**Virtual World Final Project Instructions**

The Virtual World Final Project is a group project in which students work for an existing non- profit organization in “Second Life” virtual world. The student groups work in collaboration to create value for the selected non-profit organization. Each group will be assigned for specific duties and activities in order to help the project to be realized. The group creation and assignment of duties will be done by the instructor in class sessions.

The goals of the project are:

1) to experience a virtual World ( in this case Second Life) environment;

2) to learn about virtual non-profit organizations and compare their operations to real world organizations’ operations of the same type

3) to gain exposure to a new web technology.

Assignment deliverables are:

1. An event designed and realized in virtual world with the participation of all groups
2. A short presentation and a report of the project will be prepared at the end of the course. (Presentation will be prepared by each group and the reports will be prepared by each individual regarding their own experience during the course.)

At the end of the term, an interview will be conducted with the students to determine whether the course in overall helped them to understand virtual worlds, to get feedback on the students’ experiences in Second Life, and to get their opinions about whether Second Life has a place in the curriculum.

The evaluation of the Virtual World Project will be as follows;

* **25% Paper**
* **25% Presentation**
* **50% The Event**

**The deadline for the project deliverables are on the course syllabus.**

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