Title: **Basic Hawaiian Mythology: Creating an immersive 3D virtual game-like environment to engage student learning**

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Hawaiian mythology holds highly valuable sacred knowledge of a fascinating nation of rich culture and legends. The stories, rituals, chants and artifacts can be well-translated into a virtual world to provide more access for learners’ observation and participation. Virtual worlds such as Second Life provide ideal avenues to transform traditional teaching and learning into highly engaging, exploratory contexts in which learners become actively engaged in the learning process. Research into existing pedagogies in instructional design and multi-user virtual world environments (MUVEs) provide the framework for the components of this learning module that we will be presenting in this best practices session.

The goal of this project was to educate participants on Basic Hawaiian Mythology relating to the four Hawaiian Gods of Kane, Kanaloa, Ku, and Lono in a way that is immersive, informative, and entertaining. The main intent of the project was to demonstrate and utilize different aspects of Second Life’s 3D virtual world capabilities and to emphasize the benefits and techniques of using SL to showcase distinct cultural topics such as Hawaiian mythology. It is our intent that this 3D virtual module immerses the participants in a virtual game-like environment that will motivate them to learn about basic Hawaiian mythology through observation, modeling, and active participation. We will share the lessons learned from the process of developing this 3D virtual module and how these best practices can be used to develop similar future 3D virtual cultural learning modules.