

武
Wushu
Defined

@iKnow

Jul 2009 • Issue 13

www.iknow.com.sg

MICA (P) 175/05/2008

WIN!

Freebies @iKnow
20th Century Boys 2 Tickets
MPH Book Vouchers
Animal Kaiser's Cards

Racial Harmony

Shark VS Lion

Who will win?

Editor's Note

In the blink of an eye, school's returning and it's just round the corner! While some may welcome it and some dread, what matters most is to ensure you have enjoyed yourselves, relax and is ready for the new term!

Although the holidays may have ended, fret not as the Great

Singapore Sale is still on! @ iKnow brings you the latest and greatest deals in the market. Check out the Budget Calculator and Products Feature for details. Don't miss the last chance before the discounts ends!

And that's not the end of the surprises we have in store for you

yet. @iKnow is also giving out free movie tickets, book vouchers and the collectible cards of the latest game - Animal Kaiser.

With so much good news and freebies, let's welcome the new semester with the brightest mood @iKnow!

Christine

Christine Yee
Editor



iKnow Kids :

Cover Story

2 Racial Harmony

Brain Buster

4 Bust you Brain!

GamenoZ

6 Ultimate Animal Battle

Talking

8 iKnow Mail Bag

Students' Corner

9 Racial Harmony

Feature Story

12 Harmony Continued

Budget Calculator

14 Wait No Longer

16 Keep Your Life in Memory

Now iKnow

17 Reel Life

18 Wushu Defined

20 Slow Computer Syndrome

Editorial Team

Chief Editor
Editor
Writer

Ricky Lim
Christine Yee
Andy Goh

Contributors

Ong Chin Wei
Alan Hong
Alvin Goh
Jenny Chan
Joseph Quek
Raymond Koh

Guest writers

Dr. Ashley
Ms. Has
Mr. Gerry

Guest Cartoonist

Steven Lie

iKnow Education :

Now iKnow

22 Books Galore

24 GLOBIO : A to Z

Feature Story

26 Do you need a Second Life?

Educators' Tip

28 Microsoft PowerPoint Series

Parenting Issue

30 Breathe in Health & a Positive Lifestyle

Products Features

32 Gadgets @iKnow

SchTalk

34 Future @ Hwa Chong (Part 2)

36 Best Days of Our Lives

37 Applied Learning @ SST

38 Badminton : West Zone Championship

Events Calendar

40 Check out these coming event

Comic Corner

41 Ah Boy



17 Movie tickets of 20th Century Boys 2

6 Exclusive Animal Kaiser's Cards



WIN!



22 MPH Book Vouchers

101 Lor 23 Geylang

#06-03 Singapore 388399

Tel : 6841 1066

Fax : 6844 2067

Email : magazine@iknow.com.sg

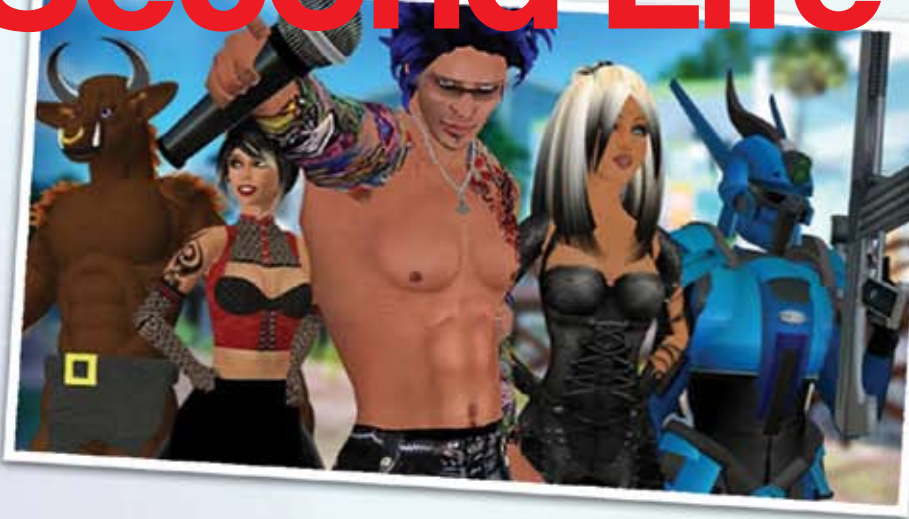
iKnow Magazine is published by iKnow Pte Ltd. Copyright© is held by the publisher. All rights reserved. Reproduction in whole or in part without written permission of the publisher is prohibited.

Distributed by iKnow Pte Ltd.

Printed by Winland Printing Pte Ltd.

Do you need a Second Life?

By Dr. Ashley Tan



This month I turn the spotlight on Multiuser Virtual Environments (MUVES). Examples of MUVES include Second Life™ and Quest Atlantis. At present there are about 70 to 80 MUVES worldwide, with Second Life (SL) being the best-known of all.

could mean that having an avatar might be as common as having an email or Facebook account!

SL is a virtual world established by Linden Labs in 2003 (<http://www.secondlife.com>). SL allows people to meet, interact and co-create without being physically present in the same place. Participants represent themselves by means of avatars. The image below shows an avatar in SL performing on stage while other avatars in the audience watch on.



What does SL offer that other online environments do not? You can do anything in SL that you can do in real life. You can walk and run and you can interact with other avatars via text messaging, body language (gesturing) or voice. You can go shopping at virtual malls or visit places of interest.



Gartner predicted that by 2011, about 80% of active online users will have avatars. That



You can also do some things that are too dangerous or impossible to do in real life under water without drowning, fly like Superman, or teleport from one place to another. Not only can you change your clothes in SL, you can also

change your physical appearance and even your gender!



SL allows users to collaborate with anyone at anytime, from any part of the real world. While Linden provides the space and land, it is up to users to create everything that you see in SL: Buildings, furniture, rocks, plants, animals, etc. SL is not a game. Unlike most games, SL does not have levels, quests or goals for users to achieve. It is up to users to decide what they want to do in SL. If users decide to create a game-like environment complete with challenges, it is entirely up to them.



Profile:

Dr. Ashley Tan is an Assistant Professor in the Learning Sciences and Technologies Academic Group. His interests include the educational applications of various Web 2.0

If you are thinking of exploring SL, note that it has two “grids”. The first is the Teen grid for ages between 13 and 17, and the second, an Adult grid for ages 18 and above. The grids are fully independent and you cannot interact with someone from the other. Those below the age of 13 might try something like Quest Atlantis instead.

SL is free to access. However, if you wish to own land, create objects or elaborately change your appearance, you will first need to use a credit card to purchase Linden dollars (L\$). L\$ is the currency which allows people to buy and sell objects in SL. At the moment, L\$170 is worth about S\$1.

Since SL's establishment, various companies and people have set up businesses in SL to publicise what they do and/or to sell products ranging from clothes to real estate. Some have been very successful. In November 2006, Business Week featured Anshe Chung, a SL millionaire (in equivalent US\$).

The incorporation of SL in education is relatively new. Below are some resources on the educational benefits of SL.

Antonacci, D.M. & Modress, N. (2008).

Envisioning the Educational Possibilities of User-Created Virtual Worlds. AACE Journal, 16(2), 115-126.

Prezi presentation on Second Life

<http://prezi.com/10156/>

Seven things you should know about Second Life

<http://www.educause.edu/ELI/7ThingsYouShouldKnowAboutSecon/163004>

YouTube videos

- <http://www.youtube.com/watch?v=TMGR9q43dag>
- <http://www.youtube.com/watch?v=qOFU9oUF2HA>

tools, Second Life and video games. As a teacher educator, he facilitates a core course, ICT for Engaged Learning, for teacher trainees.

