

On the following four pages I have included the raw spreadsheet data from my SecondLife Wind Turbine project January 09. The project was the result of work carried out by a group of level 3 students at Bromley College who are currently enrolled on the BTEC National course in Software Development.

At this point in time I have yet to produce any charts of analysis of the results, though a superficial look at the numbers do give some encouraging signs for the use of the Second Life platform in main stream delivery.

You will see from the data that students have not attempted all questions and this may be a reflection on the size of the final survey, which was larger than I originally intended.

The questions I used here represent a subset of those contained in an original student survey produced by Tanya Joosten, Learning Technology Center, Department of Communication, University of Wisconsin-Milwaukee.

If you have any comments or feedback on the data I would be pleased to hear from you barrys@bromley.ac.uk



Barry Spencer SecondLife Wind Turbine project Jan 09	(0) Not Applicable (N/A)	(1) Strongly Disagree	(2) Disagree	(3) Neutral	(4) Agree	(5) Strongly Agree
1 I was able to receive feedback from others right away in Second Life.	2			5	4	6
2 The instructions for Second Life were clear.				4	8	6
3 Using Second Life helped me think more deeply about course material.			1	8	8	2
4 There was little opportunity for me to communicate with my classmates in Second Life.		5	9	1	1	2
5 Using Second Life was fun and exciting.				2	7	9
6 Second Life was beneficial to my learning.				2	11	5
7 I sometimes had difficulty using Second Life.		2	7	5	4	
8 The goals in Second Life were clearly defined.			1	5	9	3
9 I liked using Second Life as part of my course.				3	6	9
10 I could only communicate basic messages in Second Life.	1	3	2	7	3	1
11 The activity in Second Life was well-organized.		2		3	13	1
12 I received support materials prior to starting my Second Life activity.	1			7	9	1
13 I couldn't understand what other people were trying to communicate to me in Second Life.	1	6	7	3		1
14 I had adequate support in completing my activity in Second Life.				3	11	4
15 I was not able to develop a closeness with others in Second Life	1	4	6	5	2	
16 The learning activities in Second Life required me to think critically in Second Life.				2	5	11

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17 The learning experiences were active and collaborative in Second Life.			1	4	10	3
18 Second Life was a waste of time.		12	1	4		1
19 I would avoid classes using Second Life in the future.		10	2	3	2	
20 I felt as if I was communicating with a real person in Second Life.		1	3	5	8	1
21 Second Life had little impact on my learning.		6	4	2	4	1
22 I was not able to better understand course concepts by using Second Life.		4	8	1	5	
23 Second Life activities required little thought.		4	7	5	3	
24 I was comfortable interacting with other participants in Second Life.			1	4	10	3
25 Second Life did not make it easier for me to understand the course material.		6	5	3	4	
26 Second Life did not help my learning in the class.		6	6	4	2	
27 It was difficult to receive feedback from others in Second Life.	1	4	6	3	2	1
28 I was absorbed in the experience in Second Life.			4	5	2	7
29 I was unable to express myself in Second Life.		2	8	6	1	1
30 Second Life helped me understand the course material.		1	1	4	7	4
31 I did not feel connected to others in Second Life.		3	7	6	2	
32 I was engaged in the learning experience in Second Life.			1	4	8	5

Barry Spencer SecondLife Wind Turbine project Jan 09	(0) Not Applicable (N/A)	(1) Strongly Disagree	(2) Disagree	(3) Neutral	(4) Agree	(5) Strongly Agree
33 I was not able to form impressions of others in Second Life.		1	6	3	7	
34 I would recommend that the instructor continue using Second Life.			1	2	10	4
35 Second Life was an enriching experience.			1	6	6	4
36 I was able to transmit varied symbols (e.g., words, gestures, images) in Second Life.			2	2	13	1
37 I was willing to put in the effort needed to complete the learning activities in Second Life.			1	2	11	5
38 Second Life held my attention.		2		2	10	3
39 Second Life did not help me to understand concepts better.		5	4	6	1	
40 I didn't feel like I was communicating with a real person in Second Life.		2	5	5	4	3
41 Second Life aroused my imagination.			5	3	4	4
42 The introductory explanations on how to use Second Life were clear.				6	7	3
43 Second Life activities were not challenging.		1	7	4	2	3
44 Second Life allowed me to better understand concepts.			1	7	5	3
45 Participating in Second Life was a useful experience.			2	1	10	3
46 I understood all components of the activity in Second Life.		1	2	4	8	2
47 Second Life was boring.		8	5	2	2	

Barry Spencer SecondLife Wind Turbine project Jan 09	(0) Not Applicable (N/A)	(1) Strongly Disagree	(2) Disagree	(3) Neutral	(4) Agree	(5) Strongly Agree
48 The method of grading my performance in Second Life was clear.	2.0			5.0	6.0	3.0
49 I was not engaged in the learning activities in Second Life.		4.0	9.0		2.0	
50 I was able to communicate sufficiently with others in Second Life.			4.0	3.0	3.0	4.0
51 The chat tool in Second Life was useful to my learning.			3.0	6.0	4.0	4.0
52 The learning activity encouraged contact between myself and my classmates in Second Life.			2.0	6.0	6.0	4.0
53 I would take another course that used Second Life.		1.0		4.0	7.0	6.0
54 My classmates and I cooperated in completing assignments in Second Life.		1.0	1.0	3.0	8.0	4.0
55 Getting into Second Life was easy.			2.0	3.0	5.0	7.0
56 I developed personal relationships with my classmates in Second Life.		1.0	2.0	10.0		3.0
57 I had little problem using Second Life.			2.0	2.0	9.0	3.0
58 The activity offered opportunities for interaction and communication in Second Life.			1.0	3.0	9.0	3.0
59 I understood what was expected of me in Second Life.		1.0	1.0	1.0	10.0	3.0
60 I would not recommend this course to a friend.	1.0	5.0	5.0	2.0	1.0	2.0