ABSTRACT: This study is about effect of implementation of second life in English immersion program in Korean kindergarten. This study used both qualitative and quantitative methods. The aim of this study was to figure out the effects of Second Life in Korean Kindergarten. Through the implementation of Second Life, we could see change of children. In result, the children playing the second life has different attitude from the children who do not play. Their motivation and enthusiasm was increased because of second life. The further study needs to turn out what cause of these results are.

Research Question

1) How do the children feel when they speak and listen in English after playing Second Life?
2) Is there a significant difference between the children playing Second Life and the children not playing Second Life?
3) Are the children’s interest, motivation and satisfaction changed during playing the Second life?