Second Life virtual universities: A visual analysis

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General academic objectives include producing an educational experience that is engaging, interactive, collaborative, experiential and productive. The goal is to promote learner engagement through the visual power of a newly adopted medium in education – universities in the multi-user virtual environment (MUVE) of Second Life. Attributes of the virtual reality aid visual learning in the online environment: (1) computer-generated content, (2) three-dimensional graphics, and (3) interactivity. Visual renditions of campus buildings and fellow students as avatars emotionally connect students to feel a sense of presence and community within the virtual learning platform. Additionally, the ability to see and hear their classmates’ avatars, despite geographically distances, further encourages collaborative efforts of innovative experiments with others.

Second Life’s non-linear media model presents a mediated environment where 3D animations replicate natural movements and scenery to visually render the abstract, creating a sense of realistic connection, ultimately fostering learner engagement and interaction.

Apparent in the virtual construction of people and places is the integrity in maintaining real-world physicality and functionality to provide a sense of realism.

**3D Graphics**

While virtual universities have the capability to fully reproduce their real life campus in 3D form, others defy convention and mix real with fantasy to create innovative architecture unfathomable in the physical world.

**Avatars**

Virtual self-representations are called avatars, typically resembling the average human body. Users can customize their avatar to mirror their own appearance, adopt a different gender or alter body shape. Avatar gestures articulate facial and bodily expressions in instantaneously to imitate real life actions.

**Simulations**

Simulations for practical classroom training are made possible by the physical 3D renditions and authentic avatar movements. Students in the mediated environment can visually communicate, attend class in the university’s lecture hall or practice operational skills.

**CONCLUSION**

Distance education has long been an acceptable mode of undergraduate and graduate studies but Second Life’s virtual environment is a visually immersive virtual experience where students are not limited by physical barriers or distance to attend class. 3D visuals and animations give students a sense of realism and community, enhancing learner engagement for a fulfilling educational experience.

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