

## SCHOME PARK: EXPLORING DIGITAL LITERACY PRACTICES IN A TEEN SECOND LIFE PROJECT

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Keynote presentation at Digital Readings: new literacies for the classroom.  
UKLA regional conference. University of Sheffield November 8, 2008.



Over a fifteen month period I have been participating in a project working with teenagers, mostly out of school but some in schooled groups, using the Teen Second Life 3D virtual world. I will explain how and why this, the first European protected ie. 'closed' island in Teen Second Life was created and briefly discuss some of the ethical aspects of working with children in virtual worlds. My main focus is to illustrate the diversity and richness of literacy practices engaged in and to explore methods of researching these. My synthesized methodology I term virtual literacy ethnography. I analyse evidence from the three main communicative domains of the project: chat logs, wiki and forum demonstrating the complexity and creativity of student literacy practices. I include in my data selection exemplars that draw on persistently valued literacy texts and demonstrate that attentive examination to literacy practices may be more fruitful than maintaining overly dichotomised boundaries between new literacies and those more established.

Image: thanks to Y factor group. See [http://www.schome.ac.uk/wiki/Main\\_Page](http://www.schome.ac.uk/wiki/Main_Page)