

## **AVALON Post-Course Survey**

Welcome to AVALON!

This survey is part of the Avalon project framework. Avalon is an EU project which explores language learning in Second Life. We are several partners from England, Germany, Sweden, Italy, Norway and Austria, who are exploring how second Life can be used in language learning. We are very grateful for your response which will help us evaluate what we are doing.

This is a expert survey where you will be given an opportunity to respond to how you have experienced your teaching activity and experiences in the AVALON project so far. Note that survey responses may be used in research and evaluation of the project but no avatar names or real personal information will be revealed.

This questionnaire will take about 15 - 20 minutes to complete.

Thank you very much in advance!

Your AVALON Team.

### **1. Introduction and Second Life in general**

#### **Introduction**

1.1 Please introduce yourself shortly in the following passage (professional background, Organisation research focus)!

### **2. Second Life in general**

#### **Orientation Island**

2.1 After installing Second Life on your Computer, did you use the Orientation Island?

- yes**
- no**
- no answer**

2.2. How would you rate the Orientation Island in Second Life on a scale of 1-5, with 5 being "extremely helpful" and 1 being "extremely unhelpful"?

- 1**
- 2**
- 3**
- 4**
- 5**
- no answer**

## 2.2 Avatar

How much time did you spent on designing your avatar so far?

- a few minutes
- a few hours
- a few days
- a few weeks
- a few month

### “Leisure time” in Second Life

2.3 Do you use second life for other purposes than teaching?

- yes
- no
- no answer

2.3.1 If yes, what else do you do in Second Life?

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2.4. Do you meet your personal friends in Second Life?

- yes
- no
- no answer

## 3. Teaching experiences

### Language teaching in general

3.1. Do you teach languages? For how long?

- yes
- no
- no answer

Since: -----

### Teaching and technical experience with regard to Second Life courses

3.2. In your opinion... How much teaching experience does a language teacher already need to teach languages in Second Life?

- a lot of
- a little bit
- none

3.3 In your opinion... How much technical knowledge does a teacher need to teach in Second Life?

- a lot of
- a little bit
- none

**Personal teaching experiences in Second Life**

3.4 Have you already used Second Life for teaching?

- yes
- no
- no answer

3.5 How many seminars/lectures did you held in Second Life so far?

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**4. Technical issues**

**Occurrence of technical problems**

4.1 When teaching in Second Life - how often did technical issues keep you from actual teaching?

- never
- sometimes
- a often
- always
- no answer

**The problems**

4.2 What are the most problematic technical issues?

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**5. Language teaching in Second Life**

**Successful language courses in Second Life**

5.1 In your opinion... What are the main criteria for a successful language course within Second Life?

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### Starting issues and involvement

5.2 In your opinion... Is there a need of a Second Life introduction before the language course actually starts?

- yes
- no
- no answer

5.3 In your opinion... How long will it take for a newbie to feel comfortable in a SL classroom?

- within the first lesson
- within the second lesson
- within the third lesson
- more than three lessons

5.4 In your opinion... Will the concentration/involvement in a Second Life lesson be higher than in regular classes?

- yes
- no
- no answer

5.5 Is group work during on line sessions in Second Life possible?

- yes
- no
- no answer

5.6 Is it technically complex?

- yes
- no
- no answer

### Organizational concerns and workload

5.7 In your opinion... What is the largest possible number of students for a language class?

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5.8. Does teaching in Second Life require a higher workload for teachers than off line teaching?

- yes
- no
- no answer

5.9 In your opinion... How complex will it be to bring a student who misses a course back into current class action?

- very complex
- quite complex
- quite easy
- very easy

5.10 In your opinion... Will there be a need of setting consequences for students who come late into class?

- yes
- no
- no answer

### **Anonymity**

5.11 Do you regard the anonymity of Second Life as an advantage within the learning process?

- yes
- no
- I'm not sure
- no answer

### **Reservations**

5.12 What might students keep away from learning in Second Life?

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## **6. Pedagogy**

6.1. In your opinion... How important are the following issues for a successful Second Life course on a scale of 1 - 5, with 1 being "unimportant" and 5 being "very important"?

Introduction phase  1  2  3  4  5

Ending phase  1  2  3  4  5

Clear structure  1  2  3  4  5

Unitary Syllabus  1  2  3  4  5

Room Design  1  2  3  4  5

Teaching Material: objects, videos, audio files, written material, recordings  1  2  3  4  5

Use of mixed media  1  2  3  4  5

High quality of teacher presentations  1  2  3  4  5

"off world" support (e.g. hotline/technical support)  1  2  3  4  5

Homework  1  2  3  4  5

Examinations  1  2  3  4  5

formal writing (e.g. essays)  1  2  3  4  5

informal writing (e.g. chat)  1  2  3  4  5

- portfolio at the end of a course  1  2  3  4  5
- Self organized parts  1  2  3  4  5
- teacher driven parts  1  2  3  4  5
- blended learning scenarios  1  2  3  4  5
- Team teaching  1  2  3  4  5
- Tutoring  1  2  3  4  5
- group work  1  2  3  4  5
- individual feedback from teachers  1  2  3  4  5
- Possibility of giving feedback to teachers  1  2  3  4  5

## 7. Goals

In your opinion... How important are the following goals concerning a language learning course within Second Life on a scale of 1-5, with one being "unimportant" and 5 being "very important"?

- General student satisfaction  1  2  3  4  5
- Enjoying the learning process  1  2  3  4  5
- Learning a language  1  2  3  4  5
- Students stay longer on the island than just for the course  1  2  3  4  5
- Little drop-out rate  1  2  3  4  5
- Getting students involved in peer-to-peer activities  1  2  3  4  5
- Setting a benchmark  1  2  3  4  5
- High recommendation rate  1  2  3  4  5

**Submit your survey.**  
**Thank you for completing this survey.**