



McWeadon

Enabling Learning Without Boundaries

ET530: Sizing Up Second Life For Your Organization

Are you a new or an established Decision Maker, IT Leader, Consultant, Vendor and/or Corporate Educators looking for a Second Life? Want to learn more about how to use the unique world of Second Life in your community of practice? McWeadon is offering the course for you...

McWeadon is offering *ET530: Sizing Up A Second Life for Your Organization*, a 4-week online course with a current special discounted rate of **\$99**. McWeadon instructor, Ms. Watson, will be your personal coach and guide as you develop your skills effectively in the unique learning environment.

Learn in a highly facilitated environment at your convenience. McWeadon's instructors are personally accountable to ensure the utmost quality and interaction and the effectiveness of this most valuable learning environment.

ABOUT THE COURSE

ET530: Sizing Up Second Life for Your Organization

Today, many Fortune 500 corporations, universities, governments, libraries and nonprofits use the Second Life environment to enhance skills and productivity. Some focus on internal uses, while others create inexpensive prototypes of equipment or business processes. All look to reduce travel costs and downtime by substituting interaction in the virtual world for real world events and meetings. Will Second Life work for *your* organization?

Sizing Up Second Life for Your Organization will provide you with what you need to make that decision. Begin by learning to comfortably move and navigate, collaborate in and out of the virtual world, solve use cases through team work, and have fun learning with peers within this unique environment. Explore answers to questions like: "How can my organization use this new environment?" "What is the role of an instructor, meeting organizer, participant, etc. in a 3D environment?" "What is the right approach to effective collaboration with a large number of participants?" "What's in it for my organization?" Explore the world and see what others have done and determine your organizations place in it.

Whether your organization sponsors their own virtual environments or uses Second Life, the concepts in this course can be applied universally to foster, promote and successfully create a more meaningful in-world experience.

Enroll Today

 Tweet us: <http://twitter.com/mcweadon>

ABOUT THE INSTRUCTOR



Michele Watson
(aka, Praxislady Witt)

Ms. Watson holds a Masters in Adult Education and Distance Education. Her career is enriched by 15 plus years as an adult educator implementing practicum related training initiatives in the workplace. She applies Instructional Systems Design (ISD) and SAT (systematic approach to training) methodologies to curriculum development to ensure performance improvement in teaching within in the workplace of Fortune 1000, Government Agencies and Joint Military Branches of Service.

For questions or more information, please contact:
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"Virtual worlds will have a big impact on business, on IBM, and IBM's clients. And, the best way to learn about virtual worlds is to use them—which IBM is now committed to doing." IBM

Immersive training offers a much richer opportunity than training manuals do, especially when the training involves equipment that is expensive or dangerous." Northrup Grumman

"There's a perception that the core audience in Second Life is 18-25... but that's not accurate. In Second Life a corporation can deliver programs and interventions that transcend geographical barriers. With this technology you can standardize training across your global workforce" CIGNA's vielife

"Second Life was chosen because of its technical capabilities, huge potential audience, and its ability to offer visualization cheaply." NOAA

<http://mcweadon.com/courses>