



User Immediacy and User Creation in Second Life

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User Immediacy

Measure of the number, combination and intensity of immediacy behaviors in relevant and appropriate learning event contexts according to cultural conventions.



How does avatar immediacy change distance ed. ?

Immediacy Behaviors

- **Paralanguage**

- Voice quality
- Emotion & speaking style
- Prosodic features

- **NonVerbal**

- Proxemic behavior, body language/posture
- Facial expression & eye contact
- Gestures

- **Text**

- Tone, style
- Spatial arrangement of words
- Use of emoticons
- Use of symbols and infographics

- **Avatar**

- Clothing, hairstyles
- physique

User Creation

“to move around in the virtual world and see it from different angles, to reach into it, grab it, and reshape it” (Rheingold, 1991).



Spirit Cave by
Cooper MacBeth

How does user creation change distance ed.?

Best Practices

- Frequency + Intensity + Appropriate Use of Behaviors
- Engagement



Activity

Create your own gesture sequence

The image shows a screenshot of a game's configuration interface with a female character in the background. The interface is divided into two main windows: 'Gesture: Wave and Smile' on the left and 'Inventory (9,251 items)' on the right.

Gesture: Wave and Smile Window:

- Description:** Greetings (2)
- Trigger:** /wave (3)
- Replace with:** Hello (4)
- Shortcut Key:** F2 (5)
- Library:** Animation (6), Sound, Chat, Wait
- Steps:** Start Animation: Wave, Start Animation: None (7)
- Active:**

Inventory Window:

- Wave and Smile (active):** (1)
- TP History (Previous):** (2)
- MystiTool Menu (Press F2):** (3)
- mommy sl won't work today (active):** (4)
- /postman:** (5)
- speech gesture medium 4:** (6)
- speech gesture medium 5:** (7)
- speech gesture medium 3:** (8)

RENAME is written in red over the 'Wave and Smile' item in the inventory.

A red arrow points from the 'None' option in the 'Start Animation' dropdown menu to the 'BigSmile' option in the list below it.

ARVEL SIG

Applied Research in Virtual Environments for Learning

(<http://www.arvelsig.com>)

- An American Education Research Association SIG for educators, scholars, and practitioners researching computer-mediated 3D communities (<http://www.aera.net>, SIG #173)
- **Research environments:**
 - Virtual worlds (walled, commercial, opensim, etc.)
 - Games (COTS, serious, etc.)
 - Augmented Reality
- **Ning:** social space to share research, questions, resources, events.
- **Wiki:** repository of methodologies, studies, environments. Collaborative effort to fine-tune terminology, categories, etc.
- **Inworld Presence:** 3rd Rock Grid, Reaction Grid, Second Life, SmallWorlds.

ARVEL SIG at CAVE Island (SL)

- 3D exhibits, vignettes (experimental, descriptive, etc.)
- Interactive builds (Spirit Cave)
- Research discussion group (ARVEL SIG Inworld Discussion)
- AERA_ARVEL SIG event
- Workshops

CAVE Island Partners



LINKS

- Home page: <http://www.arvelsig.com>
- Ning: <http://arvelsig.ning.com/>
- CAVE Island:
<http://slurl.secondlife/CAVE/25/204/35>

Credits: ARVEL SIG logo was created by Ann Randall (SL: Xann Kanto; 3RG: Aviana Pacem)