

## **From Web 2.0 to Web 3D** *with Gavin Dudeney* *Tuesday 4<sup>th</sup> December, University of the Arts, London*

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### **Introduction**

Networked technology is still advancing at an incredible pace. In the ten years since the Internet became available to the general public (from a technical and economic standpoint) we have moved from static webpages through to interactive websites and on to what is now generally known as Web 2.0, where the emphasis is on user-created content and interaction. And just when we thought the development had slowed, we see the introduction of virtual worlds such as Second Life, and the concept of Web 3D. What implications does this speed and direction of development hold for language teachers?

### **Session Outline**

The morning session is devoted to examining the move from the original web to Web 2.0, with particular reference to the use of creative technologies in the classroom. During this session we will look at both podcasting and blogs/wikis and their application in the classroom. The afternoon session will examine virtual worlds which make up the bulk of current Web 3D environments, concentrating on Second Life and the educational work currently being carried out there.

### **Outcomes**

- An understanding of the current state - and future potential - of networked technologies
- The technical ability to set up podcasts, blogs and wikis
- Practical teaching ideas for the application of podcasts, blogs/ wikis in the language classroom
- An understanding of how virtual environments work
- Hands-on practical experience in the most popular virtual world (Second Life)
- In-depth knowledge of the educational possibilities of virtual worlds

<b>Timetable</b>	
Registration	10.00
Starting Time	10.30
Ending Time	17.00
<i>Lunch and refreshments provided</i>	

***Trainer Profile***

**Gavin Dudeney** is the Project Director for The Consultants-E, an online training and development agency specialising in distance education and training. Author of the Cambridge University Press title “The Internet and the Language Classroom (2000, 2007) and co-author (with Nicky Hockly) of the Pearson Longman title “How to Teach English with Technology” (2007), a lot of his current work is with Second Life and the application of serious games in education. In his nineteen years in language education he has been a teacher, trainer, web designer, materials writer and distance trainer. He is currently co-authoring a new book on blended learning, to be published in 2008.

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