PART II
Types of MUVE Learning Activities

With Chapter 4 begins Part II of the text, which describes in detail various types of MUVE learning. Chapter 4 presents a brief introduction to three basic MUVE learning activities: solo activities that take place in a content- or context-rich MUVE, learning activities designed for one-on-one interaction, and those activities designed for small or large group learning. In the chapters that follow, each of these types of MUVE learning will be described in detail. The chapters will include specific examples of each type, detailed descriptions for their design, and steps for activity implementation. Each sample includes a description of the activity, target student populations, MUVE setup requirements, activity performance outcomes, specific steps for the activity, and evaluation methods. Instructional notes are included to guide instructors interested in replicating the activity. Specific “How To's” are included for aspects of the activity that require Second Life® skills beyond the basics.