AVATAR

Un mondo virtuale per l'apprendimento

PROGETTO AVATAR

IPSSAR P. BORSELLINO Palermo

Venezia

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The Training Course

I will begin from the end…

When the project finished….

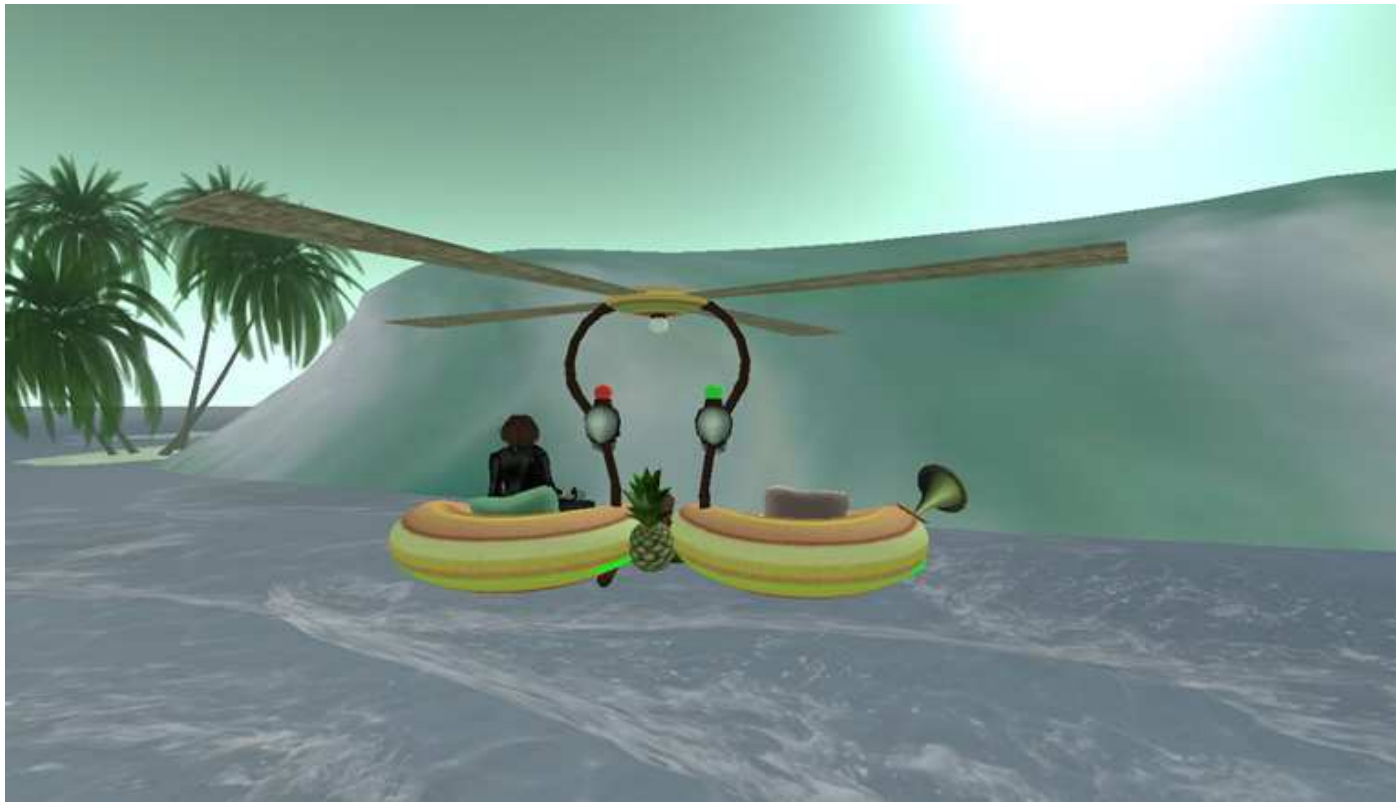
I wondered if …

it had taught more

to the students

or to the teachers….

AVATAR showed us
how to become **different** from the past ...
more aware for the future …



Or …

were we ready for the future so we began Avatar?

My AVATAR Course

Last October, when I began my training course, I was not sure I would complete it.

Sometimes I thought I wouldn’t be able to carry out the tasks (especially module 7!).

Sometimes I thought the tasks were interesting but too difficult…

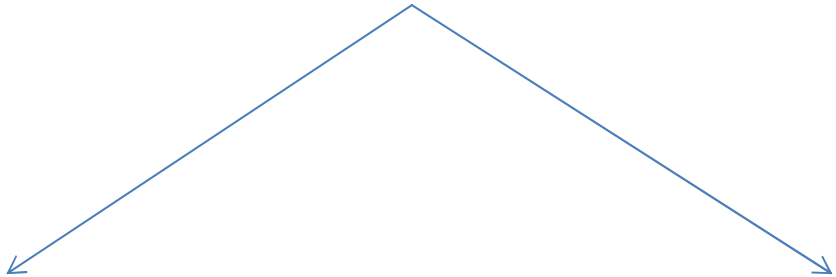
They were so far from my starting skills…

I faced some activities *bravely* but now

I am absolutely happy I went through with them!

Teamwork

During the Project



some tasks caused me **unexpected problems**

☹

some tasks were **easier** and **more successful** than I thought (*my students were good and the activities suited them*)

☺

My **students** are

good at / keen on

Information Technologies

…

Let us learn from each other!

A Brief Summary

At the beginning …

In April my students entered SL with some difficulties:

our firewall

didn't allow us

any access !

then…

One of my students

(*a boy who is not usually very interested in literature or history*)

was better than the

computer operator and

me:

he found the way!

Finally

The students

logged in

and **chose their AVATAR**

They also changed it many times !!!

Here is one of their Avatar: a monster…

The students pretended to be working in an office…

and to be travelling…

We explored a lot of interesting locations: virtual museum of paintings…

... virtual Natural History Museum...

Let’s move to a fantastic past!

Other Steps

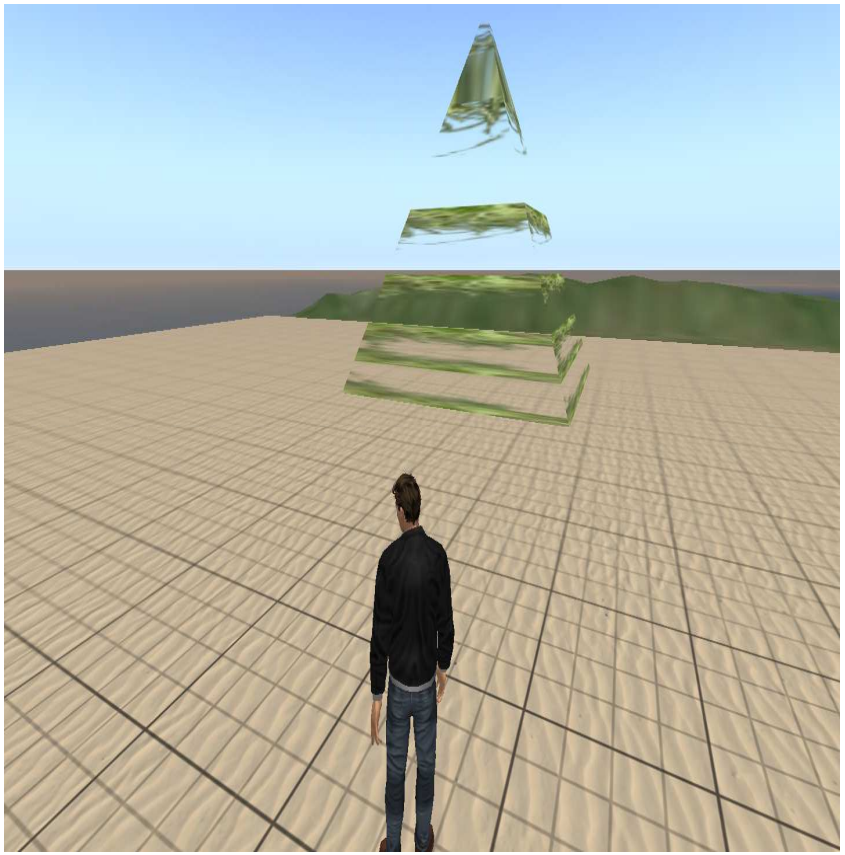
When my students couldn't teleport in the Avatar Region, I told Maja.

She asked our expert: Andrew.
He changed the Region in General and so our problems were solved.

Finally the students could enter the Avatar Region.

Learning New Skills

Students were able to



- build geometric figures;

- change textures;

- place their Avatar on the swimming pool.

Students

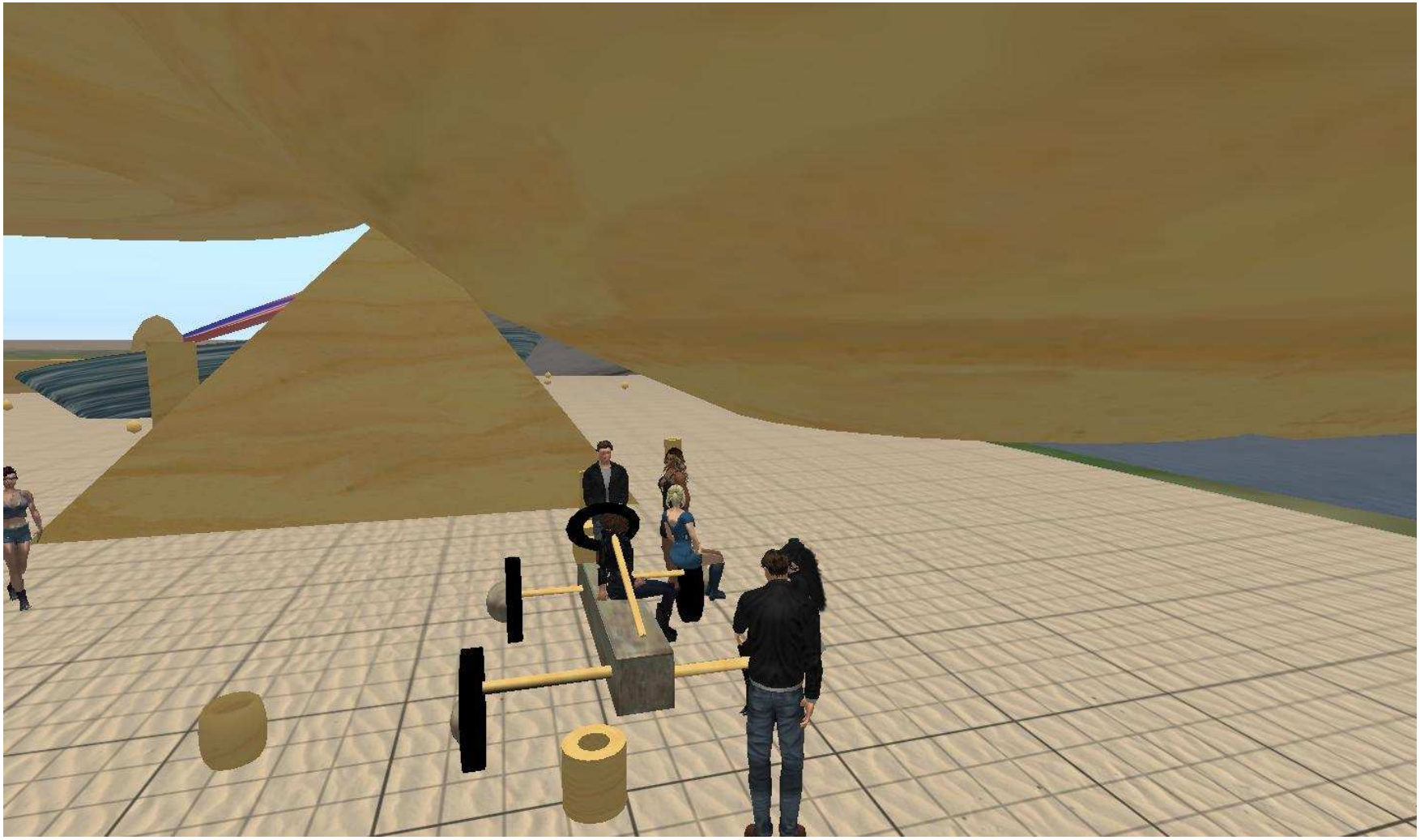
had

a nice time

all together

Students were happy to be in the Avatar Region

One student built cars…



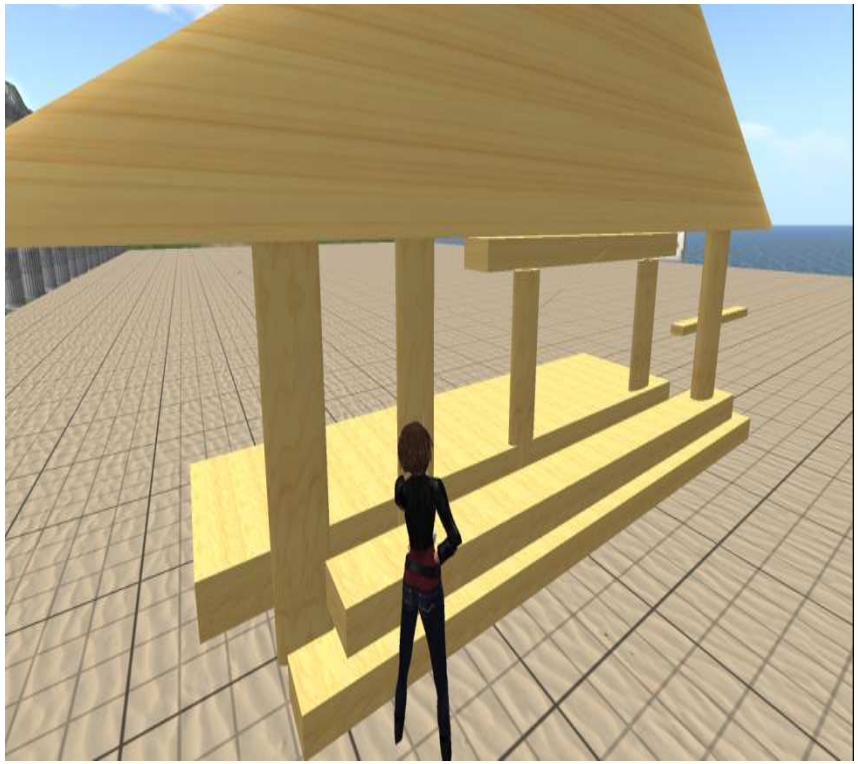
I didn't know how it was possible…I didn't teach him… His friends were happy to be there.

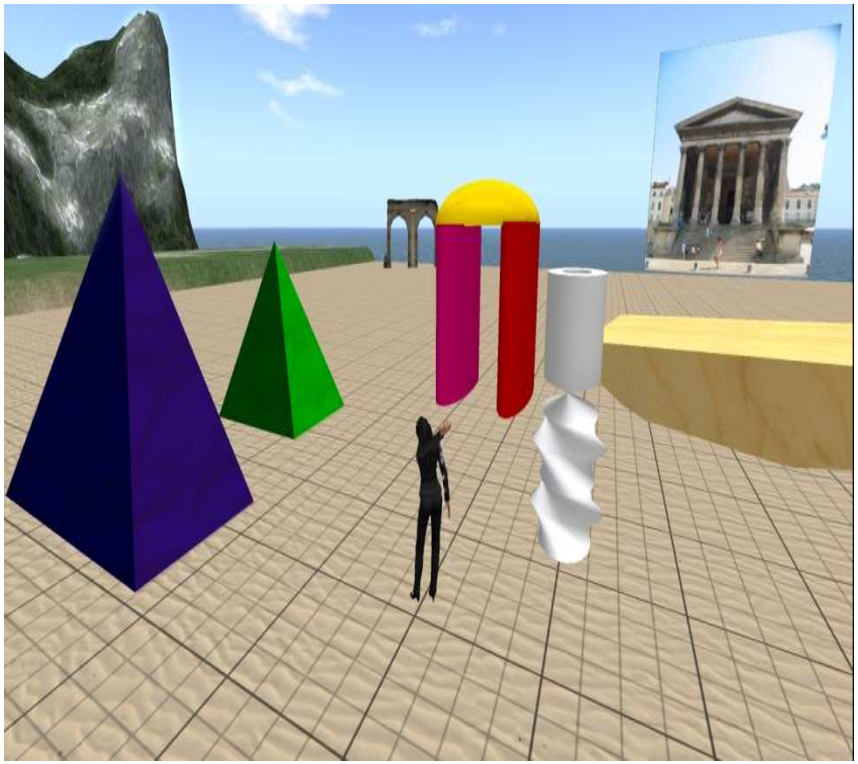
Improving our Skills

Two fiancés built a little house
and chose some furniture from the inventory.

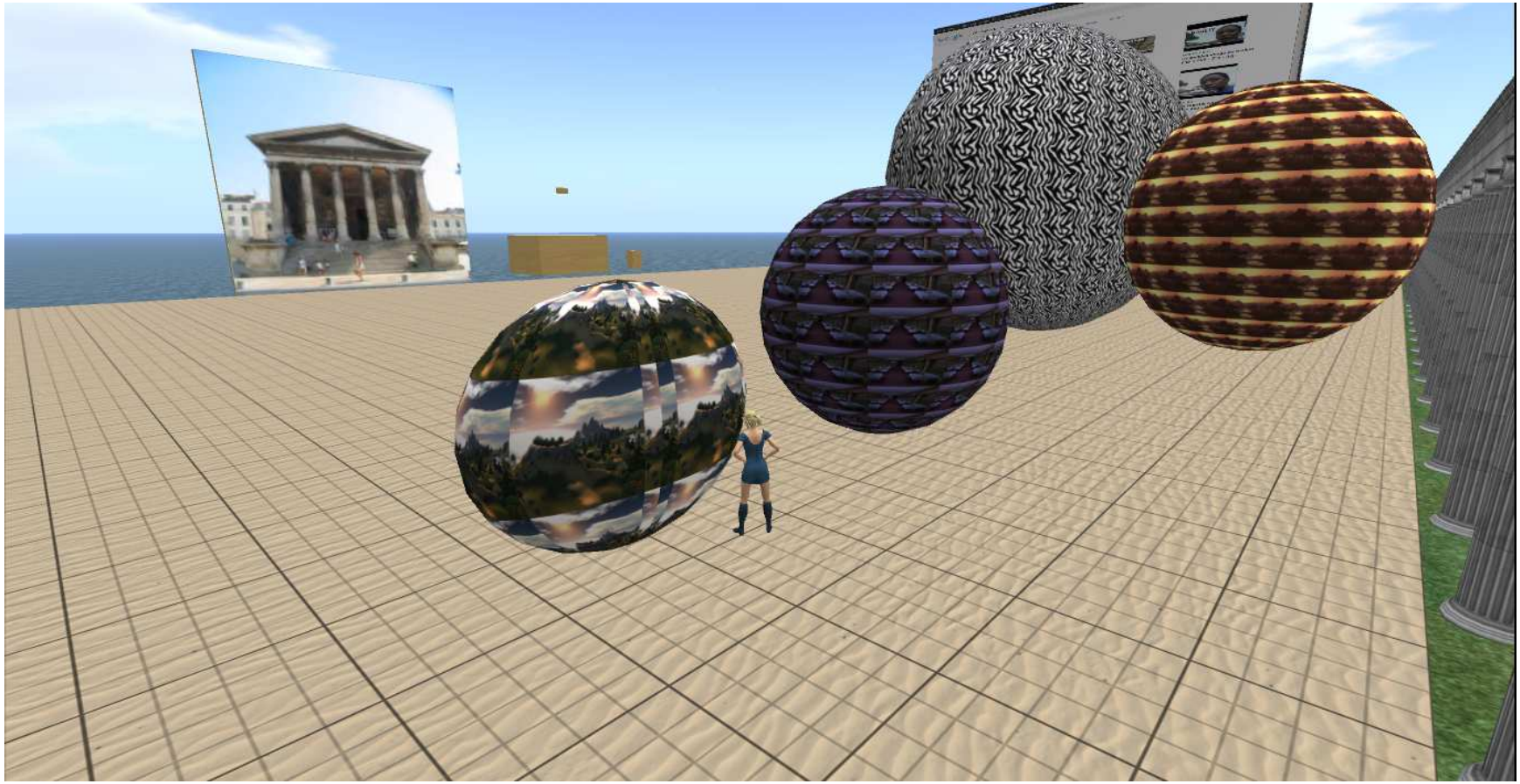
A shy girl built a lot of different buildings and another one flew on them. I walked up and down this space …

I made great progress in building in the sandbox

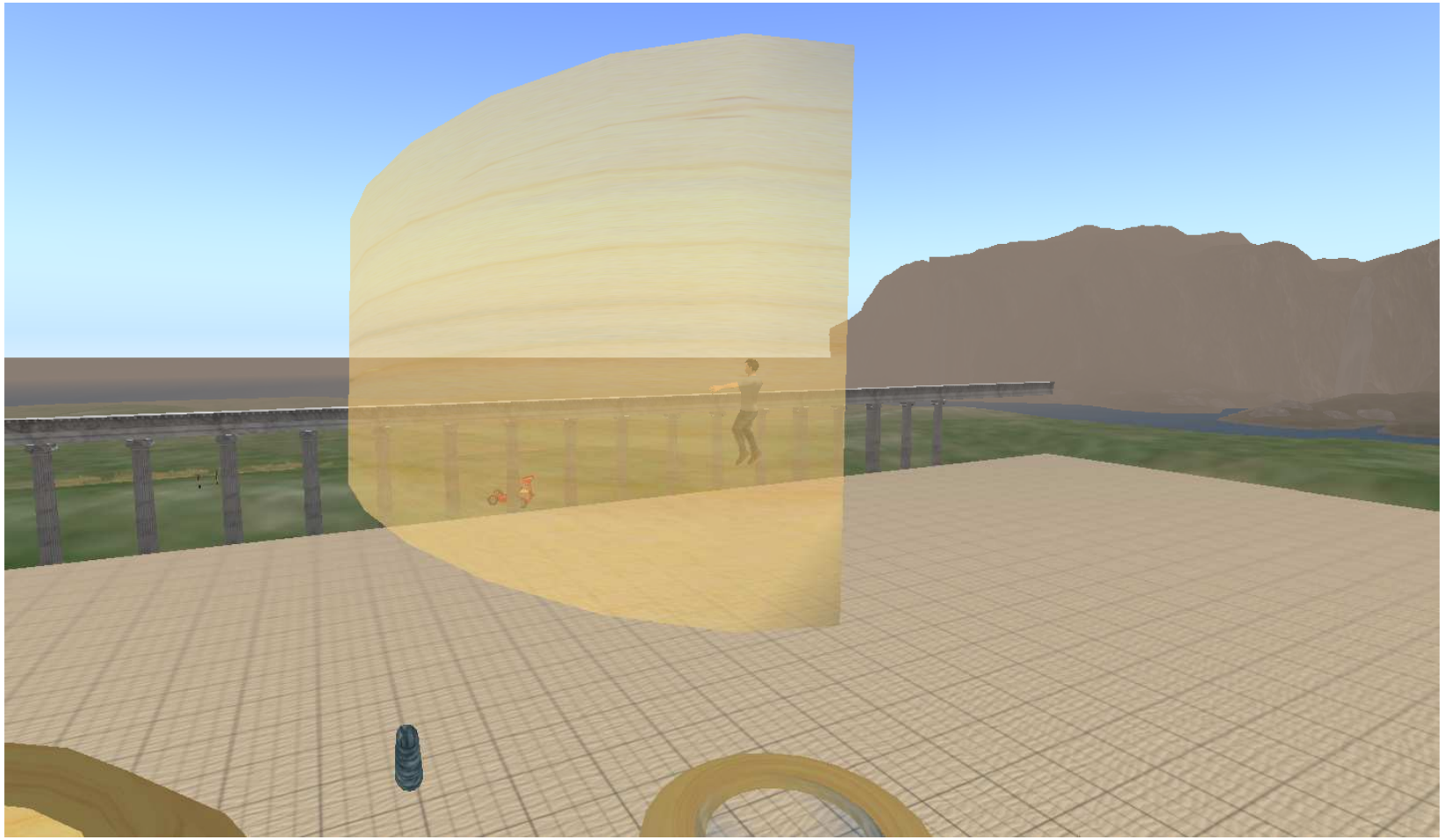




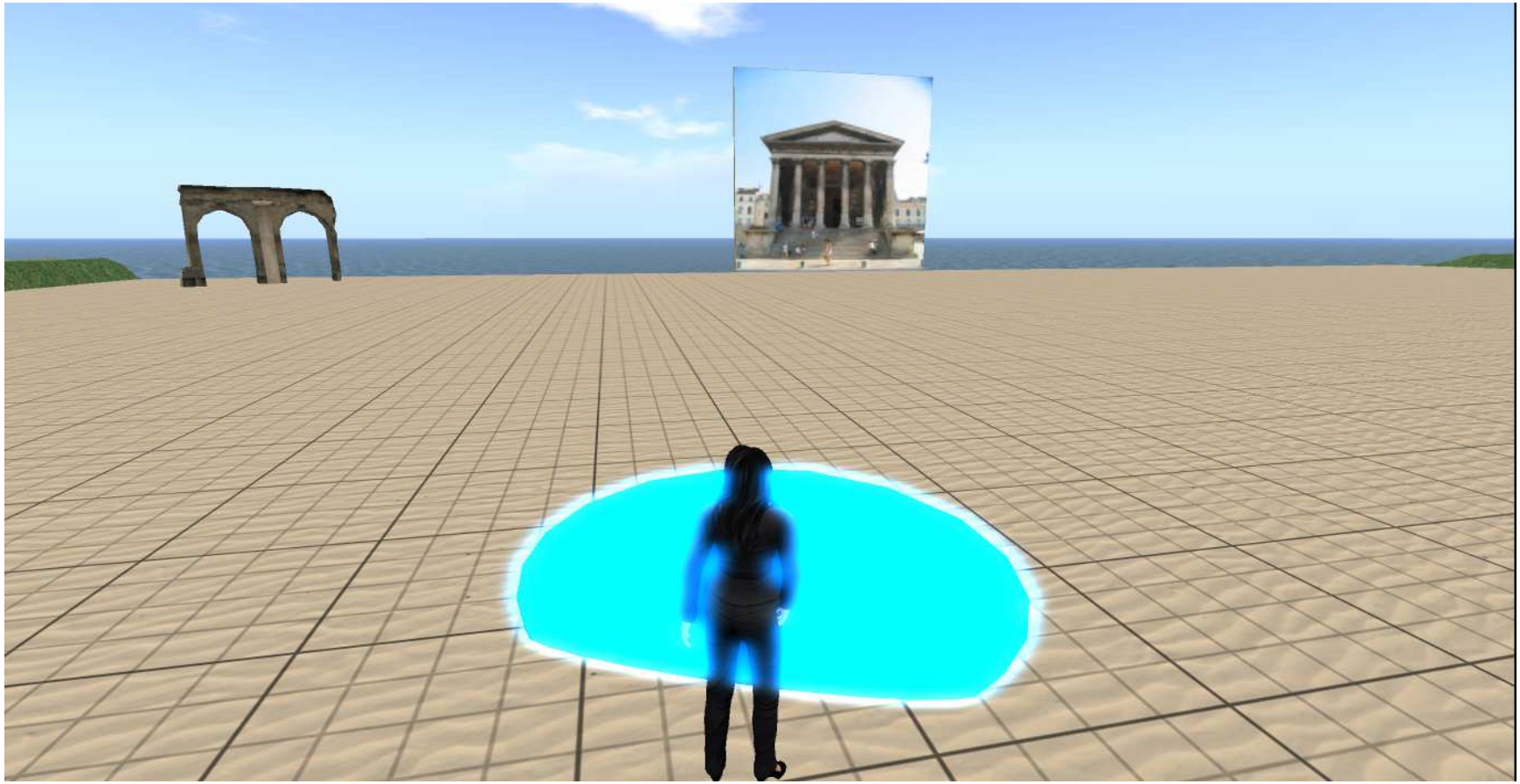
We built planets too!



One of the students turned into a transparent object...



me too…



Above all students enjoyed their lesson!

Principal Aims

Students

- **enjoyed** the project
- **felt at home** during activities
- **reinforced** their motivation
- **implemented** their training program

(…as I wrote in my project…)

Our Motivating Spark

- My students worked in a **motivating context**: they were **free to create** and they could improve their **problem solving skills**.
- Our **motivating spark** is **:**

EDUCATION IS AN OPEN SPACE

WHERE

OPEN-MINDED PEOPLE GROW UP!

My students are flying: that's enough for me.

Let them fly!

Final Steps

- In June, a lot of students and I (me too!) could have **script** and **moving objects** in the Avatar Region.

- My students wrote about the project in a **class test**.

Fabrizio said:

“SL ti permette di realizzare ogni desiderio che per motivi personali non si è mai potuto raggiungere nella vita reale”.

… you can see your own dreams come true….

Jenny said:

“In Avatar, Second Life è usato per obiettivi educativi e formativi, di apprendimento e sperimentazione e per completare e approfondire la conoscenza delle lingue straniere”.

… you can learn and improve foreign languages …

Elisabeth said:

“Avatar si differenzia dai videogiochi perché non ha la funzione di avanzare di livello”.

…it is different from video games …

Giorgia said:

"… è un progetto che mette a confronto un mondo virtuale con la realtà".

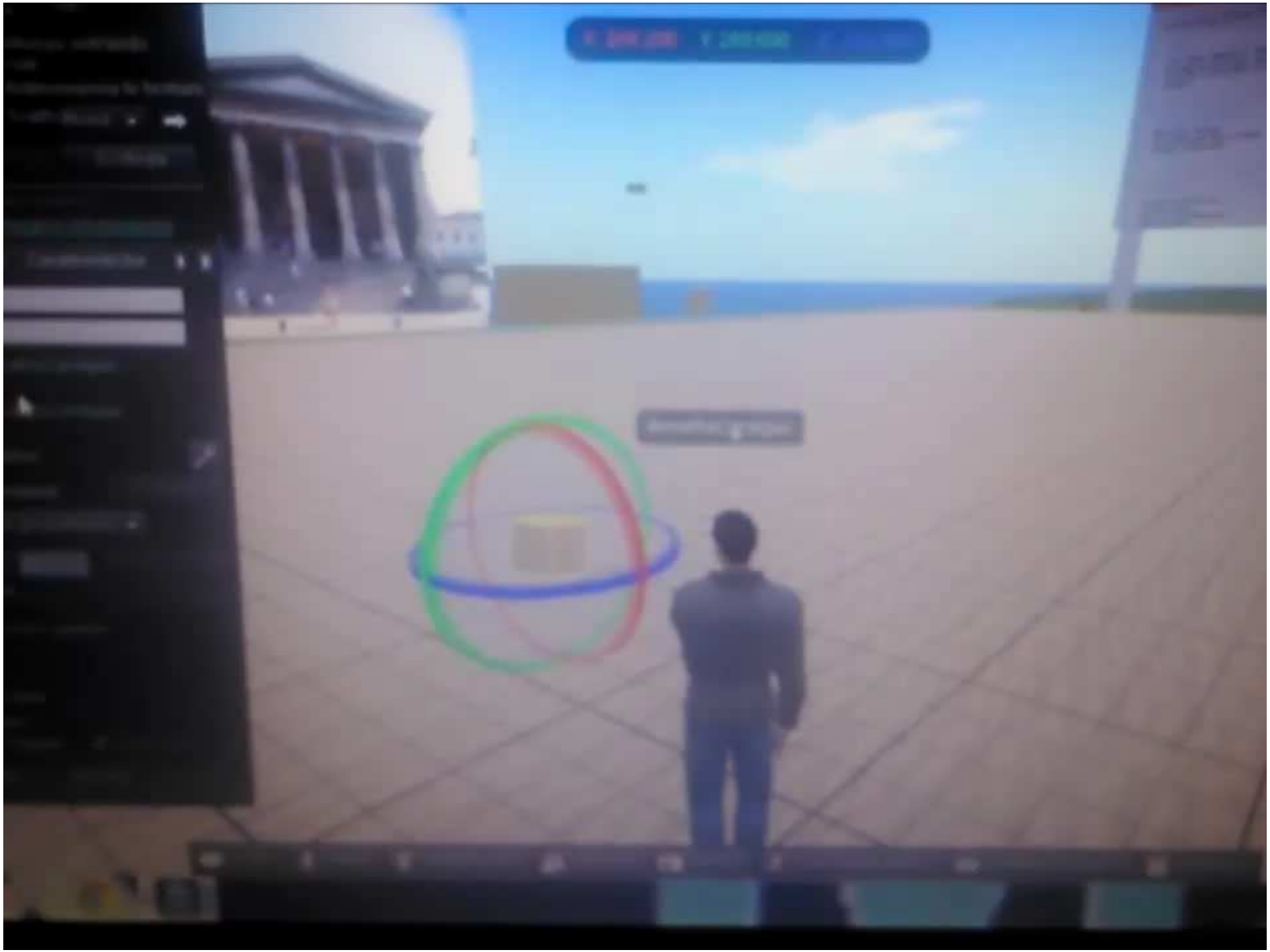
…you can compare real life and virtual world….

STRENGTHS

- Teachers and students learn together so their roles are different but **interchangeable**.
- AVATAR becomes a **bridge** between teachers and students.
- The project becomes a bridge towards the **future**.

WEAKNESSES & DOUBTS

- Some **modules** should be easier for teachers (we are not technicians!) .
- **Learning times** and **deadlines** need to be revised .
- When students were well aware of the activities…they had to stop.
- If there is no future for the Avatar project, **will we lose our skills?**



Thank you Avatar.
Bye-Bye