus in Second Life with Dan O'Reilly.

Building our resources together here:

- [Serious Games and Virtual Worlds Wiki](#)
- [Mindmeister Map](#)
- [The latest Mind Map snapshot is here](#)

The Value of Serious Games and Virtual Worlds People

Welcome Thread

<http://scope.lidc.sfu.ca/mod/forum/discuss.php?d=519>

Profiles

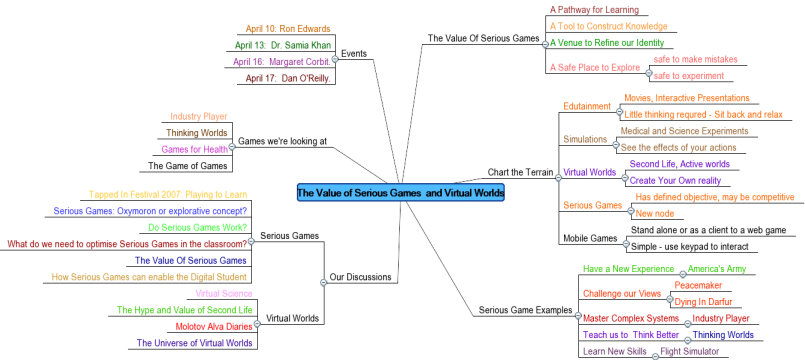
[Tia Carr Williams](#) [Therese Weel](#) [Sylvia Currie](#) [George Kurtz Corinne Brooks](#) [Dan O'Reilly](#) [David Bell](#) [Bronwyn Stuckey](#) [Cristina Palomeque](#) [Mar Ruiz](#) [Kaleem Bhatti](#) [Ian MacLeod](#) [Nick Kearney](#) [Graham Bevan](#) [Carolyn Campbell](#) [Barbara Dieu](#) [Gina Bennett](#) [Deirdre Bonnycastle](#) [John Patten](#) [Salvor Gissurardottir](#) [Jeremy Koester](#) [Derek Chirnside](#) [Cynthia Alvarado](#) [Alice Macpherson](#) [Margaret Corbit](#) [John Kellden](#) [Jim Wolff](#) [Olha Kutsevych](#) [David Brear](#) [E.A. Draffan](#) [Janet Bowen](#) [Nick Noakes](#) [Mark Baldwin](#) [margot mcneill](#)

Faces



The Value of Serious Games and Virtual Worlds

Mindmap



Link to our MindMap

<http://www.mindmeister.com/maps/show/92740>

The Value of Serious Games and Virtual Worlds Activities

April 10: Meet Ron Edwards in Second Life

Ron Edwards, CEO of Ambient Performance was our guest on Nick Noakes' Boracay Island in Second Life.

It was wonderful to meet and explore Boracay. It also illustrated some



challenges in coordinating a second life experience with Skype. Still, there were some good conversations, experiences and friends found.

Here is the [SLURL](#) and the [skypecast](#)

April 13: Remote and simulated, the new laboratory in town with Dr. Samia Khan, University of British Columbia

Watch this 1 hour illuminate presentation on using remote and simulated labs in science education and share your comments in [this thread](#)

In addition to hands-on labs, we can engage our students in processes of scientific inquiry with simulations, animations, collaboratories, virtual reality, and remote experimentation. This webinar explores how remote and simulated experiences can be designed to contribute to our pedagogical goals in science. How can these technologies be integrated in science instruction? What is their potential value? When are they preferred to hands-on experiences?

The Value of Serious Games and Virtual Worlds Activities

April 16: Explore Active Worlds with Margaret Corbit.

Margaret Corbit has been involved with long running projects such as The VLearn3D Initiative which began in 1998 as part of the Contact Consortium to address the current trends and needs of educators who are developing, adopting and pioneering virtual environments for education. Margaret and her team has set up a demonstration site set using Active Worlds and will take us exploring.



April 17: Tour of Mapping CURA/BCcampus in Second Life with Dan O'Reilly.

Odysseus "Dan" Chandra is a maverick. He showed us the educational objects he collected and deployed for the CURA project (Community-University Research Alliance). A chat box, a movie, a sky platform with audio globes and a holodeck. We also got Cura t-shirts to wear which is good because it was a snowy winter's day. In the discussion we also talked about ways to overcome SL's navigation issues. No one got lost!

Some Snaps from Silvia's Flickr Account



The Value of Serious Games and Virtual Worlds Conversations

Direct links to our conversations

[The Future of Virtual Worlds](#)

[Second Life places of interest](#)

[Special Invitation to Tapped In Festival 2007: Playing to Learn
Virtual Science](#)

[The Conference at a Glance - Our Mind Maps and Wiki](#)

[Thank you Dan](#)

[Margaret Corbit - 3d Environments for K-12 - Science and Social
Studies](#)

[Welcome To Virtual Worlds Week](#)

[The Hype and Value of Second Life](#)

[Molotov Alva Diaries](#)

[The Universe of Virtual Worlds](#)

[The Value Of Serious Games](#)

[Second Life Gaming & Learning Group Mind Map \(GaLiSL\)](#)

[Meeting in Second Life](#)

[IndustryPlayer discussion](#)

[Resources, links and suggested reading](#)

[Serious Games: Oxymoron or explorative concept?](#)

[A Conversation with Ron Edwards, CEO of Ambient Performance on
Borocay Island in Second Life.](#)

[Forming Community in Online Games](#)

[DO SERIOUS GAMES WORK?](#)

[How Serious Games can enable the Digital Student](#)

[What do we need to optimise Serious Games in the classroom?](#)

The Value of Serious Games and Virtual Worlds Resources and Links

General Resource Links from Therese Weel

Wikipedia links

Wikipedia List of Serious Games

http://en.wikipedia.org/wiki/Serious_game#List_of_serious_games

Wikipedia List of Freeware Games

http://en.wikipedia.org/wiki/List_of_freeware_games

del.icio.us Links

Serious Games

http://del.icio.us/search/?fr=del_icio_us&p=serious+games&type=all

Serious Games People

http://del.icio.us/search/?fr=del_icio_us&p=serious+games+people&type=all

Serious Games Tools

http://del.icio.us/search/?fr=del_icio_us&p=serious+games+tools&type=all

Email Discussion Lists

Ben Sawyer's discussion lists

Serious Games

<http://www.seriousgames.org/maillist2.html>

Games For Health

<http://www.gamesforhealth.org/maillist2.html>

Games For Change

<http://www.gamesforchange.org/info/Lists>

Mind Map Links - George Kurtz

Gaming and Learning in Second Life

<http://groups.google.com/group/gaming-and-learning-in-sl>

To view the mindmap either download the standard viewer or the viewer for IE.

Download Mindjet standard viewer at:

http://www.mindjet.com/us/download/mindmanager_viewers/index.php?s=2

Download MindManager Map Viewer for Internet Explorer

http://rcd.typepad.com/rcd/2005/09/free_mindmanage.html

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Resources and Links

Links about Second Life - Dan O'Reilly

- There is a news program out of Australia called Four Corners and they did an expose about SL (very interesting):
<http://www.abc.net.au/4corners/content/2007/s1873399.htm>
- This also is an interesting study of SL by researchers at the Georgia Institute of Technology:
<http://www.mattmckee.com/portfolio/second-life.pdf>
- Another good resource about SL is Reuters:
<http://secondlife.reuters.com>
- This is a research study about SL conducted by EPN, a non-profit research group investigating virtual worlds:
http://www.epn.net/interrealiteit/EPN-REPORT-The_Second_Life_of_VR.pdf

Games for Health - Deirdre Bonnycastle

a game for young cancer patients to learn about and fight cancer

<http://www.makewish.org/site/pp.asp?c=bdJLITMAE&b=81934>

Blood typing is part of the Nobel Prize winner site. In this game, you have to blood type each patient and give him or her a blood transfusion.

http://nobelprize.org/educational_games/medicine/

EdHeads now has two games: Virtual knee surgery and choose the prosthetic <http://www.edheads.org/activities/knee/>

Immune Attack teaches immunology in a fun and engaging way that is different from the traditional classroom setting.

<http://fas.org/immuneattack/index.html>

Participants might be interested in downloading the Federation of American Scientists report on gaming from this site <http://fas.org/gamesummit>

The Value of Serious Games and Virtual Worlds Resources and Links

Social Game Resources - Angelo Lewis

An excellent Learning Times Green room overview article on kinds of games, how games function in learning contexts, and games that are currently making news in education.

The articles includes a Skype interview with me about Clarify and the Game of Games, which are game shells for people looking to clarify and accomplish goals.

Future Lab Literature Review on Games in Learning.
Thiagi's site, virtual home of a true pioneer of serious gaming.

Serious games in Virtual Worlds - Margaret Corbit

<http://www.virtualworldsreview.com/>

The Feng Shui of Virtual Worlds" by Mike Heim a good read on design issues. <http://crossings.tcd.ie/issues/1.1/Heim/>

And the Borderlink Project developed several programs for Linkworld <http://www.borderlink.org/technologies/lw.php>, including a student written Comedia Del Arte play.

Many contributions on Places of interest in SL

<http://scope.lidc.sfu.ca/mod/forum/discuss.php?d=543>

The Value of Serious Games and Virtual Worlds

Reflections

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The Value of Serious Games and Virtual Worlds **Reflections**