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Project Management Use Second Life

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Project Management Use Second Life

- Participants
  - Dr. Hsui-lin Winkler
  - IS397B students (Fall 2007)

- Class Party Project

- Overall Goal/Purpose

Teach project management principles and use Second Life utilities for a virtual project construction.

Students are expected to work in a team and learn how to follow the project develop life cycle and the best practices for each development phase. Second Life provides a virtual environment as well as a practical tracking tool for students to work together to accomplish a project.

- Specific Course Aims
  - To introduce students to the concepts, roles, functions and innovative practices of project management.
  - To provide students an overall understanding and an integrative view of project management.
  - To use a new virtual platform for all majors without specific prerequisite.
  - To provide a general purpose learning environment to manage the process of project building.
  - To teach how collaboration can help a team in each phase of the project.