

Simulation Linked Object Oriented Dynamic Learning Environment





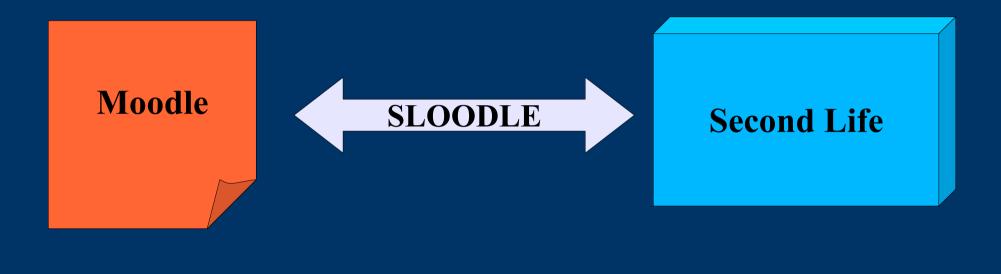








Merging Platforms





Moodle

Learning Management System

Interface:

Web-based Flat (2 dimensional) Mostly asynchronous

Based on sound pedagogies Widely used by educators

Course categories	18 February - 24 February Live presentation of Lecture (will only work during lecture) Lecture Slides (Google Presentation) Lecture (Embedded) Assignment: Resources Document Assignment: Class social/discussion area in SL	Upcoming There are no events Go to calendar. New Event
Developer Educator Bearch courses All courses	25 February - 2 March Developing content in Second Life - A class *in* Second Life Please log in from home - we will try to use voice support for this class. Second Life resource matrix - How to do most things in Second Life! Blogging from Second Life (25 mins) Blog post of the week: Virtual Architecture (Hour +) Second Life building practice (1 hour) Add a useful glossary entry (est. time: 15 mins)	Blog Menu Add a new e View my en Blog prefere View course View site er Add/delete f Recent Ac Activity si 11 Octobe
	3 March - 9 March How Real are Virtual Worlds?	Full rep act

Functions: Forums Text chat-rooms Glossaries Assignments Wikis



Second Life (SL)

Interface:

Virtual Reality Immersive (3 dimensional) Mostly synchronous (real-time)

Not designed for education Not widely used by educators

Immersive Virtual World



Functions:

Chat / IM Customizable 'avatars' Content creation Collaboration

Shared by thousands of people from around the world

slædle

Integration

SLOODLE enables:

- Real-time collaboration on projects
- Linking Moodle chat-rooms with SL chat
- Conducting Moodle quizzes in SL
- Searching Moodle glossaries from SL
- Submitting 3d objects in SL as Moodle assignments
- Writing Moodle blog entries from SL
- ...and more!



A Developing Project

SLOODLE is free and open source. Contributions and feedback are always welcome!

> For more information, or to get involved, please visit:

www.sloodle.org