



**For Immediate Release
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NC Virtual Public School Participates in Gaming Conference

Raleigh, NC – So is the North Carolina Virtual Public School looking at a Second Life™? You bet! The online high school has seen tremendous growth just in its first year; yet the school isn't content and wants to assure that it maintains its competitiveness in a global education market. Gaming technologies and immersive learning environments such as Second Life™ are quickly becoming platforms for engaging learners and delivering content in an innovative way. In a deliberate effort to stay competitive with 21st century trends, NCVPS hosted a booth at the Microsoft-sponsored special event "Carolinas Innovation in Education, Technology and Gaming" Monday, Sept. 15, in the Barnhardt Student Activities Center's Halton Arena on the campus of UNC-Charlotte. NCVPS highlighted their current research and pilot development of Second Life™ learning modules. Attendees got to participate in a 'virtual marathon' as well as delve into NCVPS courses to learn more about how e-learning is being conducted in North Carolina. Executive Director Dr. Bryan Setser commented, "21st Century students are a lot sharper about "Serious Games" for learning than many adults. We've had a chance these past few days to present to and interact with the next generation of designers, graphic artists, and serious game leaders. The experience has been fantastic, and we've learned as much from them as they have from us."



The event was designed to inspire students "to pursue the dynamic career opportunities in the technology and gaming field." More than 1,000 high school students from surrounding area will attend the event.

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