

Project Summary *(150 words maximum)*

We have implemented a Creative Writing workshop in the online environment of Second Life and created a framework for future classes in the "metaverse." This project not only allows students who live away from UBC to attend a Creative Writing workshop, but also explores the role-playing and voyeuristic nature of virtual worlds and its possible parallels to writing.

With continued funding, we'd like to introduce this new learning environment to more students and continue streamlining and enhancing our teaching and learning processes.