

## Collaboration and knowledge sharing using 3D virtual world on *Second Life*

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A collaborative and knowledge sharing virtual activity on *Second Life* using a learner-centred teaching methodology was initiated between Temasek Polytechnic and The Hong Kong Polytechnic University (HK PolyU) in the October 2011 semester. This paper highlights the author's experience in designing and implementing this e-learning activity and incorporating it into the curriculum of the Diploma in Interactive Media Informatics at Temasek Polytechnic, Singapore. Students from Temasek Polytechnic and HK PolyU met up at Temasek Polytechnic Island and HK PolyU campus on *Second Life* and networked amongst themselves using Avatars and interactive 3D objects. Students from both institutions worked in groups to share and exchange knowledge through experiential learning, knowledge sharing and teamwork in a virtual environment. At the end of the module, two online self-reported surveys were conducted to get students' feedback on the effectiveness of the subject delivery and teaching methods. The survey results indicate that *Second Life* has positive effects on students' learning, motivation and attitudes towards learning. The interactive 3D environment within *Second Life* promotes learner-centered teaching by enabling learning to be more engaging, fun and interesting, thus increasing students' motivation to learn and develop their abilities to acquire relevant problem solving skills and knowledge.

Keywords: Knowledge sharing, collaboration, learner-centred teaching, 3D virtual world, Second Life, e-learning, interactive media informatics

### 1. Introduction

3D virtual worlds such as *Second Life* have attracted many organisations including libraries, academic institutions and private enterprises to set up islands and buildings to offer their services to users via virtual space. Research has shown that e-learning via *Second Life* not only provides students with engaging interactions and community presence, but also helps students develop skills related to socialization, peer and group work, critical thinking and problem solving [1].

Researchers found that students become more engaged as they learn new skills while virtually collaborating with new peers across physical boundaries which helped them overcome communication barriers often encountered in face-to-face interactions [1]. Garner, estimates that 80% of active Internet users will have a 'second

life' presence in some form of 3D virtual world environment by [2]. This is expected to have a major impact on teaching and learning in the near future. Despite this emerging trend and development, there are not many empirical studies that report on instructional designs and practices in 3D virtual worlds [3].

This paper presents an initiative of interactively incorporating the use of 3D virtual worlds in *Second Life* for a student collaborative e-learning activity within a cross-disciplinary subject (CDS) "Effective Internet Research" (EIR) offered in the Diploma in Interactive Media Informatics at the School of Informatics and IT, Temasek Polytechnic, Singapore.

## 2. Learner-centred teaching

In the learner-centred teaching methodology, the traditional teacher-centred educational and instructional formats have been redefined and reformed whereby the participants begin to take on a more active role in determining the pace and mode of learning and collaborating as instructors of knowledge. Active learning takes centre stage in which instructors become mentors and advisors to encourage students' participation and learning by facilitating the learning process via discovery, inquiry and problem solving. Among the prominent characteristics of learner-centred teaching include the focus on students' intrinsic motivation to learn and the development of students' abilities to acquire relevant problem solving skills and knowledge. In order to provide an environment that adapts to the development needs and social influence on learning within a learner-centred teaching environment, the curricula are designed around the learning process, rather than focusing on the knowledge content [4].

## 3. Learner-centred teaching and *Second Life*

*Second Life* provides ample teaching and learning opportunities for learner-centred teaching and learning. It allows the flexibility for students to learn to create 3D objects on their own, supports virtual commerce, communication and interaction in an innovative 3D environment. This interactive 3D environment has made learning more fun and interesting thus increasing students' motivation to learn and develop their abilities to acquire relevant problem solving skills and knowledge.

Recently, there has been a growing interest amongst educators to incorporate *Second Life* into their curriculum. However due to the lack of guidelines and documentation of best practices, many educators especially those who are new to *Second Life*, have encountered many challenges in implementing *Second Life* in their classrooms. Among other challenges, educators find that the learning of the use of *Second Life* is very time-consuming and the slow connection and response time while accessing *Second Life*, very disruptive especially when lessons are conducted using

synchronous modes. In addition, the creation of most 3D objects and scripting activities require advanced programming skills which can be especially challenging for students without background knowledge and skills of information technology. Additionally, the literature has yet to document and prove the effectiveness of using *Second Life* on improving learning outcomes [4].

The section below presents a learner-centred pedagogical design of a *Second Life* e-learning activity involving real-life collaboration between students from Temasek Polytechnic, Singapore and those of The Hong Kong Polytechnic University (HK PolyU), Hong Kong. The results of the survey findings presented in this paper are based on the perception and experience of students from Temasek Polytechnic. Through the documentation of the author's experience and analysis of students' perception and experience in this paper, it is hoped that educators who are interested to implement *Second Life* projects into their curriculum in similar educational contexts, may find some helpful tips.

#### **4. Virtual knowledge sharing and collaboration on *Second Life***

This knowledge-sharing project involves a virtual collaboration between Temasek Polytechnic, Singapore and HK PolyU, Hong Kong. This e-learning field research activity and site-visit to HK PolyU Campus on *Second Life* is developed with the purpose of engaging students and innovatively bringing the workplace to the classroom. This is done using a learner-centred teaching methodology based on a *Second Life* activity designed to engage students from both institutions to virtually meet and network amongst themselves using avatars and interactive 3D objects. This project involves experiential learning, knowledge sharing and teamwork in a virtual environment. Students from Singapore and Hong Kong were required to virtually meet up at the HK PolyU campus on *Second Life* to share and exchange knowledge on topics related to Singapore and Hong Kong culture and ethics on using *Second Life* in education. This project was done as part of collaboration between students reading a cross-disciplinary subject "Effective Internet Research (EIR)" at Temasek Polytechnic and students reading the module "Database Systems and Management" at HK PolyU).

Prior to this knowledge sharing effort, students shared knowledge via *Second Life* with fellow classmates within the subject cohort in Singapore to complete selected activities found on Temasek Polytechnic Island. With this knowledge sharing project, Singapore students have been able to virtually meet, discuss and share knowledge online with other students in Hong Kong, thereby providing a more stimulating and independent learning environment which enhances the effectiveness of teaching and student learning.

The subject leaders from both institutions discussed the project scope, deliverables and implementation method. The project comprised an e-learning activity during the period 14–20 November 2011 where students had to meet up to discuss, network,

share knowledge and gather information related to culture, holiday destinations and ethics of using social media.

A project briefing was done at the beginning of the semester. Students had to create their *Second Life* Avatars and visit the *Second Life* Orientation Island. Blogging was used for documentation of research findings and reflection on the learning process. Students had to present their blogs which were graded at the end of the module. Progress was monitored via students' blog entries and by subject leaders' observations and participation during the live sessions of the virtual tour on *Second Life*.

At the end of the module, two online self-reported surveys, pre-tested on 10 students and five academic staff, were conducted to get students' feedback (quantitative and qualitative) on the effectiveness of the subject delivery and teaching methods. The 1<sup>st</sup> online survey, completed by 102 students (86% participation) as seen in *Annex 1*, was conducted to seek student's feedback on the effectiveness of the subject delivery as a whole using various teaching methodologies including face-to-face classroom interactions, e-learning activities and using social media tools such as *Facebook*, *Twitter*, blogs and wikis. The 2<sup>nd</sup> online survey, completed by 87 students (73% participation) as seen in *Annex 2* was more focused on seeking students' feedback specifically on their learning and knowledge sharing experiences using the virtual platform *Second Life*.

## 5. Results and discussion

The survey results indicate that the use of *Second Life* has positive effects on students' learning, motivation and attitudes towards learning. The interactive 3D environment within *Second Life* promotes learner-centered teaching by enabling learning to be more engaging, fun and interesting, thus increasing students' motivation to learn and develop their abilities to acquire relevant problem solving skills and knowledge. Encouraging student feedback and findings, discussed in this study, corroborates research findings discussed earlier, which reported that students become more engaged while virtually collaborating with new peers across physical boundaries. This helped students, especially the shy and lonely ones, to overcome communication challenges they often encountered in face-to-face interactions.

Students provided positive feedback which indicated their motivation in learning this module in a fun, engaging and interesting way which boosted their confidence level and sense of empowerment. 97% of students surveyed strongly agreed/agreed that overall they are satisfied with the cross-disciplinary subject EIR. 95% of students strongly agreed/agreed that they had learnt a lot in this subject while 93% of students strongly agreed/agreed that they enjoyed learning this cross-disciplinary module. 92% of students strongly agreed/agreed that EIR is interesting and provides an opportunity to stimulate thinking.

The Singapore students from Temasek Polytechnic particularly enjoyed the virtual trip to Hong Kong and the arising interaction, networking and knowledge sharing experiences with one another. Some have even exchanged *MSN* and *Facebook* contacts

and have resumed their virtual friendship ties even after the end of the modules. The subject leader who joined the students on their field trip on *Second Life* also enjoyed the virtual experience. As a result, both students and staff morale were enhanced as students' performed relatively well overall.

86% of students strongly agreed/agreed that they are satisfied with the TP-HKPolyU virtual collaboration e-learning activity on *Second Life*. 83.7% of students strongly agreed/agreed that they enjoyed using *Second Life* in the subject EIR. 85% of students strongly agreed/agreed that *Second Life* has motivated them to effectively complete the TP-HKPolyU virtual collaboration e-learning activity. 85% of students strongly agreed/agreed that they were able to learn enough *Second Life* skills to successfully achieve the objectives of the e-learning activity. 92% of students strongly agreed/agreed that they were able to use independent and self-discovery learning skills to achieve the objectives of the TP-HKPolyU virtual collaboration e-learning activity. 92% of students strongly agreed/agreed that they learnt to communicate effectively with others in a virtual environment.

Blogs were used as online journals for students to reflect on and share their experiences and learning journeys throughout the duration of studying EIR. They were also able to comment on one another's blog reflections and learn together as a community. Blogs have provided students the freedom to express their opinions about the lessons learnt during the virtual collaborative knowledge sharing experience. They were expressive in their reflections. 88% of the students strongly agreed/agreed that the Blogging experience is interesting and meaningful.

Students also provided the following qualitative feedback:

"Second Life was a good experience for me."

"I enjoyed Second Life!!! It is very interesting".

"EIR is awesome!" :)

"Second life is fun" :)

"Super good ! Carry on with Second Life !"

"EIR is a comprehensive subject that taught me useful skills that will be applicable even at work in the future."

"Second Life is fun and interesting as I was able to make use of the virtual world to go to places that I am not able to visit yet."

Students provided encouraging qualitative reflections about this new experience as evident from the sample screen shots of their blogs as seen below:

**Aa** **Second Life with the PolyU students** Posted 4 months ago

Initially, I thought Second Life would be a boring and dull virtual meeting with fake avatars walking around. Never did I expected it to be so FUN!



I love the communication process I had with the Hong Kong students. It is an experience that cannot be found anywhere. I know some great people like Macro and Tommy. We hit off fast and talked till 9.50pm where the portal is left with only 3 students.

There is nothing much to beware of when talking to them. At first, we were quite courteous with each other. Later then we break the ice off and there is no need to act or whatsoever. I just be myself when communicating with them.

when talking with those students. Not only did I made new friends, I understand that using internet can bring us to many other 'dimensions' which we never can experience. Take Second Life for instance, both Polytechnic allow us to use the net and chat across internationally.


**E-learning activity with HKPolyU students :-)**

On 14 November 2011 8.30pm to 9.30pm, I went on a fun and unforgettable Virtual Youths Meeting together with HKPolyU students and my group members at Second life.

Okay before I continue let me introduce to you what is second life. Second life is a online virtual world that enable second life users to connect/communicate throughout the world with Avatars. My task for this activity is to interact with HKPolyU students virtually online and interview them. Similarly, HKPolyU students will interview us with some question and finally we will go to our dream holiday destination together :)

My group members and I gathered around Temasek Polytechnic island at 7.45pm to meet up. Upon logging in Second Life, it was very messy and chaotic as there were quite a number of students gathering there. The chat box is in a mess, it was difficult for us to communicate within our group members and to find HKPolyU students to form group. Soon we found our Hk friend.

Haha look at us gathering together.



At the beginning, we had decided to go on a trip to Australia. However, when trying to teleport to this beautiful country I encountered difficulty to teleport to Australia and realised that one of

" Is it ethical to use social media for harmful effects (eg cyberbullying, impersonation, terrorism, violence)? Why?"



Winston and Neil Chung reply that it is not ethical.  
Neil Chung said that it is actually a internet violent while  
Winston said that it is very hard to control and it has been a very serious problem in Hong Kong.



My Thoughts :

I personally feel that the Hong Kong students were REALLY friendly and cordial. They kept asking questions and had shown a keen interest in knowing more about our life here in Singapore. They were easy to talk to and would answer any questions that we had for them. Overall, it was a good and lasting impression. It was also nice exploring the virtual world with my teammates. All of them did a great job in making the foreign students feel welcomed.

I found out that the students were mainly in their late 20s (28, 29 etc.). It was quite shocking, but some of them explained to me that there is no age restriction in most of the high schools there, and that everyone can get a masters degree as long as they paid. Also, some of them were even working part-time, and had to leave the office after 9pm. I wasn't sure if it was because they were working overtime or whether it was their usual working hours. They had their dinner really late at night as well. It was not a very healthy lifestyle to me. Apparently the stress levels over there are pretty high as well.

It was a pleasant and memorable learning experience for me, as we could learn more about Hong Kong and the people there. After swapping contacts (Facebook, MSN), we said goodbye to each other and went offline for the night. It was sad to see them leave, but at least we have social networking to keep in touch. :)

bunny hopped off at 06:39 ♥

## 6. Challenges

In a collaborative knowledge sharing project, the students found that generally *Second Life* is easy to use: the registration process and creation of avatars, moving

avatars, changing their appearances and teleporting to various destinations on *Second Life*.

However students also encountered several challenges. The first challenge were the technical limitations of using *Second Life* including slow response and connection time and difficulty to facilitate simultaneous conversations by many people. We overcame this challenge by dividing students into smaller groups and staggering the group meetings over a longer period of time. The second challenge was that students had to learn a new skill – *Second Life*. Students overcame this challenge by reading more resources on *Second Life*, participating in online forums on *Second Life* and knowledge-sharing amongst those students who had used *Second Life*.

## 7. Conclusion

Students have provided positive feedback which indicated their high level of motivation in learning the subject EIR which boosted their confidence level and sense of empowerment. *Second Life* has been useful in supporting a student-centred teaching methodology to engage students' knowledge sharing and learning within a 3D virtual environment.

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**Annex 1 Assessment Statistics: EIR\_Oct11\_Survey (Main)**

The statistics are calculated based only on the attempts being used in the grading option (Last attempt, First attempt, Lowest Score, Highest Score, or Average of Scores). If Average of Scores is the grading option, then all attempts are included in the statistics.

Name EIR\_Oct11\_Survey (Main)  
 Attempts 100 (Total of 102 attempts for this assessment)  
 Instructions Please complete all questions in this survey. Thank you for your kind and valuable feedback which will be useful for the teaching team to improve the subject in future.

**Question 1 Multiple choice**

I enjoy learning the CDS subject "Effective Internet Research" (EIR).

Answers	Percent answered
Strongly agree	33%
Agree	60%
Disagree	6%
Strongly disagree	1%
<i>Unanswered</i>	0%

**Question 2 Multiple choice**

EIR is interesting and provides opportunity to stimulate my thinking.

Answers	Percent answered
Strongly agree	36%
Agree	56%
Disagree	8%
Strongly disagree	0%
<i>Unanswered</i>	0%

**Question 3 Multiple choice**

I find the Blogging experience interesting and meaningful.

Answers	Percent answered
Strongly agree	35%
Agree	53%
Disagree	8%
Strongly disagree	4%
<i>Unanswered</i>	0%

## Question 4 Multiple choice

I find the microblogging experience via Twitter interesting and meaningful.

Answers	Percent answered
Strongly agree	29%
Agree	55%
Disagree	12%
Strongly disagree	4%
<i>Unanswered</i>	0%

## Question 5 Multiple choice

The Facebook activities are fun, interesting and allows me to make more new friends and learn EIR better.

Answers	Percent answered
Strongly agree	34%
Agree	53%
Disagree	10%
Strongly disagree	2%
<i>Unanswered</i>	1%

## Question 6 Multiple choice

I find the Wiki experience interesting and meaningful.

Answers	Percent answered
Strongly agree	31%
Agree	63%
Disagree	5%
Strongly disagree	1%
<i>Unanswered</i>	0%

## Question 7 Multiple choice

I learnt helpful values of teamwork & community spirit of sharing & learning through the Wiki experience.

Answers	Percent answered
Strongly agree	36%
Agree	61%
Disagree	2%
Strongly disagree	1%
<i>Unanswered</i>	0%

## Question 8 Multiple choice

I learnt to respect the opinions of others through the Wiki experience.

Answers	Percent answered
Strongly agree	40%
Agree	58%
Disagree	2%
Strongly disagree	0%
<i>Unanswered</i>	0%

## Question 9 Multiple choice

From the Wiki experience, I learnt to accept criticism gracefully including when others corrected or deleted my Wiki submissions.

Answers	Percent answered
Strongly agree	32%
Agree	62%
Disagree	4%
Strongly disagree	1%
<i>Unanswered</i>	1%

## Question 10 Multiple choice

Collaborating on Wiki with others with similar research interest as me helps to enhance my knowledge and understanding about my research area.

Answers	Percent answered
Strongly agree	31%
Agree	66%
Disagree	3%
Strongly disagree	0%
<i>Unanswered</i>	0%

## Question 11 Multiple choice

The Wiki E-learning group activity on the various case studies, is interesting, engaging and helps me understand better about topic ethics and Internet.

Answers	Percent answered
Strongly agree	34%
Agree	60%
Disagree	6%
Strongly disagree	0%
<i>Unanswered</i>	0%

## Question 12 Multiple choice

EIR has helped me in searching and evaluating Internet resources more effectively.

Answers	Percent answered
Strongly agree	52%
Agree	45%
Disagree	2%
Strongly disagree	1%
<i>Unanswered</i>	0%

## Question 13 Multiple choice

The online quizzes helped me to understand the topics and learn EIR better.

Answers	Percent answered
Strongly agree	27%
Agree	66%
Disagree	6%
Strongly disagree	0%
<i>Unanswered</i>	1%

## Question 14 Multiple choice

I find the experience of participating in Internet discussion forums stimulating and useful for my research topic.

Answers	Percent answered
Strongly agree	29%
Agree	65%
Disagree	6%
Strongly disagree	0%
<i>Unanswered</i>	0%

## Question 15 Multiple choice

EIR will help me to do better research on the Internet for my other subject assignments and Major project in my respective Diploma.

Answers	Percent answered
Strongly agree	50%
Agree	47%
Disagree	3%
Strongly disagree	0%
<i>Unanswered</i>	0%

## Question 16 Multiple choice

The Portfolio assignments are interesting and helpful to me.

Answers	Percent answered
Strongly agree	27%
Agree	59%
Disagree	9%
Strongly disagree	4%
<i>Unanswered</i>	1%

## Question 17 Multiple choice

The E-lectures are convenient and help me learn EIR independently.

Answers	Percent answered
Strongly agree	26%
Agree	59%
Disagree	5%
Strongly disagree	2%
Not applicable	7%
<i>Unanswered</i>	1%

## Question 18 Multiple choice

The E-learning games and activities are useful and help me learn EIR conveniently and independently.

Answers	Percent answered
Strongly agree	23%
Agree	68%
Disagree	7%
Strongly disagree	0%
<i>Unanswered</i>	2%

## Question 19 Multiple choice

The Practical and Tutorial exercises are interesting, engaging and help me understand EIR concepts better.

Answers	Percent answered
Strongly agree	29%
Agree	65%
Disagree	5%
Strongly disagree	0%
<i>Unanswered</i>	1%

## Question 20 Multiple choice

The face-to-face group activities in class to evaluate websites (eg STOMP, Twitter, Second Life) are fun, interesting and useful.

Answers	Percent answered
Strongly agree	33%
Agree	60%
Disagree	6%
Strongly disagree	0%
<i>Unanswered</i>	1%

## Question 21 Multiple choice

I understand the topic "Internet search facilities and resources".

Answers	Percent answered
Strongly agree	31%
Agree	65%
Disagree	4%
Strongly disagree	0%
<i>Unanswered</i>	0%

## Question 22 Multiple choice

I understand the topic "Evaluation of Internet resources".

Answers	Percent answered
Agree	59%
Strongly agree	36%
Disagree	4%
Strongly disagree	1%
<i>Unanswered</i>	0%

## Question 23 Multiple choice

I understand the topic "Ethics and the Internet".

Answers	Percent answered
Strongly agree	26%
Agree	70%
Disagree	3%
Strongly disagree	1%
<i>Unanswered</i>	0%

## Question 24 Multiple choice

The EIR workload is manageable

Answers	Percent answered
Strongly agree	23%
Agree	65%
Disagree	7%
Strongly disagree	5%
<i>Unanswered</i>	0%

## Question 25 Multiple choice

I learnt a lot in this subject

Answers	Percent answered
Strongly agree	38%
Agree	57%
Disagree	2%
Strongly disagree	2%
<i>Unanswered</i>	1%

## Question 26 Multiple choice

I wish to learn more about this subject area in future.

Answers	Percent answered
Strongly agree	28%
Agree	57%
Disagree	13%
Strongly disagree	2%
<i>Unanswered</i>	0%

## Question 27 Essay

What are the topics you find difficult and why?

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 Unanswered responses
 

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13

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 Given answers
 

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Every single topic

Evaluation of web resources. There are many different criteria to be taken into consideration, and it is hard to remember them all.

About search engine

Almost every part of the topics is hard because i do not have time to study

None.

All topic seem ok to me. It not that difficult at all.

all topics

Internet search facilities. Because it contains a lot types of search facilities and its easy to mix up and get confused.

Second life. This is because it was quite hard to communicate with the HK students on second life.

The topic on invisible databases and boolean operators. Even though they were straight-forward, i had a bit of difficulty in fully understanding these 2 topics

I find evaluating internet resource difficult because it uses so many different criteria to gauge how good the site is

topic 6 in the e-learning 6 is too general.

I find that evaluation of website is difficult as we have to fully understand the topic itself in order to carry out an effective evaluation. There are many criterias to the evaluation.Hence, a lot has to be done and comprehend before moving on to complete the tasks itself (portfolio).

Evaluation of website.. some pointers are hard to find in the site. Thus, causing confusion.

I don't find any difficulties in the topics. Even if I have difficulties in the topics, they are just minor difficulties which could be overcome when the queries I have are clarified.

Portfolio part 1 and Portfolio final. It is because the work inside is too much to handle.

none

Topics related to html coding.

evaluation on internet resources, hard to understand

None

Everything was manageable! the portfolio is indeed slightly challenging if you want to do a good one.

Evaluation of Internet resources, too much criteria included

Evaluation of internet resources as it is difficult to find the information on the website that fits the evaluation criteria.

Evaluation of Internet resources. This is because there is a lot of parts to this topic and I get easily confused by it.

I find the topics with specific criteria used to evaluate the individual search facilities.

I find evaluation of internet resources difficult because it us quite hard to find out what special features the search engine has.



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I think the topic on invisible web, search data bases, subject directories are difficult because i find it hard to differentiate all of them even though I know the examples of each.

Evaluating the search database

I find evaluating the Internet Resource difficult because as a reader, to evaluate, I must really know my topic to judge the websites I used. It was also difficult because in the eyes of others, the website I judged may be may be a good website but may not be so in my point of view. Also, in my point of view,evaluating a resource is a little bit more complex than the analysis of the search engines done in the earlier part of this subject. Also, when evaluating the website, I risk of being bias in the sense that just because I could not find what I searched for in the site, I may judge the website as a less capable and reliable website.

Internet Ethics. There is not much information about that and through the Class collaboration Wiki page on Internet Ethics, I realised that there were quite a few of repeated points and those who had not posted up their information would end up with lesser useful texts to contribute to the page. Its not really difficult but just that the time management is the issue.

Lecture 6–10 is the most difficult topic as they are almost the same reason such as purpose, authority , coverage and more . . . Make me never do well for my quiz 2 as their reason always this few reason of problem or evaluate so easily make people remember wrong and answer wrongly.

Portfolios are quite challenging for me. But i have learnt a lot during the research and group discussions.

I find the the workload such as portfolio is quite heavy.

The evaluation of search engine

Second life not interesting at all.

I find that the most difficult topic is second life as we did the HKpolyU meet up at the start of the semester and we are not familiar with our group members yet and therefore, there are a lot of miscommunication.

None.

The evaluation of internet sources. It is not easy to do evaluations of the websites using ALL of the criteria.

Actually, none of the topics are difficult. However, the self-learning process for all lectures are tough as it is uploaded without much explanation.

None

None.

Evaluation of Internet resources.

I find this topic difficult because there are many criteria involved and that each criteria need to be carefully analyze based on the selected website.

It was hard for me to fully understand on how to evaluate each criteria.

Don't have

I feel that every topic is manageable and is not too difficult to handle. As long as one puts in the effort in it, he/she will be able to understand the topic.

Evaluation of Internet resources: problem with the internet. Initially, i find it difficult as it is hard to understand.

lecture 8

None. all is manageable.

Evaluation of internet resources. There are too many important points to remember.

None, I feel that if we put in effort in every topic, it would be manageable.

second life because I can't download it on my laptop and thus, I have to go back to school again to do it which is very troublesome.

Evaluation of internet resources. You have to really search a webpage and see if it fulfills the different criteria. Some of them are confusing.

Most of the topics are quite hard especially invisible web. You need to understand how it works and must remember the username and password.

There is No topic that are too difficult to learn for me. All topic are manageable , for some topic like example. the database. I have read the slides and still not clear. I ask kaishi to help me however I still did not catch full about the meaning ...

Besides topics, I feel that it may be hard for me to do the portfolio. Because I never analysis the Search engine properly. But it was good that Miss farida gave feedback on our work. and im able to do a better job on the part 2 portfolio.

Portfolio requirements were slightly ambiguous initially so i wasnt able to provide sufficient info too obtain a for my assignment

I find the topics on the different types of website difficult because there are two many different types. I feel it would be better if the websites are summarized (e.g. using a table)

Evaluation of Internet resources because I feel that we might evaluate the website wrongly as sometimes the internet has much more knowledge than I do.

I am not familiar with many terminologies used in IT

I find all topics manageable if I spend some time thoroughly going through the e-lectures.

None

Evaluation of Internet resource many criterias are needed to cover and we need to differtiate which one is which.

The closed-book MCQ test is quite difficult and unreasonable.

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## Question 28 Essay

What are the topics you find interesting and why?

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**Unanswered responses**

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**Given answers**

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The topic I find interesting is the Introduction to Internet Resources. This is because I learn a lot about the different types of search engines and Meta search websites. This enable me to do a better research and a more efficient research without needing to browse through each page of the search engine results. Also in the topic Introduction to Internet Research, I was also taught to write a better bibliography at the end of a portfolio.

Invisible database it is very helpful in research work

Search engines

I found it interesting but also useful. I did not know about so much about search engines and meta-search engines but now I know.

Blogging. Its fun and enjoyable.

Finding out the different search engines and how they work.

Second Life, Stomp Activites

None

Every topic is interesting because this is a module that i am not learning in my diploma.

Invisible web as I feel it teaches us on database which enable us to locate more information that normal search engine couldnt.

introduction to internet resources. this is because it allows me to learn more about the resources available in the internet.

Lecture 7. It teaches me how to evaluate a website based on many different criteria. Let me know the differences of websites.

Global warming. my topic.

Blogging, Tweeter and Facebook is very interesting as it gives me a good sense of understanding of social media.

Don't have

Evaluation of website. I learnt a lot about whats the standard of a website and how to evaluate it.

Personally, I find the topic on "evaluation criteria" interesting. This is because this topic had taught me what are the important factors to look for when I am serving different websites. Also, I would learn how to differentiate reliable and credible website from unreliable websites. Hence, it is very useful for my research in the future.

I also find that the topic "Problems with Internet" is interesting. After learning this topic, I have learnt the basic and common problems with the

Internet. Therefore, I would be able to apply such knowledge to further enhance my research in the future.

Second life 2 seem interesting to me because it is new to me.

Everything was generally equally interesting

None of the topics

Ethics and the Internet. It is because I like this topic as I learn a lot from it.

I find that ethics in the internet is very interesting. For this topic, we had to interview the HongKong Poly students in order to find out what they think of ethics when using the net. We actually get to interact with others from outside the classrooms, exchanging opinions and such. I've learnt that ethics play an important role to users. It really limits the things we share online and such.

Blog..

Second-life..

The topic on Internet and Ethics is the most interesting as there are many different factors which contributes to our behaviour and attitude towards using internet. Also, it explains much to me that having a good ethic on the net is vital to others as well.

All the topics are interesting to me because after learning this CDS subject, I learned many things that cannot be learned outside. This CDS subject helped increase my knowledge on the things on internet which we do not know.

I find the Topic 3 very interesting because I learn factors that are use to evaluate the website. Like authority .. I learn skill , With a glance now i am able to diffrentiate what catergy the website is under

Internet search facilities and resources.

Before coming to EIR class, i never knew about metasearch engines and its capabilities. Therefore learning its wide coverage and usability has made me realize theres more out there in the "search world".

The topic that consists of Boolean operators. This is due to the fact that I have never heard of Boolean operators and this particular topic allowed me to gain a wide knowledge on it.

I like second life. It is and interactive media and most importantly we get to talk to people all around the world and share our views.

Blogging. It is because I can show other people what I have done.

My research topic and ethics and internet.

No topic

Second life.

I think the most useful and interesting topic is strategies which one can use to improve researching skills

---

I find blogging, twittering and facebook interesting, also with the Class wiki Collaboration.

Blog

Invisible Web. I did not know terms such as invisible web existed and I also didn't know what are examples of invisible web. It is great to find out examples of it and share the terms with my friends who does not know about this.

I find the topic on evaluating which search engine is good interesting because it would benefit me greatly in the future for other projects or research

Ethics and Internet

Internet Search facilities and resources because I initially did not know there are other interesting ways to search for something on the search bar on any search engines.

Ethics and the Internet, it provides me with more ethic issues might occur none.

I find meta crawler only interesting as the rest is bored to me... It helps me in my research as it is most sufficient search engine.

Internet resources, because I learned about meta searches and invisible web searches, which was new.

Evaluation of websites. I didn't know that there were proper standards to evaluate them.

I find all topics interesting and captivating especially the first topic of internet search facilities and resources. It taught me different ways to find information online, besides using 'Google'.

Second Life

Evaluation of Internet resources

None

Second life. it is fun

Meta Search Engine, I did not know that it existed and helped me a lot in my research.

I enjoy learning to use search engines efficiently as this is able to help me in future projects.

Other than lecture 8

I found the search facilities and second-life learning experience interesting. For search facilities, we got to learn more about the different search engines, their advantages and disadvantages, how to use boolean operators/truncation symbols etc. for a more efficient search. For the Second Life experience, we got to experience a virtual platform of social interaction, and learn more about foreigners (the HK students) and their lifestyles.

---

Secondlife experience.

Secondlife as I was able to make use of the virtual world to go to places that I am not able to visit yet.

Topics regarding about the Facebook and Twitter.

Ethics and the internet.

I find this topic interesting because I learnt of the existence of Netiquettes. Which taught on the dos and don'ts of ethical research.

The class activity also help me gain knowledge on the major ethical issues that has occurred online.

Search directories; it has widen my knowledge on the type of search engines I can use like MetaCrawler for my projects instead of just using Google or Yahoo.

The evaluation of internet resources. Helps me to know if a website is useful for my research.

Introduction to Internet Resources. I never know that there were so many different Internet Resources that I could make use of like, meta-search engines, subject directories, invisible webs and the different purposes for all these different Internet Resources like Entertainment, Advocacy.

All the topics. Because it enhance my knowledge for my research in the future.

Search engines, meta search engines. Before this I barely use meta search engines for research as I doubt it's reliability and credibility. However after this cds, I learn more about meta search engine, and has started using it.

Introduction to Internet Resources

I find the topic used to research more effectively on search facilities interesting. I learned more ways to search effectively using Boolean operators etc.

---

#### Question 29 Essay

What other topics do you think should be included in this subject?

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#### Unanswered responses

14

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#### Given answers

I think that the topic to include is the evaluation of videos posted online.

We get to actually evaluate whether the source of video is useful or not.

N.A.

Webcam

I can't think of any other topics that should be included in this subject.

---

Proper use of social media

None.

Maybe touch on more on Stomp and aware on what going on in Singapore and maybe touch on Yahoo new to see what really happen out of Singapore.

nothing

Topics that can be added in like researching on psychology

Maybe we can cover more activities like Seconlife.

Teach us some of the system software uses etc

NA

I feel that we should grade Twitter entries to help ensure that students do twit instead of not signing up at all.

open to any topic. most probably a topic that the class can give opinions to more.

No more need to be include. Is sufficient already.

How to use search facilities from academic or scholarly sources, which are well-referenced with citations and thus more reliable for usage in reports.

Cyber-awareness.

None.

This subject have cover quite a few major topics which I feel is sufficient for as a Cross Disciplinary Subject (CDS).

More internet things

Any other topics that can increase the knowledge of students about the internet.

Evaluation of a shopping website.

N/A

More emphasis should be placed on teaching skills useful for doing better research e.g. boolean operators etc.

Interesting topics

Creation of Internet.

Nothing

The sims

—

No

N.A

N.A.

Not much of topics but more elaborations and explanations should be given and sometimes, the lecture slides has repetitive points..

Not sure

None

Any topics which is fun and exciting.

---

Should go second life more often. (As a class/ with HKpoly)  
 Should go forum as it is also part on “social media platform”  
 N.a  
 No more topics  
 No opinion  
 Nothing. I feel that there are enough topics to cover this subject as a whole.  
 Ways to hack into an account?  
 None  
 All topic  
 None  
 Internet security.  
 None  
 The subject coverage is comprehensive and detailed which gave me opportunities to learn more about the internet. I think the current topics which we are going through are sufficient.  
 Blog shopping  
 The topics already taught are good enough already.  
 More about programming.  
 Ethical hacking.  
 None  
 The content is sufficient.  
 the different topics are enough.  
 I feel that the topics covered are sufficient as a CDS since all the topics does teaches us how to do an effective research.  
 Online gaming experience

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#### Question 30 Essay

What do you learn most about this subject?

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#### **Unanswered responses**

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13

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#### **Given answers**

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I learn doing portfolio isnt easy  
 How to use search engines effectively  
 How to use search engines effectively  
 Research effectively and efficiently  
 How to do research effectively  
 I learn how to search the right way on different search engines and get the right results rather than search blindly.



---

The different ways of gathering information, e.g. via Twitter or blogs, to reach out to more people with that information.  
how to search effectively.

As a first year student, out of this subject what I had learn most is how to cite a research material and references in a portfolio. Also this subject taught me how to do a better and effective research for any type of research.

The skill to see if a website can provide credible sources.

Advanced search functions for search engines.

Learnt to use MS word better, to complete portfolio. overall, a better way to conduct research on the internet

I learn alot about Google and how to use it effectively.

more about social media.

The use of Metacrawler

How to find relevant results

The evaluation of the websites. I didn't know that we have to evaluate many criteria of the website in order to see if the website is a good one or a bad one.

I learnt the different search features of various search engines, how to do a proper citation from my references as well as how to create proper blog posts.

I learnt a lot about internet resources, such as using databases to search the invisible web for information which cannot be found in the visible web or on the search engines.

N.A.

Learning new things outside the world.

how to research well.

I learn that there are more search engine other than google and yahoo which are the most common. There is also invisible website and databases which can provide much more and better information. I also learnt that TP has it own search databases which can be useful to many students.

How to evaluate sources.

Internet Searching

Learning how to use search engines effectively.

I have learnt how to conduct research effectively through Internet. I have also learnt how to differentiate between reliable and unreliable websites.

I learnt a lot on effective internet research where i can use different search engines and meta crawlers, invisible web to search for my resources.

How to do research effectively on the internet saving me a lot of time.

Evaluating different research effectiveness and criteria useful to improve research done (E.g. accuracy)

---

Internet ethics.

N.A

How to search for relevant research materials and how search engines work.

Learn how to do a good research, how to differentiate the different types of websites.

How Internet is used and how to evaluate a certain website.

Advanced search functions and how to search databases for information

Second Life

How to use the internet for research efficiently

All the different resources that I can use to do effective internet researching.

I learn that there are various ways to browse the internet more effectively and efficiently.

How to use search engines properly.

Through this subject, I learned how to search effectively for information and this helps me to access much data that normal research cannot do it.

For example, the Boolean 'AND' and 'OR' is extremely good for research and I found many articles for my wiki page.

How to do research and using different search engines to retrieve relevant information

I have learnt about search engines, meta-search engines and Invisible Web, which are all useful in my future study.

Using internet in searching more relevant information required for projects.

How the internet could leave a huge impact on one person and that the usefulness of the internet when researching for something that are relevant to our research topic.

Learning how to have an effective research.

Internet research

I learn how to research on a proper way on the topic I am researching for.

I learnt that we have to evaluate up to a certain criteria on the various sources retrieved upon research. These evaluations would really help in attaining information that are reliable and trustworthy.

Understanding the problems of internet. The points are very true and relevant.

I have learnt different types of internet research facilities and how to evaluate a website, I started blogging and enjoy it.

Search engine

Researching efficiently

Learn how research correctly

---

How to find internet resources more effectively.

Search engine

The evaluation criteria of a website. I have learnt how to evaluate a site based of the criterias through practical 8 & 9 and even though it was tedious doing it, i have found myself understanding this topic better before i started.

Blogging and search facilitors

How to search more effectively on the internet using the skills that i have learnt.

Learn how to research in a better way. New things such as meta crawler, invisible web...etc are things that i've learnt. Blogging and twitter is just a waste of time because it will affect the student's performance in class.

NA

Collaborating with my classmates on wiki on Internet Ethics.

the experience of going online to meet oversea friends

What I learn most is that doing research can be easy and stress free if you use the right keywords in finding the information that you need. Using the right databases also can significantly help one to save time on researching. About how to research more effective and efficiently. Initially, I only know how to search using the key word "" to narrow down search but through this subject i have know more about using other keywords such as boolean operators.

Research

How resources are evaluated and the reliability of internet resources to researches.

Collaborate with others

I benefit from EIR. I know Internet is not just about games. I understand what more ways and search engine are there in the web .

The purpose of internet resources such as advocacy, marketing, personal and entertainment. Its really important to differentiate the purpose. I've also learnt more about my research topic and how to use Wiki.

Different search engines, invisible web and evaluation of website.

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Question 31 Essay

Any suggestions for futher improvements to EIR?

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**Unanswered responses**

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13

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**Given answers**

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NIL

Lessen workload, give more time for portfolio

N.A.

No

n.a

Longer deadline for portfolio submission.

Nope.

N.A

Provide more work related to research skills as it is more useful for all diplomas

Submit only 1 portfolio instead of two. Should have combine the whole portfolio and submit it, spilling is very troublesome.

none

Use Second Life during class time, that will bond the class closer to each other.

Make EIR 2 lesson per week. One lesson will be teaching the other lesson is for student to do their projects and portfollio with the supervision of teacher. after noon classes will be BEST

I think EIR is already a good CDS as it is.

NA

None

No

None. Good !

None

No.

None.

Lesser work load if possible

Nope, great module indeed.

To create and download second life in class but in our own laptops, so if there are any queries, the tutor will be there to guide us.

More in class activities and work, less homework!

No.

None. Very good already.

Have more interesting activites

Nope. Thank you :)

No. The tutor, Miss Faridah have great and wide knowledge about the subject which guides me well.

NA

EIR is basically good enough for the students.

---

None

Lectures should be implemented instead of self directed learning.

Includes topics to research for information from scholarly or academic databases of information.

Second life activity was not useful.

Make it 2 hours instead of 3.

N.A

More detailed marking rubrics

No suggestions.

Please do not have more assignments than the students core module assignments. students struggling in their assignments due to cds assignments.

Less demanding portfolio! Everything else was great!

may find a better software something like second-life..

because to me, second-life is very laggy...

No

Lectures should be implemented instead of self directed learning.

No comments.

All topic

Nope,.

More activities like Secod Life

More class discussion so that everyone would get involved and not do their own stuff during lessons.

Overall experience was good! Not sure what is there to improve.

Decrease workload by reducing amount of portfolio requirements. allocate more time for presentation. Make research topics less vague so that it is easier to narrow in on materials.

already very good (:

Having trial quizzes would be good to prepare future EIR students for quizzes.

Cover about topic research findings.

Maybe we can do more things in second life but can be time consuming.

So it is better if we can do it in class sometime.

No

Less work load.

---

## Question 32 Multiple choice

The usage of Web 2.0 social media has helped me learnt EIR in a more fun, interactive and meaningful way.

Answers	Percent answered
Strongly agree	21%
Agree	73%
Disagree	5%
Strongly disagree	1%
<i>Unanswered</i>	0%

## Question 33 Multiple choice

Overall I am satisfied with the CDS "Effective Internet Research"

Answers	Percent answered
Strongly agree	37%
Agree	60%
Disagree	3%
Strongly disagree	0%
<i>Unanswered</i>	0%

## Question 34 Multiple choice

Learning EIR on a Block mode as a 1-month package is more effective than learning it on a Semester mode (3 months package).

Answers	Percent answered
Strongly agree	19%
Agree	43%
Disagree	6%
Strongly disagree	5%
Not applicable	27%
<i>Unanswered</i>	0%

## Question 35 Multiple choice

The EIR tutor was helpful in motivating and helping me understand EIR better.

Answers	Percent answered
Strongly agree	51%
Agree	49%
Disagree	0%
Strongly disagree	0%
<i>Unanswered</i>	0%

## Question 36 Multiple choice

The feedback from the EIR tutor was useful and helped me improve my portfolio assignments

Answers	Percent answered
Strongly agree	41%
Agree	59%
Disagree	0%
Strongly disagree	0%
<i>Unanswered</i>	0%

## Question 37 Multiple choice

The EIR tutor demonstrates good knowledge of the subject.

Answers	Percent answered
Strongly agree	49%
Agree	51%
Disagree	0%
Strongly disagree	0%
<i>Unanswered</i>	0%

## Question 38 Multiple choice

The EIR tutor is encouraging and approachable.

Answers	Percent answered
Strongly agree	53%
Agree	47%
Disagree	0%
Strongly disagree	0%
<i>Unanswered</i>	0%

## Question 39 Multiple choice

Overall, the EIR tutor has been effective in facilitating student learning

Answers	Percent answered
Strongly agree	50%
Agree	49%
Disagree	0%
Strongly disagree	1%
<i>Unanswered</i>	0%

## Annex 2 Assessment Statistics: EIROct11 – Second Life Survey

The statistics are calculated based only on the attempts being used in the grading option (Last attempt, First attempt, Lowest Score, Highest Score, or Average of Scores). If Average of Scores is the grading option, then all attempts are included in the statistics.

Name EIROct11 - Second Life Survey  
 Attempts 86 (Total of 87 attempts for this assessment)  
 Instructions Please answer all questions. Thank you for your invaluable feedback.

### Question 1 Multiple choice

I enjoyed using Second Life in this subject (Effective Internet Research – EIR).

Answers	Percent answered
Strongly agree	25.581%
Agree	58.14%
Disagree	10.465%
Strongly disagree	5.814%
<i>Unanswered</i>	0%

### Question 2 Multiple choice

Second Life has motivated me to effectively complete the TP-HKPolyU virtual collaboration e-learning activity.

Answers	Percent answered
Strongly agree	33.721%
Agree	51.163%
Disagree	10.465%
Strongly disagree	4.651%
<i>Unanswered</i>	0%

### Question 3 Multiple choice

Second Life has engaged me to learn more and expand my research ideas about EIR.

Answers	Percent answered
Strongly agree	22.093%
Agree	52.326%
Disagree	18.605%
Strongly disagree	6.977%
<i>Unanswered</i>	0%



## Question 4 Multiple choice

After the Second Life e-learning activity, I become motivated to work hard and do well in EIR.

Answers	Percent answered
Strongly agree	17.442%
Agree	52.326%
Disagree	23.256%
Strongly disagree	6.977%
<i>Unanswered</i>	0%

## Question 5 Multiple choice

I am more motivated to learn via e-learning on Second Life as compared to the traditional face-to-face and classroom learning.

Answers	Percent answered
Strongly agree	26.744%
Agree	45.349%
Disagree	22.093%
Strongly disagree	5.814%
<i>Unanswered</i>	0%

## Question 6 Multiple choice

I was able to learn enough Second Life skills to successfully achieve the objectives of the TP-HKPolyU virtual collaboration e-learning activity.

Answers	Percent answered
Strongly agree	26.744%
Agree	58.14%
Disagree	10.465%
Strongly disagree	4.651%
<i>Unanswered</i>	0%

## Question 7 Multiple choice

I was able to use independent and self-discovery learning skills to achieve the objectives of the TP-HKPolyU virtual collaboration e-learning activity.

Answers	Percent answered
Strongly agree	26.744%
Agree	65.116%
Disagree	3.488%
Strongly disagree	3.488%
<i>Unanswered</i>	1.163%

## Question 8 Multiple choice

I learnt helpful values of teamwork with my TP fellow research group mates and HKPolyU friends.

Answers	Percent answered
Strongly agree	27.907%
Agree	56.977%
Disagree	10.465%
Strongly disagree	4.651%
Unanswered	0%

## Question 9 Multiple choice

I learnt to respect other people's views and opinions while working with them virtually.

Answers	Percent answered
Strongly agree	43.023%
Agree	50%
Disagree	5.814%
Strongly disagree	1.163%
Unanswered	0%

## Question 10 Multiple choice

I learnt to communicate effectively with others in a virtual environment.

Answers	Percent answered
Strongly agree	36.047%
Agree	55.814%
Disagree	4.651%
Strongly disagree	2.326%
Unanswered	1.163%

## Question 11 Multiple choice

The virtual interviews with my HKPolyU friends are useful for my research findings.

Answers	Percent answered
Strongly agree	25.581%
Agree	56.977%
Disagree	9.302%
Strongly disagree	8.14%
Unanswered	0%

## Question 12 Multiple choice

The graded assessment of the objectives of the TP-HKPolyU virtual collaboration e-learning activity is suitable.

Answers	Percent answered
Strongly agree	20.93%
Agree	65.116%
Disagree	10.465%
Strongly disagree	3.488%
<i>Unanswered</i>	0%

## Question 13 Multiple choice

Second Life is a suitable platform for virtual collaborative learning amongst students from different institutions in different countries.

Answers	Percent answered
Strongly agree	30.233%
Agree	55.814%
Disagree	9.302%
Strongly disagree	3.488%
<i>Unanswered</i>	1.163%

## Question 14 Multiple choice

Second Life is suitable for supplementary e-learning tool.

Answers	Percent answered
Strongly agree	26.744%
Agree	54.651%
Disagree	12.791%
Strongly disagree	5.814%
<i>Unanswered</i>	0%

## Question 15 Multiple choice

Second Life empowers teachers to design activities that are not easily done in the real world eg virtual collaboration and knowledge sharing between TP and HKPolyU students.

Answers	Percent answered
Strongly agree	27.907%
Agree	61.628%
Disagree	6.977%
Strongly disagree	3.488%
<i>Unanswered</i>	0%

## Question 16 Multiple choice

Generally, Second Life is easy to use.

Answers	Percent answered
Strongly agree	25.581%
Agree	58.14%
Disagree	9.302%
Strongly disagree	6.977%
<i>Unanswered</i>	0%

## Question 17 Multiple choice

Communicating with others on Second Life is easy.

Answers	Percent answered
Strongly agree	26.744%
Agree	55.814%
Disagree	12.791%
Strongly disagree	4.651%
<i>Unanswered</i>	0%

## Question 18 Multiple choice

The registration process and creation of Avatars has been easy.

Answers	Percent answered
Strongly agree	29.07%
Agree	62.791%
Disagree	6.977%
Strongly disagree	1.163%
<i>Unanswered</i>	0%

## Question 19 Multiple choice

Moving my Avatar and changing its appearances has been easy.

Answers	Percent answered
Strongly agree	23.256%
Agree	51.163%
Disagree	22.093%
Strongly disagree	3.488%
<i>Unanswered</i>	0%

## Question 20 Multiple choice

Teleporting to various destinations on Second Life has been an enjoyable and easy experience for me.

Answers	Percent answered
Strongly agree	23.256%
Agree	61.628%
Disagree	12.791%
Strongly disagree	2.326%
<i>Unanswered</i>	0%

## Question 21 Multiple choice

The written instructions via the learning management system (eg OLIVE) on how to get started on Second Life have been useful.

Answers	Percent answered
Strongly agree	29.07%
Agree	60.465%
Disagree	6.977%
Strongly Disagree	2.326%
<i>Unanswered</i>	1.163%

## Question 22 Multiple choice

The briefing by the tutor about the TP-HKPolyU virtual collaboration e-learning activity has been useful.

Answers	Percent answered
Strongly agree	29.07%
Agree	62.791%
Disagree	6.977%
Strongly disagree	1.163%
<i>Unanswered</i>	0%

## Question 23 Multiple choice

I found the Second Life Orientation Island helpful.

Answers	Percent answered
Strongly agree	27.907%
Agree	54.651%
Disagree	11.628%
Strongly disagree	5.814%
<i>Unanswered</i>	0%

## Question 24 Multiple choice

The written project brief/worksheet on the TP-HKPolyU virtual collaboration e-learning activity has been useful.

Answers	Percent answered
Strongly agree	22.093%
Agree	61.628%
Disagree	10.465%
Strongly disagree	5.814%
<i>Unanswered</i>	0%

## Question 25 Multiple choice

Despite technological challenges, Second Life is worth using for some modules.

Answers	Percent answered
Strongly agree	20.93%
Agree	61.628%
Disagree	12.791%
Strongly disagree	4.651%
<i>Unanswered</i>	0%

## Question 26 Multiple choice

Overall, I am satisfied with the TP-HKPolyU virtual collaboration e-learning activity on Second Life.

Answers	Percent answered
Strongly agree	24.419%
Agree	61.628%
Disagree	10.465%
Strongly disagree	3.488%
<i>Unanswered</i>	0%

## Question 27 Short answer

Any other comments:

<b>Unanswered responses</b>
23

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**Given answers**

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Second life was a good experience for me, besides the fact that there were some technological problems that had occurred when I tried teleporting.

No

More of second life could be included in lessons.

HK poly students were not very good interviewees since they mostly gave one liners. During my SL timeslot, there were two HK poly students to interview. It was difficult for them to find the time to respond to so many tp students. The activity was not able to be completed within the timeslot. I enjoyed Second Life ~!!! It is very interesting.

As I experience some technical difficulties while at home such as lagging, it took me quite some time to move my avatar around the island. It would be great if the you allow students to have this conducted in the classrooms. This way, they can seek help from tutors or friends and inject more fun in Second Life.

One small con is that we must collaborate with HKPpolyU student s on the matter of time slot,cannot choose the time are convenient to us.

Should use Second life in tutorials where the connection to Second life is better instead of home.

EIR is awesome! :)

NA

None

N.A

Nothing

Nope

Second life is fun :)

None

Nope

The duration for the interview period was too short and I found myself spending a good 1.5 hours more interviewing the students from HKPolyU. This is because they were also busy with their own projects and they had to multi-task. This resulted in them not answering the questions posed to them sometimes and I had to ask quite a number of times before they could give me an answer. Also, the Second Life application can lag sometimes and we do not get teleported to the place we want to even if we entered in the prompt.

Written instructions on how to set up a Second Life account needs to be updated

Second life is terribly laggy

Super good! Carry on with second life!

do not like second life

Make it available in school library. Please think those who do not have desktop or laptop at home...

None

No

Comprehensive subject that taught me useful skills that will be applicable even at work in the future.

None

None.

Second life hard to use and navigate

Keep up the good work

N.A.

n

Maybe due to language barrier, communication was a little difficult. Despite the challenges, it was still enjoyable to meet up with people from other countries without leaving the comfort of your home.

The students from HKPoly was also very friendly and was willing to help us out in our research.

This is a good lesson

None

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