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Titolo	Teaching Health Care in Virtual Space : best practices for educators in multi-user virtual environments // Estelle Codier
Pubbl/distr/stampa	Honolulu : , : University of Hawai'i Press, , 2016
Descrizione fisica	1 online resource (xxiv, 258 pages) : illustrations
Disciplina	610.7
Soggetti	Nursing - Study and teaching
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Nota di bibliografia	Includes bibliographical references.
Nota di contenuto	Theoretical, philosophical, and pedagogical foundations for MUVE learning What is a MUVE? What is MUVE learning? The virtual world is your classroom : teaching in Second Life® An introduction to general types of MUVE learning activities Solo learning activities in content- or context-rich MUVES : the MUVE as a learning crucible Sample learning activities 1-3 : solo learning in content- or context-rich MUVES Pedagogical benefits of one-on-one MUVE learning activities Sample learning activities 4-5: one-on-one MUVE learning activities Pedagogical benefits of MUVE small group learning activities Sample learning activities 6-8 : ethics, genetics, and disability small group activities Sample learning activity 9 (complex small group MUVE learning activity) : clinical rounds Sample learning activity 10 (complex small group MUVE learning activity) : building small group consensus skills Instructor readiness for MUVE instruction Assessment of students and other factors related to MUVE teaching success Orientation to Second Life® Designing a MUVE learning activity, part I : readiness for MUVE learning Designing a MUVE learning activity, part II : implementing MUVE learning Special topics Problems and pitfalls of MUVE learning Design and implementation of a MUVE emotional intelligence course.
Sommario/riassunto	Teaching Health Care in Virtual Space is the first "how-to" manual for health educators on the instructional use of three-dimensional, computer-generated virtual environments that can be inhabited simultaneously by many participants; commonly called "multi-user

virtual learning environments" or MUVE. Based on her experience supervising more than 400 learning activities in Second Life®--as of 2014, the largest public (free) MUVE--Dr. Estelle Codier has written a step-by-step handbook for novice and experienced MUVE teachers alike. The book provides those new to virtual teaching with specific steps to assess their own instructional readiness, guidance for assessing student and class readiness, as well as detailed descriptions of problem prevention and solutions. The text is accompanied by lively case studies of both success and failure in virtual learning environments. Inspiring stories of student learning illustrate the power of MUVE to transform health care education. This innovative handbook presents an extended discussion of the pedagogical advantages for learning in multi-user virtual environments, along with a history of learning in Second Life®. The text includes an appendix of supporting materials for MUVE learning activities: evaluation grids, grading matrices, syllabus descriptions, and detailed orientation materials for both faculty and students. While the sample learning activities were designed for nurses, instructors in other disciplines could easily adapt them for use in any MUVE setting.
