



Fall 2010

Graduate online courses, 3 credits

\$ 1044.00 regardless of location

Aug 23 – Dec 10, 2010

EDTECH 597 (Section 4174)

Teaching Mathematics in Virtual Worlds

This is an experimental course exploring the possibility of mathematics instruction in virtual worlds, primarily in Second Life. Opportunities and difficulties in the communication of mathematical knowledge in 3D online environments will be explored.

*Class held 3-5 pm PT/4-6 pm MT, Wednesday. *Weekly online synchronous class meetings required in Second Life 4-6 pm MT/3-5 pm PT, Wednesday*

Dr. Randall Holmes, Assoc. Professor as Leslie Beaumont
Department of Mathematics - rholmes@boisestate.edu

EDTECH 597 (Section 4173)

Educational Design and Building in Virtual Worlds

This course covers many design and building skills specifically focused on supporting educators who teach, or plan to teach, in Second Life. The ability to design and build the 3D learning environment is a distinguishing feature of virtual worlds, and provides educators a unique opportunity to support student achievement of learning objectives. Class held 3-5 pm PT/4-6 MT, Thursday.

**Weekly online synchronous class meetings required in Second Life, 4-6 MT/3-5 PM PT, Thursday*

Annie Jeffery as MissAnnie Ducatillion
Department of Educational Technology - anniejeffery@boisestate.edu

Contact Dixie Conner to register at dixieconner@boisestate.edu