Immersive Education in Social Virtual Worlds

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Immersive Education in Social Virtual Worlds

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Abstract:
Apart from mere leisure time applications, the actual fast development of Virtual Worlds has created new support possibilities for formal and informal processes of education and knowledge exchange. The demanded higher immersion of “knowledge workers” concerning learning and cooperation tasks in Social Virtual Worlds will be discussed by sociological and cognition-psychological questions and research designs. Moreover, the new learning paradigm of connectivism in such linked three-dimensional knowledge space seems to raise further interesting questions. The relatively new social potential of Virtual Worlds is examined by using theoretical models describing the use and assessment of Virtual World technologies in educational and training contexts. A case study shows the application of Second Life in exploring new forms of handling virtual social contexts with training and counseling by students of social work.