

CCarter :: Knowledge Sharing...

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SECOND LIFE PROJECTS

INTRODUCING YOUR RL STUDENTS TO SECOND LIFE ...

Sample "Cheat Sheets" – Instructions can be simple

Use Movement Controls for walking, running, flying, landing, etc.
At the top of your screen, Click: View => Movement Controls

Movement Controls

Left Forwd Right Up



Circle Back Circle Down
Left Right Gently

Use Camera Control for viewing objects up close or far away
You will use it for things like reading signs, looking at merchandise, building, taking snapshots.

Camera Controls

Pan Over Zoom In Pan Up



Pan Under Zoom Out Pan Down



My passion is to create and innovate which can manifest itself in many different forms. There is nothing better than taking a blurry, distant vision, one that usually the majority of people cannot see and make it a reality. In general, my goal is to use innovative technologies to reach out to the global higher education community to develop higher education curriculum that is dynamic, integrative of multiple disciplines, mobile and integrates well within the college infrastructure.

Could use this pic and highlight the common tools you will use in your course; Some people are "key stroke" folks and others are "mouse clickers"
You can demonstrate different ways to navigate



- ✦ **Introducing Your RL Students to Second Life**
- ✦ **Determining SL Skill Level**
- ✦ **Real Life Student Orientation Practice Stations**
- ✦ **RL Student Orientation Stations QuickTime Video**
- ✦ **SL Education Rubric Template**
- ✦ **SL Volunteer Knowledge Sharing Project**