Augumented Reality

1. AR Games: Welcome to the MIT STEP’s Handheld Augmented Reality Simulations Site

<http://education.mit.edu/drupal/ar>

Brief Annotation:

This article tells about MIT and “The Education Arcade” who worked together and came up with a new “reality”. People would be able to travel in real life to various spots around the world. When they travel, they would take a handheld PC and interview different characters throughout history.

1. Technology News: Augmented Reality: The Future of Education Technology

<http://www.researchsea.com/html/article.php/aid/3324/cid/2>

Brief Annotation:

This article gives a brief explaination of Augmented Reality. It is also compared, however briefly, to Virtual Reality (VR). It explains how using Augmented Reality would help to enhance a student’s learning.

1. Natural News: The Top Ten Technologies: #3 Augmented Reality

<http://www.naturalnews.com/001333.html>

Brief Annotation:

This article compares Augmented Reality with our current education system. This article also seems to tell how use augmented reality with our students, or at least a couple of things to do. The author does warn us that this could become something similar to television, though.

Virtual Worlds

1. Virtual Worlds – Best Practices in Education

<http://www.vwbpe.org/>

Brief Annotation:

This is the homepage for VWBPE (Virtual Worlds Best Practices in Education). This blog is run by people who are advocates for the use of virtual worlds in education. This webpage is also a call for educators to come to their conference and see the many uses of virtual worlds.

1. Virtual Worlds: AW for Educational Use

<http://library.thinkquest.org/23138/hwelcom.htm>

Brief Annotation:

AW stands for Active Worlds. The webpage creator & author of the article claims that AW is great for any subject that needs to work or study in 3D. AW seems to be great for college and advanced high school students, but the isn’t a good idea for students in elementary or middle school.

1. Lubbock Online: New virtual world could revolutionize education

<http://lubbockonline.com/stories/020610/fea_559349620.shtml>

Brief Annotation:

Texas Tech has developed a new virtual classroom and campus. One of the nice things about this virtual world is that it can be monitored to only allow access to the appropriate people. They also talk about how different sections of the campus can be used for different subjects.

Second Life

1. Expoloring the Potential of Second Life

<http://digitalkatie.wikispaces.com/How+to+use+SL>

Brief Annotation:

This wiki has some pretty good ideas on how to use Second Life in a secondary classroom. She tells a couple of ideas of how to use Second Life in Science, Art, Language, Math, and other subject areas. I think it is really interesting how using Math, for example, would be helpful to students because they would have to build a building in Second Life using real formulas and equations.

1. University Business: A Second Life for Higher Education

<http://universitybusiness.com/viewarticle.aspx?articleid=797>

Brief Annotation:

This is a very detailed description with Second Life and it’s effects on education. This is another website that leans more towards advanced High School students and College Level students. There are not really any ideas of how to use Second Life, just reasons why to use Second Life in your classroom & campus.

1. Second Life as a Virtual Learning Enviorment

<http://www.dokimos.org/secondlife/education/>

Brief Annotation:

This article is a very short one that doesn’t give many detail about Second Life and it’s effects on Education. It does talk favorably about how Second Life can help as well as link towards a couple of other articles about Second Life & Education.