A cursory examination of Second Life at Korea University

Abstract

This study examines how Second Life assimilates with the atmosphere of Korea University and how professors at Korea University use Second Life for the class. It also investigates students’ participant and motivation change. This study used qualitative methodology. With methodology based on Case Study, we used Grounded theory. We examined 1 undergraduate courses in Second Life and interviewed 1 professors and 5 students at Korea University. Results indicate that Second Life is still taking the first step as a shape of additional tools for pre-existing environment. However, many students are enjoying their new virtual world for the class, showing cooperation with classmate in Second Life. We believe that this study may contribute to our theoretical notions about processes related to virtual world for learning and provide students a dynamic, interactive, and enjoyable learning environment.