

About Rockcliffe UC

Rockcliffe University Consortium is a global online non-profit organization dedicated to the advancement of science, education, and research in 3D virtual environments through collaborative "work-as-play" initiatives including

- networking,
- journals,
- conferences,
- forums, and
- formal academic programs.

Science and Education: Rockcliffe supports the advancement of science and education in 3d virtual environments by providing public education to help individuals and organizations overcoming the learning curve associated with virtual collaborative workspaces. Our services include forums, seminars, and educational programs on 3D content development, collaborative workspace effectiveness, and social implications of virtual environments. Specifically our focus is on how virtual environments influence knowledge emergence, knowledge transfer, and their impacts.

Research Outreach: Rockcliffe supports the advancement of research into virtual cognitive sciences and virtual environments through public services including our academic research library, peer review journals, and hybrid conferences involving live and virtual interaction



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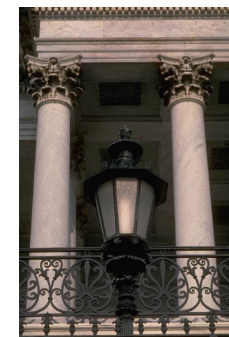
LiveStream:

<http://livestream.com/urockcliffe>

Rockcliffe University Consortium

Quality Education Virtually at
Your Fingertips

Fall / Winter
2010-11



www.uRockcliffe.com

Forums

Inside the Avatar's Studio

1st Wednesday of each month at 5pm

In conversation with Phelan Corrimal, special guests discuss the current state of their specialization, emerging trends, social dynamics, and the challenges and the benefits that working within a virtual environment and how the experience adds to the substance of working virtually.

Roadside Philosophers

Every other Saturday at 8am

Pamala Clift facilitates the Roadside Philosophers Think Tank, a first person brainstorming group to deal with the insights we discover in our virtual world, using it as a metaphor toward the discoveries of truth.

Business Forum

2nd Wednesday of each month at 5:30pm

Johnathan2007 Whitfield hosts this hour long discussion on current business trends and issues focusing on leadership, management, operations, administration, and other issues related to business ventures of all sizes.

Project Management Forum

3rd Wednesday of each month at 5:30pm

Come discuss Project Management topics including Agile, Scrum, Lean and more. We will have guest speakers as well as discussions led by AgileBill Firehawk who holds two certifications in the Scrum methodology. Participation in this forum counts towards PMI recertification for PMPs.

Virtual Worlds This Week

Wednesdays at 4pm

Nigma Sterling hosts this weekly moderated discussion about what is going on in Second life, Linden Labs, and Virtual worlds all around.

Law Forum

3rd Sunday of each month at 6pm

Randi Hooker hosts this monthly form on issues and controversies in virtual environments and their legal implications.

Workshop/Seminars

Learning how to make the most within Second Life, Rockcliffe programs are unique in that we offer both one-off workshops and complete programs detailing not just *how* to do something but *why* things work the way they do.

Workshops and Seminars include:

- Content Development
- Programming
- Improvisation
- Virtual Media and Issues

Health and Fitness

Mon / Wed from 2:30-4:30pm

New this fall is Rockcliffe's twice weekly health and fitness program. This is a 2 hr drop-in program where people commit to 30 minutes of exercise in addition to speakers, motivation, peer group support, tips, meal planning suggestions, and weight management tools. People can drop in any time during the session.

Cognitive Leadership

Starts week of September 21st

This 9 week program is new to Rockcliffe's line-up. The program covers aspects of leadership, team building, motivational techniques, mentoring, and education developing using multiple virtual environments including Second Life, World of Warcraft, and Moodle. The target audience is primarily educators looking to expand their understanding of how to develop educational content using mixed technologies.

Registration is required (opens August 23rd)

Conferences

Virtual Worlds Best Practices in Education Conference 2011

<http://www.vwbpe.org>
March 2011

The Virtual World Best Practices in Education (VWBPE) is a grassroots, community-based conference that attracts over 2500 faculty, instructors, trainers, administrators, instructional designers, technical specialists, and members of organizations from around the world annually.

Virtual Interactive Collaborative Environments Conference 2011

<http://conf.urockcliffe.com>
Q3 2011 (TBD)

New for 2011, the VICE Conference 2011 will be an interactive hybrid event unlike anything you have ever attended. The focus is on practical collaborative interactive experiences and will offer a mix of theory and applied application. This hands on approach to the conference experience is very much about the active-learning experience and is not for those who want to sit back and watch from the side-lines.

Watch for date confirmation and sign-up late fall 2010.

Journals

Journal of Virtual Studies

<http://eJournal.urockcliffe.com>

The mission of the Journal of Virtual Studies is to publish theoretical and practical concepts for the application of knowledge within virtual spaces. All methods including, but not limited to, qualitative, quantitative, field testing, laboratory, meta-analytic, grounded theory, and combinations thereof are welcome. JoVS is not tied to any particular discipline, level of analysis, or national context. Preference is given to submissions that test, extend, or build either theoretical or practical frameworks with high importance towards understanding issues surrounding knowledge emergence and virtual sciences.