

THE SER/VE Project: Administrator, Teacher and Parent Overview Information

Full details at: www.interactivelearningsolutions.net/serve-info



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SER/VE (the STEM (Science, Technology, Engineering and Math) Exploratory Real/Virtual Environment) is an educational venture that develops and tests effective ways to help 10 to 18 year olds engage in the learning, communication, and interaction technologies need for the 21st century and to advance their understanding of science, engineering, technology, and mathematics—and all at a distance.



Within SER/VE's **private, invitation-only** virtual world and interactive website, participants begin by completing the required learning tasks that help them understand the environment. Then they have the option of joining in the various learning quests as they become available – lists of upcoming quests are posted on the invitation-only interactive website. Various grade levels are accommodated because the quests are project-based and allow for different levels of participation. Certificates of Achievement that cite the skills accomplished and the relevant national content and technology standards that are achieved are emailed to school districts, parents, and students upon

the successful completion of learning quests. Student can also choose to join in activities and committees that can extend their participation and provide opportunities to gain 21st century learning and social skills.

Participants can also learn how to make 3-D objects using the support and the building areas provided to invited participants. This link provides an [animated overview of SER/VE](#).

TECHNOLOGY AND SUPPORT: participants must have a **computer with a graphics card that allows for video viewing, internet access, an email address, and PowerPoint**. Directions are provided for free software that is downloaded onto the student's computer – a username and password to a private virtual location is provide once the software is downloaded. Invitations are sent to a private website. Participation in ongoing quests may require additional free download (such as Google Earth) or the use of webcam or video camera. Headsets are optional but recommended since they allow for direct verbal contact with the instructors. Support for the use of these technologies will be provided within SER/VE, but participants are required to purchase and maintain technology equipment on their own.

CODE OF CONDUCT: SER/VE participants are expected to exhibit appropriate behaviors, as stated within the [Code of Conduct at the website](#) which is provided to students on the virtual island and the private website. Inappropriate conduct may cause dismissal from these locations.

PERMISSION FOR RESEARCH: consent will be sought to use the findings within the project for academic research *in an anonymous way*. Permission-for-research information will be sent separately. The participant may join in the project even if permission is not granted for gathering research data, provided that the Code of Conduct is followed and that there is sufficient room within the SER/VE program. If the participant does not grant permission, then his or her experiences will not be included in any publications that may result from the project analysis. **However, it is important for educators to understand how to use these environments effectively**, so we hope that your student or child will be able to participate. Please send any questions to Dr. O'Connor at Eileen.oconnor1@gmail.com