

Didactic Limits of Teaching in Virtual Environments

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ABSTRACT The use of 3D multi-user virtual environment in teaching and its didactic limits in lifelong learning is analyzed in this paper. Since in a virtual space there are no geographical borders or time limitations, we consider this environment to be naturally suitable also for language learning at universities or in the lifelong learning courses. The aim of our preliminary research is to find out the appropriateness of its usage in mother tongue teaching of university students. For this purpose, the 3D virtual classroom and several 3D virtual teaching objects in MUVE Second Life were created. Mixed research design was used by the direct observation and semi-structured interview focused on examining the behavior and attitudes of respondents in MUVE as well as a quantitative method of questionnaire survey. The first observations and results are described and the possible didactic limits are discussed.