E-Learning Experiences using Avatars and 3D Virtual Worlds: The Case of the University of Guadalajara in México

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Abstract: The rapid evolution of virtual worlds and immersive systems allows universities find new forms of e-learning. Such is the case of the North Campus of the University of Guadalajara in Mexico, which has modeled their classrooms inside the Second Life platform to provide an option for higher education students and teachers who prefer to do their learning activities by using avatars and virtual worlds. This e-learning project provides evidence of learning experiences, using some two-dimensional Moodle tools in a three-dimensional virtual system. Also adds live audio and video streaming from the real world into the Second Life classrooms to provide a innovative e-learning environment available for native and mestizo students of the University of Guadalajara.