The use of Avatars in Education: An Examination of “Second Life” in a Simulated Clinical Environment

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This presentation will provide an overview of the program “Second Life” and how it can be incorporated into instruction and specifically into a simulated clinical environment. This presentation will examine how Valdosta State University’s is using the virtual world of “Second Life” in the education environment. This presentation will discuss specifically how “Second Life” can be integrated in the educational process. In addition, it will discuss how it was integrated into a specific course and how it was received. Simulations and virtual reality, in the educational environment, has grown dramatically in recent years and will continue to provide an avenue for the increased use of computer technology in the learning environment.