Teaching Health Care in Virtual Space

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Published by University of Hawai’i Press

Codier, Estelle.

University of Hawai’i Press, 2016.
Project MUSE. muse.jhu.edu/book/67426.

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PART III

Planning, Designing, and Executing a MUVE Learning Activity

Part III focuses on specific how-to’s for building MUVE learning into your teaching.

Chapters 13 and 14 address instructor, student, and organization readiness for MUVE learning. They review risk assessment and include a checklist for MUVE implementation.

Chapter 15 presents an orientation to Second Life® and provides specific guidelines for student and instructor orientation to MUVE learning.

Chapters 16 and 17 review design and implementation procedures for preparation of a MUVE learning activity.

Chapter 18 reviews special issues such as computer access.

Chapter 19 reviews common problems and pitfalls for MUVE learning as well as a discussion of preventive strategies and solutions.

Chapter 20 describes the development of an emotional intelligence course based on MUVE learning activities.