Developing a framework for best practice in sustainable virtual campuses
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Despite the significant investment and growth both in Europe and globally in the development of virtual universities and virtual campuses over the last decade, there have been a number of high-profile projects and initiatives that failed to achieve ...
Working in a virtual world creates new opportunities available for both students and teachers and introduces new challenges to their skills and resources. In particular, virtual worlds such as Second Life (SL) offer revolutionary and innovative modes for learning. These learning spaces are referred to as Virtual Learning Environments (VLEs) (Gredler, 2001; Jenkins, 2005). The guiding principle for the adoption of new VLEs by educators is that the particular features of each new Information and Communications Technology (ICT)-based tool should be used to provide specific benefits to the students' learning environments. While virtual worlds like SL are visually very rich environments where many types of stimuli and materials can be made available to students, the question is: what 'mainstream' university campus activities may be carried out completely within VLEs such as SL? We propose to explore this question and identify the potential to support teacher and learner interactions and activities within a virtual campus space of SL.

Online learning communities in the New 'U'
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In an academic world largely dominated by instructor-facilitated learning environments (i.e., lecture halls and course management software), our research implements and measures the impact of a student-owned and operated virtual learning environment. Adopting an Action Design research methodology, we look to expand scholarships and build communities within our graduate school setting. More specifically, our research explores the impact of a user-defined Online Learning Community (OLC) on a group of 118 graduate students across 6 doctoral courses. Our findings reflect positively on a number of constructs, including perceived learning, social interaction and community and have provided our university with a proof-of-concept OLC, offering a valid alternative to traditional Course Management Systems (CMS).

Designing and implementing online discussion forums: an Australian case study
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Effective online learning requires both teachers and students to move beyond traditional face-to-face and correspondence modes and adopt strategies that take advantage of the flexibility and connectivity in the virtual or online classroom. In ...
Economic scheduling needs to be considered for the grid computing environment, because it gives an incentive for resource providers to supply their resources. Moreover, it enforces the efficient use of resources, because the users have to pay for their use. Tendering is a suitable model for grid scheduling because the users start the negotiations for finding suitable resources for executing their jobs. Furthermore, the users specify their job requirements with their requests and the resources reply with bids that are based on the cost of taking on the job and the availability of their processors. In this paper, a number of entity strategies are proposed. The entities, such as users, brokers and resources, employ tender-contract-net models to negotiate the prices and deadlines. The broker’s role is to act on behalf of the users. During the negotiations, the entities aim to maximise their performance, which is measured by a number of metrics.