

(In collaboration with the Association of College and Research Libraries, Virtual Worlds Interest Group)

Virtual Worlds Education Consortium
January 6, 2021 Meeting

[08:48] Scot Jung: very good, Ellii
[08:48] Scot Jung: Hi, Rini
[08:49] Hal Noyes: hi all
[08:49] PI (pi.illios): Hi :-)
[08:49] Rini Hathaway: Hi Scot. Hi everyone
[08:49] Elli Pinion: We do have an agenda. It was with our invitation, and we will be passing it out again soon.
[08:49] Scot Jung: hi, Hal
[08:49] Hal Noyes: what's happening here
[08:49] Curious George: Scott just gave it to me
[08:49] Elli Pinion: excellent.
[08:50] Valibrarian Gregg: I think this table will expand even bigger if needed :)
[08:50] Elli Pinion: This is a meeting of the Virtual Worlds Education Consortium, Hal.
[08:50] Elli Pinion: Welcome Magua, Alyse, Rini and Suemoon!
[08:51] Magua (magua.theriac): hello Everyone
[08:51] Elli Pinion: Welcome Hal and TheGinger01
[08:51] Scot Jung: hii, Magua
[08:51] Valibrarian Gregg: Glad to see everyone arriving!
[08:51] TheGinger01: thx, hello everyone
[08:51] Hal Noyes: May I join? I'm interested in education.
[08:52] Scot Jung: pull up a chair, Hal
[08:52] Elli Pinion: Of course...our table expands...please find a seat!
[08:52] Curious George: These seats seem designed to keep the meetings short, if they were in RL :)
[08:52] Alyse - CVL Assistant Director (alysedunavantjones): is it okay if I record this meeting? We will be saving the chat also
[08:53] Valibrarian Gregg: yes Alyse! great
[08:53] Suemoon Magic: ☺
[08:53] Valibrarian Gregg: Alyse- will archive the locat chat for our CVL website?
[08:53] Magua (magua.theriac): will it be on voice?
[08:53] Alyse - CVL Assistant Director (alysedunavantjones): @val--yes, i'll archive it on CVL's website :D
[08:54] Suemoon Magic: I just lost your voice Val
[08:54] Alyse - CVL Assistant Director (alysedunavantjones):
<https://communityvirtuallibrary.org/cvl-education-network/>
[08:54] Valibrarian Gregg: Can you all hear me?
[08:54] Elli Pinion: Welcome everyone
[08:54] Elli Pinion: y
[08:54] Wisdomseeker (lissena): yes
[08:54] Alyse - CVL Assistant Director (alysedunavantjones): n
[08:54] Curious George: y
[08:54] Wordsmith Jarvinen: y

[08:54] Alyse - CVL Assistant Director (alysedunavantjones): i cannot hear--but i could when i first logged in

[08:54] Alyse - CVL Assistant Director (alysedunavantjones): weird

[08:54] Scot Jung: n

[08:55] PI (pi.illios): I can't I will log off and get in again

[08:55] Curious George: y

[08:55] Wisdomseeker (lissena): y

[08:55] Elli Pinion: y

[08:55] Marly (marly.milena): Y

[08:55] Wordsmith Jarvinen: y

[08:55] Suemoon Magic: I guess I need to relog also, I lost voice

[08:55] Curious George: Some of your voice radio waves are red, Val - maybe turn down your mike gai a tad?

[08:55] Alyse - CVL Assistant Director (alysedunavantjones): will relog as well

[08:55] Curious George: Super

[08:56] Second Life: Elli Pinion gave you VVEC agenda Jan 6.

[08:57] Elli Pinion: The table expands, so please grab a seat!

[08:57] Female Walk Override (Right-click and wear): 1962 bytes free

[08:57] A&A Christina Hair 8: Ready

[08:58] Scot Jung: sardines

[08:58] Elli Pinion: Hello and Welcome, we are so glad to have everyone! Happy New Year!

[08:58] Zinnia Zauber: Happy New Year!

[08:58] Elli Pinion: If you need an agenda, please let me know.

[08:58] Wisdomseeker (lissena): he just came back after crashing

[09:00] Valibrarian Gregg: Welcome everyone to the FIRST session of the Virtual World Education Consortium.

[09:00] Zinnia Zauber: So nice to be among friends this morning!

[09:00] Valibrarian Gregg: Today, you are in on the "ground floor" meeting and all input today is welcome.

[09:00] Valibrarian Gregg: The goal of the VW Education Consortium Goal is to bring educators together both to share what has been successful

[09:00] Valibrarian Gregg: and to tackle obstacles across virtual platforms and communities.

[09:00] Valibrarian Gregg: Through meeting quarterly, educational communities can collaborate and document progress

[09:00] Valibrarian Gregg: on best practices for teaching and learning in virtual environments.

[09:01] Valibrarian Gregg: ~

[09:01] Valibrarian Gregg: Let's start with brief introductions for our chat transcript.

[09:01] Valibrarian Gregg: Please type your name, location (if desired) and your main focus in virtual worlds.

[09:01] Rini Hathaway: Rinda Montgomery, Oregon, K-12 and higher education practices.

[09:02] Valibrarian Gregg: Valerie Hill, Seattle- Director of the Community Virtual Library- researcher in virtual worlds for edu

[09:02] Max Chatnoir: Mary Anne Clark, Genome Island, biology teacher

[09:02] Curious George: Curious George = George Djorgovski in RL, a Professor at Caltech, currenty running the Virtech sim

[09:02] Valibrarian Gregg: ALL kinds of educators are welcome to this group: K-12, higher ed, lifelong learning.

[09:02] Scot Jung: Scot Jung/Scot Headley, professor of educational leadership, in Oregon, USA and the Cedar Community group here in SL. Cedar is an online community fostering informal and formal adult learning.

[09:02] Eileen O'Connor (eilock.clavenham): Eileen O'Connor - Saratoga, NY - bringing educators from K12 to higher ed into emerging tech, particularly with VR spaces

[09:02] Elli Pinion: Becky Adams, University of New Mexico, online instructor.

[09:02] Valibrarian Gregg: I would like you all to submit your introduction to an online form, too!

[09:02] Wordsmith Jarvinen: Wordsmith Jarvinen, Caledon Oxbridge, inworld skills training.

[09:02] Valibrarian Gregg: This will help us keep in touch in the future as we plan to meet quarterly.

[09:02] Alyse - CVL Assistant Director (alysedunavantjones): Alyse Dunavant-Jones; Sacramento, CA; CVL Assistant Director; I'm all about organizing information and connecting communities in virtual worlds :D

[09:02] Dodge Threebeards: Greg Perrier , Northern Virginia Community College

[09:02] Valibrarian Gregg: <https://forms.gle/7gGFBAeu3hCYtvpc6>

[09:02] DeeDeeBeaker: Elena Trabauda, UNM Medical Laboratory Sciences education

[09:03] Valibrarian Gregg: ~

[09:03] Valibrarian Gregg: An agenda notecard shares the points we hope to cover today.

[09:03] Max Chatnoir: I lost your sound. Is it just me?

[09:03] Zinnia Zauber: Renne Emiko Brock, Peninsula College, Sequim WA, multimedia and art college professor

[09:03] Suemoon Magic: I am a Law School Reference Librarian in New Orleans

[09:03] Bevan Whitfield: Elisa Butler: NYC-France, International Business Analyst, French-English Translator/Copy Editor, SEO Management & Localisation - Rockcliffe University Board of Directors member

[09:03] Valibrarian Gregg: We are happy to have an education delegate from Linden Labs with us.

[09:03] Mike Shaw (shawza.tunwarm): Mike Shaw, Southern Illinois University Edwardsville, managing the Chemistry World region. My interest is in STEM education, esp for higher education, esp chemistry.

[09:03] Wisdomseeker (lissena): Lynne Berrett, Whole Brain Health programs in SL and Virtual learning Village in Opensim on Inspiration Island

[09:03] PI (pi.illios): PI IlliosReference Librarian at the Medical Sciences Campus in the University of Puerto Rico

[09:03] Valibrarian Gregg: Madori Linden is going to introduce herself and give us some Second Life perspective on education

[09:03] Marly (marly.milena): Niela Miller M.S. Ed/Communications. Group in SL called Octagon:Creative Exploration. See website for more: www.peoplesystemspotential.com. I am in Boston area, U.S.

[09:04] Valibrarian Gregg: Dodge is Madori here yet?

[09:04] Valibrarian Gregg: ~

[09:04] Itxchel20: Hi everyone!

My name is Itxchel and I am the CEO at the CAVC Travel Centre in Second Life (SL), a

destination hub for Tourism and Education.
Tender Love (50,59,21)

Travel and Tourism tutor at Cardiff and Vale College in the UK.
Interested in promoting Virtual Reality Tourism for Education (VRTE) and
collaboration with educators around the world.

[09:04] Dodge Threebeards: not that i know of

[09:04] Alyse - CVL Assistant Director (alysedunavantjones): i've lost sound again
--if anyone iis speaking

[09:04] Magua (magua.theriac): Murat Gulmez Cag University -Higher
education-Business

[09:04] Elli Pinion: I don't believe she has made it yet

[09:04] Max Chatnoir: I think this is the most people I have seen at one of these
tables!

[09:04] Valibrarian Gregg: ~

[09:04] Valibrarian Gregg: ~

[09:04] Valibrarian Gregg: Adoption of virtual worlds has been slowed perhaps by an
increase of mobile devices and apps for education over the past decade.

[09:05] Valibrarian Gregg: Yet many of us have persevered here because we believe in
the great potential for immersive learning. Type a Y if you agree?

[09:05] Gaio Wanderer: PhD Student with focus on West African knowledge transmission
and transformation, helping educators of all disciplines to transition concepts into
virtual resources.

[09:05] Bevan Whitfield: Y

[09:05] Max Chatnoir: Y

[09:05] Curious George: y

[09:05] Alyse - CVL Assistant Director (alysedunavantjones): Y

[09:05] Tooyaa (thuja.hynes): y

[09:05] Wisdomseeker (lissena): y

[09:05] Elli Pinion: y!

[09:05] Zinnia Zauber: y

[09:05] Wordsmith Jarvinen: y

[09:05] Valibrarian Gregg: Now- due to the pandemic and the hype about VR headsets,
there may be renewed interest.

[09:05] Mike Shaw (shawza.tunwarm): y

[09:05] Suemoon Magic: y

[09:05] Dodge Threebeards: y

[09:06] Valibrarian Gregg: Our goal for this first session of the Virtual World
Education Consortium is to address our needs

[09:06] Valibrarian Gregg: as educators both as researchers and practitioners
utilizing virtual environments.

[09:06] Magua (magua.theriac): y

[09:06] Valibrarian Gregg: Because we want everyone to have input today....

[09:06] Valibrarian Gregg: We will use Google Docs and you should be able to edit
and type your ideas.

[09:06] Marly (marly.milena): y

[09:06] Valibrarian Gregg: But our future meeting may utilize any tool or format!

[09:06] Valibrarian Gregg: This is our BRAINSTORMING session.

[09:07] Curious George: Whatever happened with that outfit that organized an
educators' meeting in VirBELA?

[09:07] Valibrarian Gregg: Points to cover about the consortium and how it can serve all of you:

[09:07] Valibrarian Gregg: Which Virtual Environments

[09:07] Valibrarian Gregg: Documenting Progress

[09:07] Valibrarian Gregg: Collaboration Ideas

[09:07] Valibrarian Gregg: Overcoming Obstacles

[09:07] Valibrarian Gregg: Disruptive Tech

[09:08] Valibrarian Gregg: Future Goals

[09:08] Valibrarian Gregg: Group doc to crowd-source

<https://docs.google.com/document/d/1-trzUPVw5ntvzuASMEh8hKlxy8GAxUB3LC00qTuvgqo/edit?usp=sharing>

[09:08] Elli Pinion: (If I've missed giving you an agenda, please IM me...thanks!)

[09:09] Valibrarian Gregg: 1.) WHICH VIRTUAL ENVIRONMENTS

[09:10] Valibrarian Gregg: Not just SL but all virtual environments may be discussed

[09:10] Valibrarian Gregg: (using SL as our home base because we still believe it is a great starting place for virtual world education).

[09:10] Valibrarian Gregg: We want to point out the consortium is not a place to air SL complaints and not a self or group promotion place.

[09:11] Second Life: You decline 'STORIES UNLIMITED! Today . . . Wednesday' (Nowhereville (223,50,28)) from Stories Unlimited.

[09:11] Valibrarian Gregg: It is important that we are aware of where VW/VR is headed.

[09:11] Scot Jung: y

[09:11] Marie (amvans.lapis): Y

[09:11] Gaio Wanderer: Y

[09:11] Elli Pinion: y

[09:11] Wordsmith Jarvinen: y

[09:11] Rini Hathaway: y

[09:11] PI (pi.illios): n

[09:11] Tooyaa (thuja.hynes): y

[09:11] Valibrarian Gregg: So even though SL is our main current location, our discussions may branch out to other virtual environments should you be interested.

[09:11] Itxchel20: y

[09:12] Magua (magua.theriac): y

[09:12] Valibrarian Gregg: Please type in this section of the document about the virtual environments you use for education.

[09:12] Marie (amvans.lapis): CVL has a presence in AltSpace

[09:12] Valibrarian Gregg: This may get to be a cluttered, messy document and that is expected!

[09:12] Valibrarian Gregg: It is difficult to all talk at once

[09:12] Valibrarian Gregg: and we want ALL your voices heard.

[09:12] Curious George: I think that the Proteus Effect - identifying with one's avatar - is an essential component of making any human interaction in VWs, education included. Ad that means reasonably realistic human avatars, which is where most of the recent VWs fail miserably. Basically, SL, OpenSim, and Sinespace are it for now.

[09:12] Valibrarian Gregg: We will go through this later and figure out which points to focus on next

[09:12] Rini Hathaway: Thank you for facilitating.

[09:12] Eileen O'Connor (eilock.clavenham): thank you for doing a great job, Val

[09:13] PI (pi.illios): I hear the waves but not the voices

[09:13] Alyse - CVL Assistant Director (alysedunavantjones):
<https://docs.google.com/document/d/1-trzUPVw5ntvzuASMEh8hKlxy8GAxUB3LC00qTuvqo/edit>
<--putting doc in chat again in case anyone missed it :D

[09:13] Valibrarian Gregg: as this is a dynamic process.

[09:13] Valibrarian Gregg: ~

[09:13] Valibrarian Gregg: ~

[09:13] Curious George: For some reason, GtahrTown is becoming popular, perhaps because of the ease of use. I just cannot stand it.

[09:13] Valibrarian Gregg: 2.) DOCUMENTING PROGRESS

[09:14] Valibrarian Gregg: Documenting success in virtual environments is critical

[09:14] Valibrarian Gregg: (Research articles, presentations, machinima,

[09:14] Valibrarian Gregg: videos, images, blogs, etc)

[09:14] Valibrarian Gregg: CVL will archive the progress of this consortium and share in a designated place---

[09:15] Valibrarian Gregg: NOTE: We have virtual world community resources here at the main library branch including a bibliography of research. Link to the form <https://forms.gle/iYNQVjzegYX7Rhvc9>

[09:16] Valibrarian Gregg: Example is Greg's book:
<https://sciencecircle.org/wp-content/uploads/2019/01/Manual-for-using-Second-Life-as-a-teaching-tool-Secure.pdf>

[09:16] Valibrarian Gregg: Remember to put your name by ideas you share on this document!

[09:16] Valibrarian Gregg: Use a different color if you want.

[09:16] Valibrarian Gregg: ~

[09:18] Curious George: We have a number of explanatory pages for the previously uninitiated at our website, <http://virtual.caltech.edu/virtech>. Feel free to download or cut&paste anything that may be useful to you.

[09:19] Valibrarian Gregg: ~

[09:19] Valibrarian Gregg: 3.) COLLABORATION IDEAS

[09:20] Valibrarian Gregg: No need to reinvent the wheel!

[09:20] Valibrarian Gregg: We have all been to sims that are simply striving to replicate a real world classroom

[09:20] Valibrarian Gregg: or house traditional resources.

[09:20] Alyse - CVL Assistant Director (alysedunavantjones): That is very useful, Curious!

[09:21] Magua (magua.theriac): I am delivering a course here and I would like to use the VW as a place to cooperate and make it an international classroom.

[09:22] Valibrarian Gregg: Sometimes we create a space that is similar to other educational sims

[09:23] Max Chatnoir: I have added some stuff to the Google doc.

[09:23] Valibrarian Gregg: and then wonder why it is rarely used!

[09:23] Valibrarian Gregg: (Share what has already been done)

[09:23] Curious George: There seems to be more educators than students in SL. I'd be interested in comparing notes with the others about how to bring the college students in, and have them stay.

[09:24] Curious George: The students have to want to be here

[09:24] Eileen O'Connor (eilock.clavenham): I bring students in, but it can be hard to keep them in - seems you need to have social calendars for them too

[09:24] Zinnia Zauber: Happy to share how. :)
[09:24] Marie (amvans.lapis): Her's is the best in SL
[09:25] Bevan Whitfield: ZZ knows how!
[09:25] Zinnia Zauber: hehe :)
[09:25] Curious George: That's right Eileen - the students want other things to do, other than the school stuff
[09:25] Elli Pinion: And you are "leading us" for future topics for this group.
[09:25] DeeDeeBeaker: What is the trick Zinnia?
[09:25] Elli Pinion: Agree!
[09:25] Tooyaa (thuja.hynes): y
[09:25] PI (pi.illios): y
[09:25] Eileen O'Connor (eilock.clavenham): sigh - I have been trying to get others in for 12 years - higher ed
[09:26] Rini Hathaway: I've been trying since 2006
[09:26] Zinnia Zauber: To quote an old Nike ad, "It's gotta be the shoes!"
[09:26] Eileen O'Connor (eilock.clavenham): we need a psychological support group
[09:26] Zinnia Zauber: I would be happy to share more at the apt time.
[09:26] Valibrarian Gregg: We are not in competition with each other
[09:26] Valibrarian Gregg: and need to find ways to network better.
[09:27] Magua (magua.theriac): y
[09:27] Valibrarian Gregg: ~
[09:27] Wordsmith Jarvinen: Not so much interest competition as time competition.
[09:28] Curious George: For the faculty and administrators, a lot of it is the mental inertia and the resistance of doing things in some new way. I always say that there is no creature more conservative in terms of a technological novelty, than a died-in-the-wool academic.
[09:28] Tooyaa (thuja.hynes): time is the element that has yet to multiplied in virtual
[09:28] Rini Hathaway: Higher ed moves at glacial speeds.
[09:28] Valibrarian Gregg: ~
[09:28] Curious George: For the students, SL is just too old fashioned
[09:28] PI (pi.illios): Strategies
[09:29] Rini Hathaway: What is new fashioned for the kids?
[09:30] Magua (magua.theriac): maybe needs to be on mobile devices?
[09:30] Eileen O'Connor (eilock.clavenham): Working in the "new" VR makes you long for the older VR
[09:30] Curious George: Social media du jour, and the best designed video games
[09:30] Magua (magua.theriac): smart phones
[09:31] Tooyaa (thuja.hynes): war games are old fashioned.. building new worlds and healthier societies is leading edge
[09:31] DeeDeeBeaker: Access, appropriate technology
[09:31] Wisdomseeker (lissena): and he keeps it up to date
[09:31] Valibrarian Gregg:
<https://docs.google.com/document/d/1KwFKzo4jRYOZvVLGVys4g4fkVk02HdzkLL9j1Sd-rc/edit?usp=sharing>
[09:31] Marly (marly.milena): Remember that today we are doing broad brush strokes for figuring out future problem solving processes; we are not actually working on the problems today. Thanks for all your great participation!
[09:32] PI (pi.illios): For me is great
[09:33] Valibrarian Gregg: 4.) OVERCOMING OBSTACLES Support each other in

facing obstacles:

[09:33] Gaio Wanderer: I think there are several strategies to engage students in SL..However it does need a united front amongst educators in order for this to happen. I am happy to discuss some ideas and provide support especially after January.

[09:33] Valibrarian Gregg: steep learning curve, lack of admin and colleague support or adoption,

[09:33] Valibrarian Gregg: vwbpe.org

[09:34] Suemoon Magic: y

[09:34] Tooyaa (thuja.hynes): y

[09:34] Rini Hathaway: y

[09:34] Wisdomseeker (lissena): y

[09:34] Scot Jung: y

[09:34] Elli Pinion: Y

[09:34] PI (pi.illios): y

[09:34] Marly (marly.milena): y

[09:34] Max Chatnoir: And I think, recently, the distraction of moving on line and using other platforms like Zoom and Blackboard Collaborate.

[09:34] Curious George: Possibly the worst thing about SL in terms of the uptake is the steep learning curve and the godawful user interface. It would be really helpful to have a good quality video (because the students don't read any more) guide for the first time users.

[09:34] PI (pi.illios): My faculty struggles more

[09:35] Marie (amvans.lapis): A big problem is bandwidth and having tech that can handle the graphics

[09:35] Marie (amvans.lapis): My students complain about that the most.

[09:35] Rini Hathaway: The steep learning curve is the same no matter what you're learning; delay won't make it happen faster nor make the learning curve less steep.

[09:35] Curious George: Marie, right. We have to provide the tips how to make it work for those with the poor bandwidth and graphics.

[09:36] Eileen O'Connor (eilock.clavenham): I have found it hard to get instructional designer support in an online program - I have to be my own tech support (and, I have lost sound - I might have to sign out and in again)

[09:36] Gaio Wanderer: I think actually being forced to use zoom and so on is actually something that can help stimulate students to use SL.

[09:36] Widget Whiteberry: George and others: are any of the UIs better than any others? I've settled on Firestorm, Phoenix mode.

[09:36] Zinnia Zauber: That curve doesn't have to be steep, it is best if it is fun like a rollercoaster. I use Zoom and SL at the same time in my classes.

[09:36] Curious George: That's what I use, Widget, but that is because I am too lazy to learn anything else

[09:36] Magua (magua.theriac): same here zoom and SL together !

[09:36] Max Chatnoir: I also recommend Firestorm for students having trouble with the regular browser.

[09:37] Zinnia Zauber: Awesome Magua!

[09:37] Marie (amvans.lapis): No Chat

[09:37] Dae Miami: The interface in sl is daunting. Very few of my college students expressed any interest in sl. The interface in multiplayer unity programs was simplified. They could get in navigate around and get out for the lesson

[09:37] Max Chatnoir: I'd like to know how you combine zoom with SL, Zinnia.

[09:37] Widget Whiteberry: I've found that if people have fun while learning to use the UI, it goes much easier for them

[09:37] Zinnia Zauber: Thank you, Max.

[09:38] Dae Miami: Multiplayer unity also had an environment you could completely control with no adult content making it useful for k12.

[09:38] Curious George: Using a different app for the voice puts an extra stress on the computer and the bandwidth. Also, you lose the spatially resolved sound, which is important

[09:38] Magua (magua.theriac): they don't use with the same device usually

[09:38] Magua (magua.theriac): phone for zoom laptop for sl

[09:39] Wisdomseeker (lissena): computer plus phones=s, Magua?

[09:39] Dae Miami: Web based Vws like 3dww are improving and they have sound and video conferencing built in

[09:39] Widget Whiteberry: Technology will continue to morph. Getting onboard with them is part of the drill

[09:39] Magua (magua.theriac): Y Liss

[09:39] PI (pi.illios): I don't like Virbela

[09:39] Marie (amvans.lapis): It's because most of the people there haven't been in Vws before

[09:39] Dae Miami: Use cases are crucial for Vws I like running virtual field trips on VW

[09:39] PI (pi.illios): The graphics are rustic

[09:39] Scot Jung: "the best tool for the job!"

[09:40] Marie (amvans.lapis): And it has the best user interface out there.

[09:40] Eileen O'Connor (eilock.clavenham): Google is moving out of Google Poly and Expeditions - what does that say about what is going on? I am perplexed

[09:40] Wisdomseeker (lissena): sounds as though there is a generational divide?

[09:40] Itxchel20: I use Microsoft Teams alongside SL as the breakout rooms are very useful for learning activities. Also, SL voice can be problematic in terms of safeguarding at my organization. You can also record sessions and use as examples for future training.

[09:40] Curious George: People who like VirBELA simply don't know any better. It may be the first VW they encountered.

[09:40] Scot Jung: define the job first, then select the tool

[09:40] PI (pi.illios): I agree Curious

[09:40] Dae Miami: Most of our colleagues just want simple ports of traditional teaching online that is why zoom and LMS are so popular

[09:40] PI (pi.illios): I don't worry Val

[09:40] Curious George: Ditto GatherTown

[09:40] Marie (amvans.lapis): It is

[09:41] Curious George: It is the steep learning curve again

[09:41] Curious George: curve

[09:41] Curious George: curve

[09:41] Sitearm (sitearm.madonna): for every XR world platform there is a community of user/advocates and nonuser/haters - I have found so far

[09:41] Dae Miami: Vws have the promise of improving the quality of online learning

[09:41] Eileen O'Connor (eilock.clavenham): Right - the easy access is important. I work coming-into-VR as part of my courses

[09:41] Curious George: I know the tip

[09:41] PI (pi.illios): Information anxiety

[09:42] Marie (amvans.lapis): I like to use Virbela as an example of what a Virtual world is for students who have never been to one. By the time we get to SL, many things are easier for them.

[09:42] Dae Miami: We must prove that VWs provide a better way of teaching than zoom and LMS like canvas or we are wasting out time

[09:42] Sitearm (sitearm.madonna): for every XR world platform there is a set of affordances - those are what matter to the usecase at hand - not what platform it is or isn't, I am continuing to find

[09:42] Sitearm (sitearm.madonna): SL/OS rule the XR-build your own affordance

[09:42] Gaio Wanderer: I think access to all of these softwares is actually a good way to stimulate people engage in this platform.

[09:42] Sitearm (sitearm.madonna): VirBELA rules the XR for Work affordance- I am finding so far

[09:43] Curious George: Most students are digital natives. They grew up with the Minecraft and video games. They know quality and functionality, but they want a 10-min-to-learn interface.

[09:43] Marly (marly.milena): One focus for a future meeting or subgroup might be how we (VWEC) want to use available tech for what we try to do with each other. We can't resolve that now but the Google Doc was our immediate way of providing a many voices platform

[09:43] Magua (magua.theriac): One thing that you cant do on Zoom and virtual worlds provide is the experiential learning we do a project here for a non profit every term and that teaches alot to the students!

[09:44] Dae Miami: Student creativity is a great way of getting students back into VWs

[09:44] Curious George: None of us here are spring chickens, Val :)

[09:44] Rini Hathaway: Peep peep

[09:45] Curious George: Digital oldtimers

[09:45] Zinnia Zauber: hehe

[09:45] Valibrarian Gregg: rewirement

[09:45] Marly (marly.milena): I am a tough old bird with a few tender places. Love metaphors!!!LOL

[09:45] Alyse - CVL Assistant Director (alysedunavantjones): i was a spring chicken when i started in vw's a few years ago, but apparently the year's just keep going by!

[09:45] Wordsmith Jarvinen: I've though of it as retreading.

[09:45] Gaio Wanderer: I think there are three kind of users in SL. Some are more interested on create content, others only interested on using while others on a mixture of both. I believe to succeeded it is important to identify what kind of user you/they are.

[09:46] Wisdomseeker (lissena): agree Gaio

[09:46] Alyse - CVL Assistant Director (alysedunavantjones): now i'm more like a summer chicken lol

[09:46] Valibrarian Gregg: metaverselibraries is our google group

[09:46] Valibrarian Gregg: valibrarian@gmail.com

[09:46] Wisdomseeker (lissena): we are doing a lot of learning about who visits us

[09:46] Zinnia Zauber: I think it is important to express collectively that there is not a steep learning curve, it keeps people at bay. So, it sounds like this group is a chance to share successes how to get people into virtual learning and advocating.

[09:47] Wisdomseeker (lissena): exactly

[09:47] Gaio Wanderer: once that is done you can make a more user-centered experience

[09:47] Marly (marly.milena): Yes ZZ!

[09:47] Gaio Wanderer: from my previous comment

[09:47] Bevan Whitfield: Indeed ZZ!

[09:47] Zinnia Zauber: Yes! Excellent!

[09:47] Zinnia Zauber: We are XR!

[09:47] Eileen O'Connor (eilock.clavenham): right - the learning curve is ONLY in the beginning - that is true of any tech

[09:47] Zinnia Zauber: It VW messes up my hair.

[09:48] Zinnia Zauber: hehe

[09:48] Marie (amvans.lapis): I believe that it helps to start with easier VWs

[09:48] Wordsmith Jarvinen: The learning curve is harder than it need be if we expect people to learn by random wandering.

[09:48] Itxchel20: Someone mentioned earlier that there are more educators than students in SL. As educators, we need to encourage our learners to become ambassadors. Peer-to-peer teaching is ideal and this platform lends itself for different learning styles. We could organise events run by keen learners/ambassadors so they can do a focus group and tell us how to engage and involve more young people. How can we use social media to appeal to them?

[09:48] Dae Miami: i have to get back to rl school work....feel free to contact me on sl if you want to talk more with me

[09:48] Curious George: The headsets are still too clunky, and too expensive for most people. And have ways to go in terms of the resolution, latency, haptics, etc. VWs are the accessible platform now, and for the next few years.

[09:49] Marly (marly.milena): One of the challenges is the lack of matrix searching but I think the people in this consortium will become a valuable matrix in helping each other identify appropriate popyulations for various educational pursuits

[09:49] Elli Pinion: So glad you made it, Dae!

[09:49] Valibrarian Gregg: too many emerging tools and platforms, too much incoming information---

[09:49] Valibrarian Gregg: Too many communication tools:

[09:49] Valibrarian Gregg: FB, Twitter, group notices, Discord, email, google calendars...and more

[09:49] Valibrarian Gregg: Type here about OBSTACLES you are facing in virtual environments!

[09:49] Valibrarian Gregg: ~

[09:49] Gaio Wanderer: Well headset is less scary than Neurolink

[09:49] Valibrarian Gregg: ~

[09:50] Valibrarian Gregg: 5.) DISRUPTIVE TECH

[09:50] Valibrarian Gregg: Discussion on emerging virtual worlds and XR

[09:50] Valibrarian Gregg: (extended reality, multiple realities and the nomenclature of virtual environments in education)

[09:50] Valibrarian Gregg: ~

[09:50] Marly (marly.milena): Mentioned one above. Poor, monolithic search engine

[09:50] Valibrarian Gregg: ~

[09:50] Valibrarian Gregg: 6.) FUTURE GOALS

[09:50] Valibrarian Gregg: Future of the VW Education Consortium- quarterly meetings facilitated by virtual world educator leaders from various educational groups

[09:51] Tooyaa (thuja.hynes): yes the NEW NEW NEW drive is exciting but we here

represent the power of long-term relationships and sustainable projects

[09:51] Valibrarian Gregg: Elli will be hosting our next meeting but after going through this document, we will rotate to other educators/groups.

[09:51] Curious George: I'm sorry, but I have to go. If anyone wants to talk more, please IM me. Take care, everyone!

[09:51] Alyse - CVL Assistant Director (alysedunavantjones): val--can you check the metaverse libraries google group when you get the chance; i get an error when i search for it:
<https://groups.google.com/access-error?continue=https://groups.google.com/g/metaverselibraries>

[09:51] PI (pi.illios): By George

[09:51] Alyse - CVL Assistant Director (alysedunavantjones): just something for the log!

[09:52] Marly (marly.milena): See future dates on bottom of Google Doc

[09:52] Elli Pinion: :-)

[09:52] Valibrarian Gregg: You can contact us later to follow up as this has been an initial way to brainstorm the needs of educators in virtual environments.

[09:52] Zinnia Zauber: We are all lifesavers and buoys of hope.

[09:52] Elli Pinion: Wed April 7th at 9am SLT

[09:53] Valibrarian Gregg: We are all in this together

[09:53] Valibrarian Gregg: And hope the Virtual World Education Consortium can be a help to us all now and in the future.

[09:53] Valibrarian Gregg: ~

[09:53] Valibrarian Gregg: NEXT meeting dates for 2021:

[09:53] Valibrarian Gregg: Wed April 7th at 9am SLT Hosted and facilitated by Elli Pinion

[09:53] Valibrarian Gregg: Wed July 7th at 9am SLT Hosted and facilitated by tba

[09:53] Valibrarian Gregg: Wed Oct 6th at 9am SLT Hosted and facilitated by tba

[09:53] PI (pi.illios): I am interested in todays chat

[09:54] Scot Jung: thank you, a great start!

[09:54] Bevan Whitfield: I need to get going as well! Looking forward to the next meeting - very interesting chat :-)

[09:54] Zinnia Zauber: Did you want us to put our name and info on the shared doc, Val?

[09:54] Wisdomseeker (lissena): can you put the link to the doc here again?

[09:54] Max Chatnoir:
<https://docs.google.com/document/d/1-trzUPVw5ntvzuASMEh8hKlxy8GAxUB3LC00qTuvqqo/edit>

[09:54] Wisdomseeker (lissena): and we can add to it between now and April?

[09:54] Zinnia Zauber: Thank you, sorry, I had to relog to hear.

[09:54] Valibrarian Gregg: <https://forms.gle/7gGFBAeu3hCYtvpc6>

[09:55] Zinnia Zauber: Thank you, Val!

[09:55] Valibrarian Gregg: group doc
<https://docs.google.com/document/d/1-trzUPVw5ntvzuASMEh8hKlxy8GAxUB3LC00qTuvqqo/edit?usp=sharing>

[09:55] Sitearm (sitearm.madonna): @Val ty for this event @All ty for your company see you soon

[09:55] Rini Hathaway: Thank you.

[09:55] Tooyaa (thuja.hynes): thank you so much Val for leading this discussion today!

[09:55] Zinnia Zauber: Thank you for the link, Max and Val.

[09:55] Elli Pinion: This will also help us contact you for future meetings!
[09:55] DeeDeeBeaker: This has been helpful
[09:56] Elli Pinion: We are just starting....want it to be what you need without replicating what other groups are doing!
[09:56] Tooyaa (thuja.hynes): the agenda good framework for consideration
[09:56] Tooyaa (thuja.hynes): sorry.. missed the question
[09:57] Valibrarian Gregg: Marly will give some background....She thought of this! We have talked about "reinventing the wheel" at many educational events :)
[09:57] Eileen O'Connor (eilock.clavenham): Looking forward to seeing this all come together - thank you all so much for assembling this ; I will have to run soon but I look forward to keeping up
[09:57] Valibrarian Gregg: keep in touch!
[09:57] Valibrarian Gregg: Feel free to use voice with your feedback!
[09:58] Wisdomseeker (lissena): having the topics laid out was really helpful
[09:58] Wisdomseeker (lissena): both here and on the doc
[09:58] Widget Whiteberry leaves quietly for rl
[09:58] Elli Pinion: Oh good, Liss!
[09:58] Mike Shaw (shawza.tunwarm): I also have to run... my teaching assignment for this semester changed during this meeting. I'm OK with it, but I just went from being prepared to having to catch up. Thanks so much for bringing this group together!
[09:58] Elli Pinion: Thank you everyone for being here.
[09:58] Wisdomseeker (lissena): I have to go to a program now--please give out the lm now?
[09:59] Tooyaa (thuja.hynes): cheers friends!
[09:59] Zinnia Zauber: Great seeing you all!
[09:59] Elli Pinion: Oh gosh, Mike!
[09:59] Mike Shaw (shawza.tunwarm): bye!
[09:59] DeeDeeBeaker: Thank you. TTFN
[09:59] Alyse - CVL Assistant Director (alysedunavantjones): thanks everyone! i'll be posting the chat to: <https://communityvirtuallibrary.org/cvl-education-network/>