



**PENINSULA  
COLLEGE**  
*Community Education*

## **SYLLABUS**

### **C-D 017 INTRO TO VIRTUAL WORLDS**

WINTER 2011  
Mondays, 01/24/11 to 02/07/11  
5:30 PM - to - 8:30 PM  
Dungeness Design Sequim

**RENNE BROCK-RICHMOND**

(360) 460-3023 or  
rbrock-richmond@pencol.edu

#### **Instructor Information:**

- *Masters of Fine Art in Visual Art from Norwich University*
- *Bachelors of Science in Art from Lewis & Clark College*
- *Certificate in Virtual Worlds from University of Washington*

I earned a Bachelors of Science in Art at Lewis and Clark College, a Masters of Fine Art in Visual Art at Norwich University, and Certificate in Virtual Worlds, University of Washington. Although my degrees have focused on art, my theories, techniques, and practices have been communicated via the computer sciences. I have worked with both PC and Macintosh computers since 1980, and worked as an instructor at Monterey Peninsula College, Peninsula College, and taught digital media through my own independent courses and workshops. As part of my personal business, unique as you, I design marketing packages, websites, virtual world environments, and train individuals and small businesses on software foundations, Internet skills, social media usage, and virtual world proficiency.

#### **Course Catalog Description**

Discover the future of social networking, business, and education in Virtual Worlds. Create your avatar and learn to navigate through immersive 3-D environments. Investigate the cutting edge of communication by exploring your own personal areas of interest. Basic computer knowledge is required.

**Course Objectives and/or Course Topics** Become part of the future of online existence through collaboration, economics, art, activism, and training by exploring the educational environments of Second Life. Engage in innovative learning, create virtual goods, and research your personal interests. Investigate the cutting edge of communication, business, and innovation.

#### **Objectives and Student Outcomes:**

- Understand the innovative features and concepts of virtual environments
- Successfully create an avatar and learn appropriate "in world" etiquette
- Learn how to travel in a Virtual World and find what you are looking for
- Utilize training and educational locations to create content and broaden intellectual pursuits
- Engage in social networking, community participation, and collaboration efforts

**This class supports Peninsula College Strategic Priorities with instruction relating to:**

- ☑ **Global Awareness**...preparing students to live in an increasingly interdependent global society.
- ☑ **Rapid Change**...preparing students to succeed in a world characterized by rapid change in the workforce and technologies.
- ☑ **Rural Economic Development**... providing leadership and support for the ongoing sustainable development of rural communities.
- ☑ **Environmental Sustainability**...promoting sound environmental stewardship through the teaching and learning process and institutional practices.
- ☑ **Outreach to Diverse Populations**...contributing to a healthy, vibrant community by engaging diverse populations.

**The Americans with Disabilities Act of 1990.** Peninsula College is committed to providing accessibility to all students. Any student with special needs must complete a self-identification form available in the counseling office. This information will remain strictly confidential.