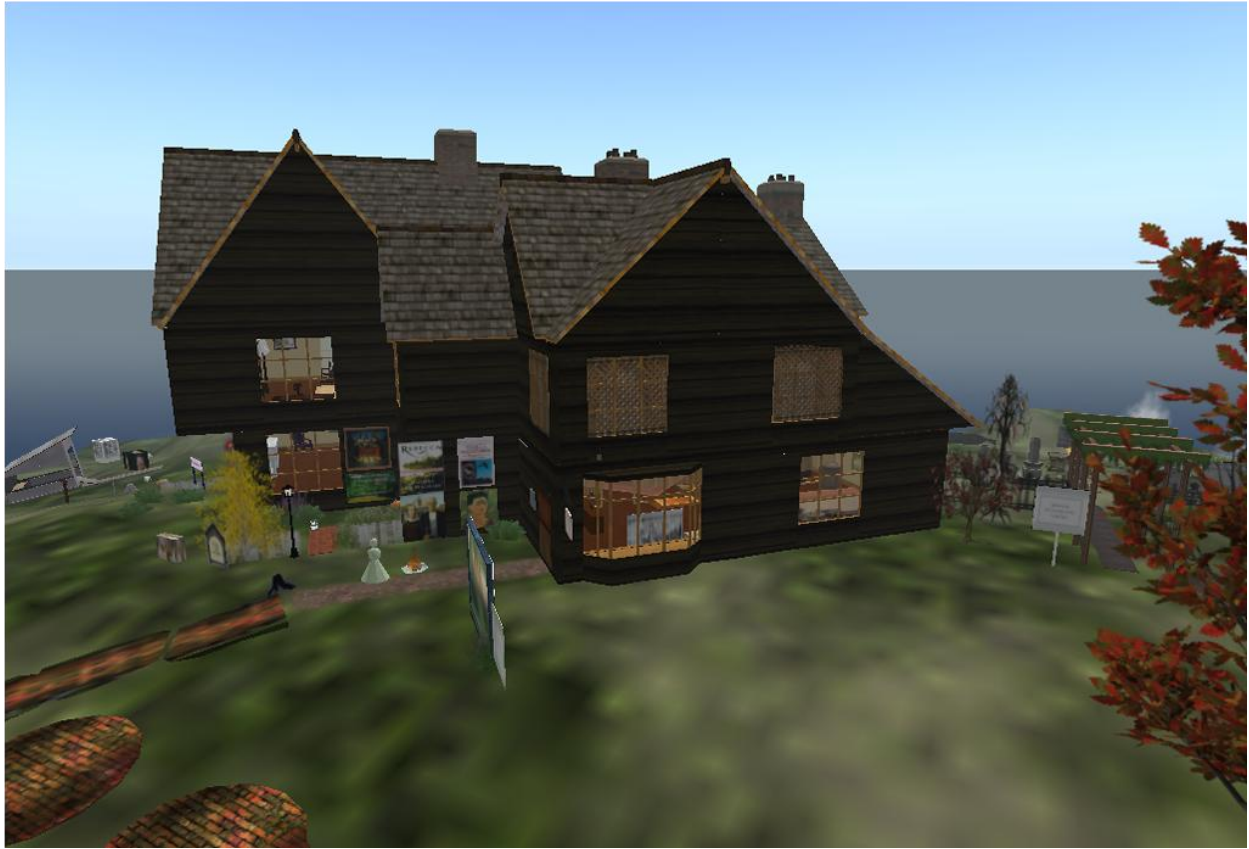


“Teaching in Virtual Worlds: Recreating *The House of the Seven Gables* in Second Life”

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New technologies are enabling students to explore the structure and contexts of literature in innovative ways. One example of an emerging technology with profound implications for literary study is Second Life, a virtual world where all the content is imagined and created by its residents. As opposed to an online “game,” in Second Life scenes from a narrative can be recreated and participants can role-play and interact with artifacts from the story to develop an understanding a subject or topic from the inside out. This presentation will demonstrate how the unique qualities of Second Life can enable students to become active participants in the analysis of literature, giving them the opportunity to create a literary space that matches their vision of a text or a particular critical issue.

The “House of 7” is an interactive environment that includes video clips, images, digital stories, quizzes, and even a murder mystery, all developed by students. The presentation will begin with an overview of the site, including the planning, development, and rationale. A number of projects from each student group will be shown, including several of the rooms inside the house (Hester’s room, Clifford’s room, and the Cent Shop), the graveyard and the garden, the exhibit on Woman as Witch, and the menagerie of familiars. Future plans for the site will also be discussed. Screen shots from the project follow.



House of Seven Gables



Hepzibah's Room



Clifford's Room



Graveyard