The MMORPG (Massive Multiplayer Role-Playing Game)

as a Potential Teaching Tool for Graphic and Print Technology

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First, some definitions

- **MMORPG**

- **Avatar**

- **Virtual World**

- **Second Life**

Recent News

- **Americans spend close to $621 million in US dollars for goods and services in virtual worlds like SL and World of Warcraft.**

- **The Asian total is $5 billion**

- **Second Life expenditures for goods and services now exceed the GDP of 19 countries, including Samoa.**

Source: New Scientist, and thanks to Dr. Jason Nolan

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- Aachen, RWTH University, Germany
- The Art Institute of California-San Diego, San Diego, CA
- Ball State University, Muncie, IN
- Boise State University, Dept. of EdTech
- Buffalo State College, Buffalo, NY
- University of Hamburg
- Clemson University: Clemson, South Carolina
- Universidad de Artes Digitales UAD Digital Arts University
- Guadalajara, Jalisco, Mexico
- Duke University, Durham, NC
- Fachhochschule des Mittelstands, Bielefeld
- Fachhochschule Düsseldorf University of Applied Sciences, Germany
- Fontys University of Applied Sciences: Netherlands
- Harvard University, Cambridge, Mass.
- Hong Kong Polytechnic University, Kowloon, Hong Kong
- Leeds College of Art and Design, West Yorkshire, UK
- Massachusetts Institute of Technology: Cambridge, MA
- Princeton University, Princeton, New Jersey.
- Rochester Institute of Technology, Rochester, New York
- Stockholm School of Economics, Stockholm, Sweden

Potential for MMORPG's as Teaching Tools:

- "Pandemic" proof
- Bring together international students/faculty/researchers without travel costs
- Projects continue on a 24/7 basis
- Enables disabled participants to participate as equals
- Efficiencies due to reduced need for space, low operating costs (staff, equipment, maintenance, supplies, consumables
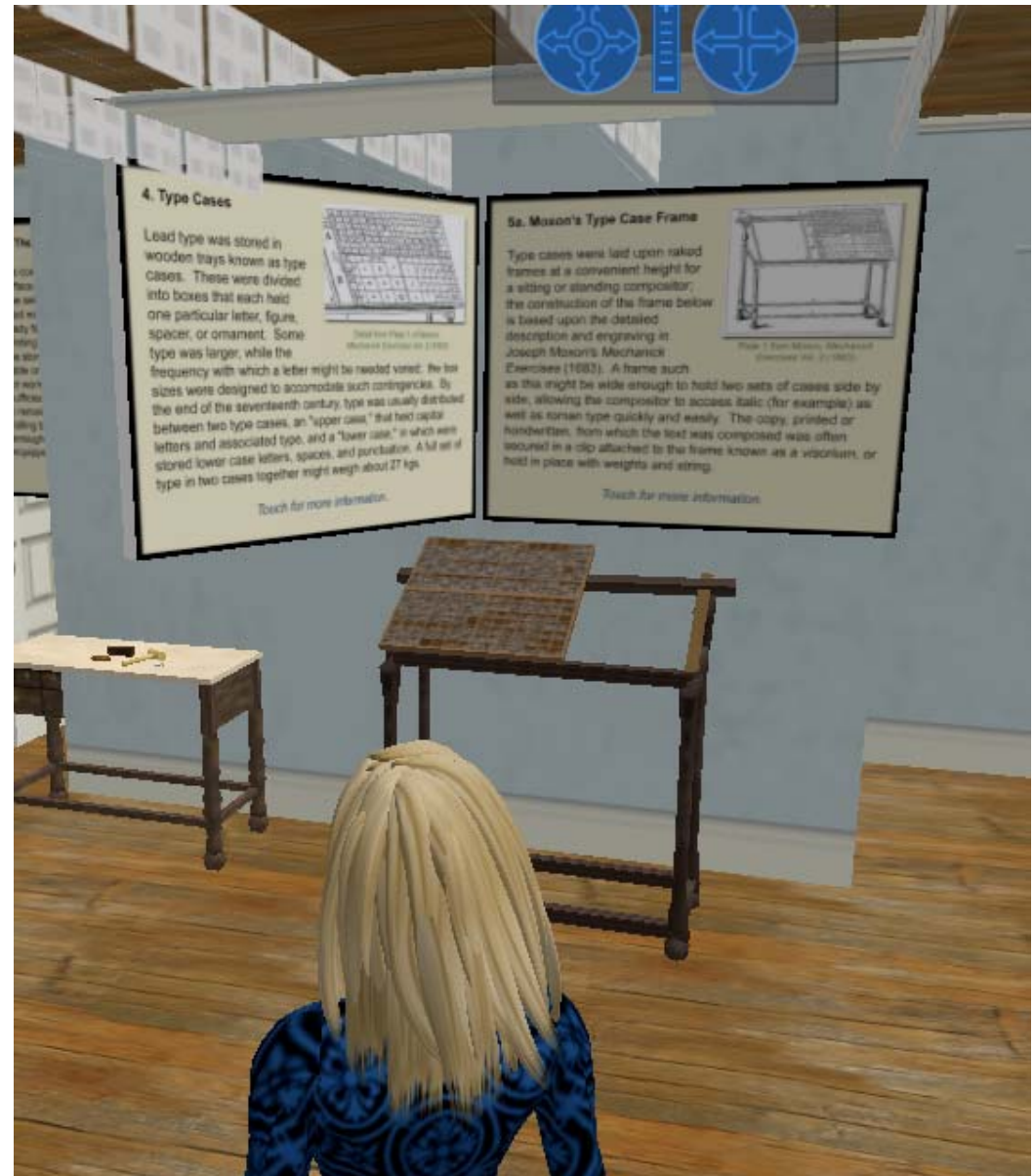- Relatively low startup costs*

The Printer's Devil Printery & Coffeehouse

Concept and Design:
Dr. Mark McDayter,
University of Western Ontario

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Challenges for Educators

- **Screen Resolution & Lag Time**

- **Readability & Legibility**

- **Intermediary Technologies**

- **Lengthy "build" times**

- **Operate at your own risk**

- **Sex and SL**

- **High speed and stable internet requirements**

Challenges for Educators: Readability and Legibility in Virtual Worlds

10 SEC.

20 SEC.

30 SEC.

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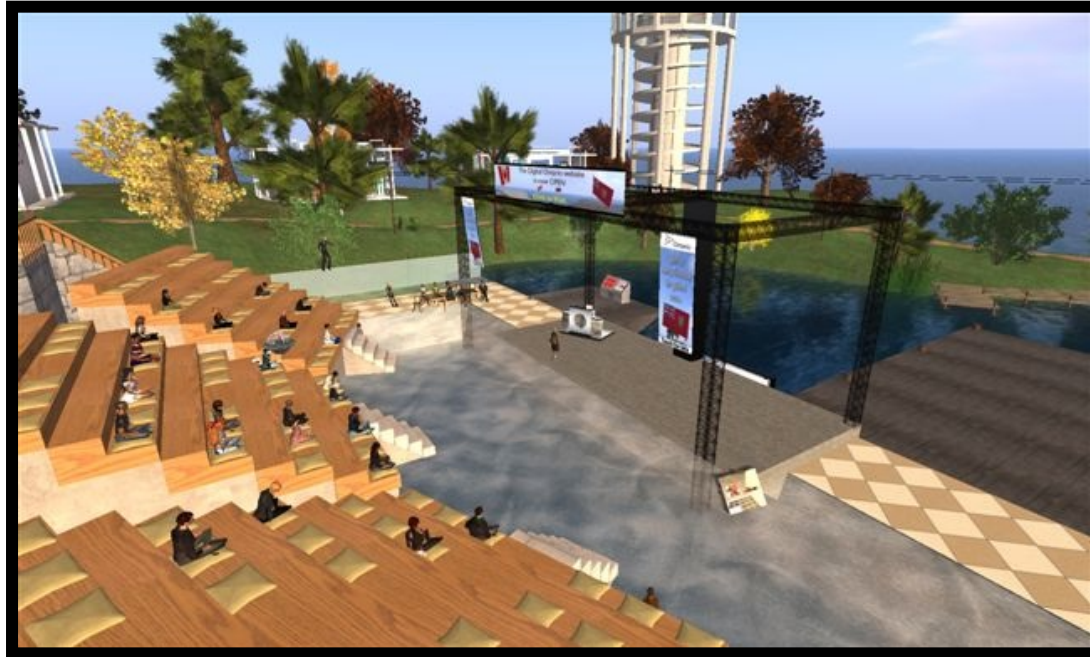
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The Gift Card system will be re-enabled as and [...] Linden Labs resolve the security issue. If you'd like to assist in this p[...] se visit the support JIRA and vote for the fix!

http://jira.secondlife.com/browse/SVC-35

Digital Ontario Island Seminar: Second Life

Venue: Digital Ontario Island

Presentations:
- Educator's Tools in Second Life, Perera, Massey University
- How Virtual Informal Communities within Second Life Generate their own Forms of Knowledge and Culture Dr. A. Bal, Ryerson University
- Printer's Devil Project, Dr. M. McDayter, University of Western Ontario
- Cancerland: Communicating Through Immersive Experience, R. Mazar, University of Toronto
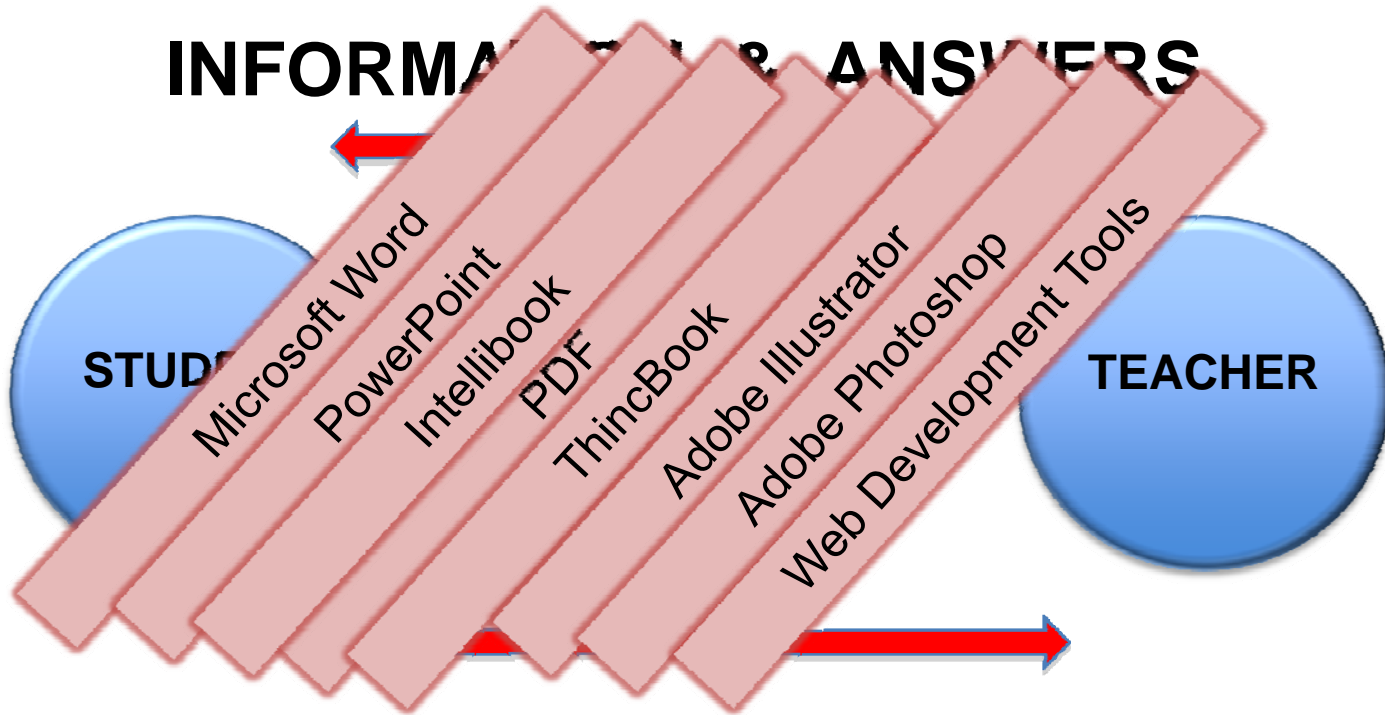
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Digital Ontario Seminar: Second Life

Dr. Alexandra Bal (Ryerson) and her presentation

Gillian Mothersill (Morigi) waiting for the crowd to arrive

Where is this research going?

1. Completion of the introductory portion
2. Analyze "landing" and "engagement" patterns
3. Eye-tracking analysis