Using 3D Virtual Worlds for teaching and learning is getting a lot of press lately - some of it worth taking a look at. One application worthy of attention to the National Center for Supported electronic Text (NCSeT) is in using these Virtual Spaces, such as Second Life or There.com to provide language learners with social immersive experiences that appear to enhance the relevancy of their learning.

Using these virtual spaces as a staging area for rich media such as podcasts and videos to audiences from around the world is a compelling experience for many language learners. This motivates them to practice the reading, writing, speaking, and listening necessary to learn language.

Read more!: 

http://www.avatarlanguages.com/pressreleases/pr3_en.php