



# MUVE, Moodle and a Microblogging Tool: Blending technologies to prepare international students for language and life in the UK

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#### Overview

- M3 Project aims
- The Virtual Learning Environment (Moodle) and online course
- The MUVE (Second Life)
- The Microblogging tool (Twitter)
- Project outcomes

#### M3 Project aims

- To integrate Second Life and Twitter with our existing online course in Moodle
- To see what value this might add to students' experience of the online course
- To explore one way of using Second Life and Twitter for educational purposes

#### Moodle

- Arrive UK
- A 5 week pre-arrival online course for international students
- Focus on living and studying in the UK
- Blends technologies (learning objects, podcasts, vidcasts, discussion forum, chat room)
- E-tutored

### MUVE (Second Life)

Use SL to provide an alternative experience of part of Arrive UK (the online course)

Create a purpose built environment in-world where the student community can

- meet and take part in activities with tutor
- use course learning materials adapted/enhanced for SL
- use Twitter for social networking and vidcastrelated activity

#### SL developments

 Disaggregate and adapt selected Learning Objects for use in SL:

Example: 'Finding out about Southampton'

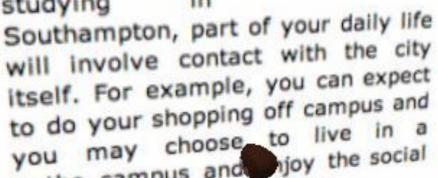
- THINc book (history of Southampton, tourist attractions, climate etc)
- Google floor map of south of the UK
- Set of interactive local maps (differing scales)
- In world quiz

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A view of Southampton

student As and living studying in



Dictionary

Glossary

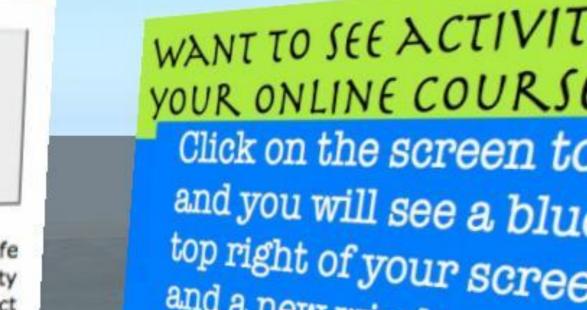
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These activities will introduce you to some points of interest about the city in which you

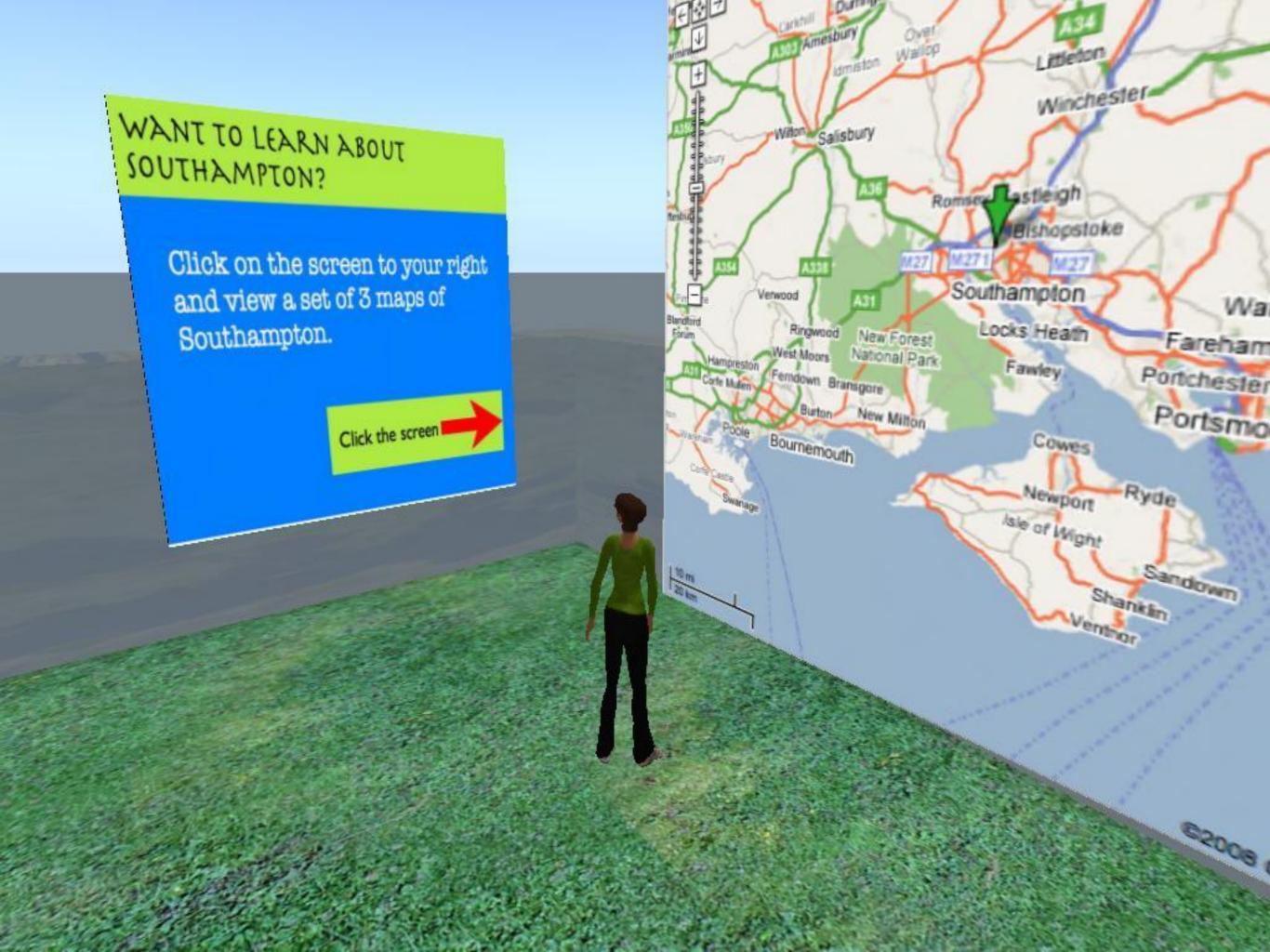




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## Twitter (Microblogging tool)

- Link the student community threading their tweets (short messages of 140 chars) to create a community feed
- A specially developed plug-in for Moodle and a Twitter link from SL
- Allowing communication between the students
  - about course resources e.g. vidcasts
  - for social networking purposes
  - from SL, Moodle, the Web, mobile phone

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#### Project successes

- Model for integration of new technologies within an online course
- Development of an open source Twitter plug-in for Moodle
- Adaptation and enhancement of course learning resources (Learning Objects and vidcasts) for use in SL and with Twitter

#### Project challenges

- Web 2.0 services unreliable and subject to change/frequent updating
- New technologies lack of accommodation to needs of non native speakers (Eng)
- Steep learning curve required for SL
- Lack of time on part of participants
- Participant support and communication issues at distance

# What next?

- Trial M3 outputs with other student groups in blended learning contexts
- Explore different ways of using the Twitter plug-in within online courses
- Create an in-world resource centre with a range of language learning resources adapted for SL
- Explore ways of using our Language Café environment for informal language learning

## Thank you

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Second Life: University of Southampton region

M3 project:

http://www.elanguages.ac.uk/secondlife/index.html