

European University Island in Second Life

The European University Island is set up as a virtual place for real science and education, for interdisciplinary cooperation across faculties, regions and countries. It will be a forum for sharing ideas, information and knowledge, open for anyone interested in science, learning and teaching. It may be used for the cooperation of a variety of different academic disciplines and as an efficient environment for communication between cooperating educational institutions in distant regions and countries.

This may help to make testing of and experimenting with the potentials of a Multi User Virtual Environment for educational purposes available for a broad range of educational institutions with a limited burden of financial ties. Thus the unique qualities and features of the emerging Web3D-Metaverse can effectively be added to existing e- and blended-learning-programs:

- ‘presence’ and ‘placeness’, the feeling of actually being in the interactive learning environment as a person with all included effects on involvement, motivation and learning outcome
- ‘stigmergy’, the effect of indirect communication in a self-organizing emergent system resulting in a variety of additional learning content produced by the learning activities of thousands of other users/learners
- ‘persistence’, the constant availability of the developing virtual learning environment independently from the schedules of your programs in the traditional ‘bricks and mortar’ setting
- personalised communication tools including chat and instant messaging, individual homepages, friends-lists, groups etc.
- a teaching environment perfectly fitting into activating, group- and learner-centered learning concepts and settings
- interconnection of the virtual world learning environment with existing learning and course management platforms (e.g. moodle) combining the best of two worlds: the traditional web/web 2.0 platforms with the avatar-based web3D virtual worlds

The European University is a non-commercial project managed by a German non-profit organization based in Munich, EU. Let’s come together to explore the 21st century metaverse learning experience: Welcome to the European University Island in Second Life!