**Eileen O'Connor, Ph.D. -**

### Selected Publications and Book Chapters – related to virtual reality environments

# O’Connor, E. A. Developing Community and Building Knowledge by Including a Virtual-Reality Environment and Student-Created Videos in an Online Course (2018) – *Journal of Educational Technology Systems.*

O’Connor, E. A. & Domingo, J. (2018) Virtual Worlds: Concepts, Applications and Future Directions: Chapter 9: The Move to Open Source Virtual Environments: Burgeoning Opportunities for Academics and Scientists; Editors: Liz Falconer and Maricarmen Gil Ortega (Bournemouth University, Bournemouth, UK). Nova Science Publishers.

# O’Connor, E. A. & Domingo, J. (2017). A Practical Guide, with Theoretical Underpinnings, for Creating Effective Virtual Reality Learning Environments. *Journal of Educational Technology Systems. 45*(3), 343 – 364.

O’Connor, E.A. (2016). Open Source Meets Virtual Reality – An Instructor’s Journey Unearths New Opportunities for Learning, Community and Academia. *Journal of Educational Technology Systems.*  *44*(2), 153-170.

O’Connor, E.A., McDonald, F., & Ruggiero, M.Scaffolding. (2015) Complex Learning: Integrating 21st Century Thinking, Emerging Technologies, and Dynamic Design and Assessment to Expand Learning and Communication Opportunities. *Journal of Educational Technology Systems.*  43(2), 199-226.

# O’Connor, E.A. (2013). Next generation online: advancing learning through dynamic design, virtual and web 2.0 technologies, and instructor *attitude*. *Journal of Educational Technology Systems.* *41*(1), 3-24

O’Connor, E. A. (2012). Developing effective online collaborative science projects by using course scaffolding, a virtual world, and web 2.0 technologies. In Proceeding of Society for Information Technology & Teacher Education International Conference 2012 (pp. 728-735). Chesapeake, VA: AACE

*Eileen O'connor*. Collaborating and Sharing at a Distance through Virtual and Web-Mediated Approaches (2012) In: A. Nazarenko (Ed.). ICT in Linguistics, ELT and Cross-Cultural Communication. Proceedings of the Conference. 5th issue. Pp. 418-424. ISBN 978-5-91304-297-2

O’Connor, E. A. (2012). A survival guide from an early adopter: how Web 2.0 and the right attitude can enable learning and expansive course design. *Journal of Educational Technology Systems.*  40(2), 194-209.

O’Connor, E. (2011). Practical considerations when using virtual spaces for learning and collaboration, with minimal setup and support. In H. H. Yang, & S. C. Yuen (Eds.), *Handbook of Research on Practices and Outcomes in Virtual Worlds and Environment*. Hershey PA: IGI Global.

O'Connor, E. (2011). Migrating Towards K12 in Virtual Spaces: Second Life Lessons Learned as Higher Education Meets Middle School Students. In Proceedings of Society for Information Technology & Teacher Education International Conference 2011 (pp. 2192-2198). Chesapeake, VA: AACE.

# O’Connor, E.A. (June 2010) Using Second Life (a virtual reality) in Language Instruction: Practical Advice on Getting Started; published with the proceedings of the 4th International Scientific and Methodological Conference on "Information and Communication Technologies in Foreign Language Teaching”

O'Connor, E. A. (2009). Instructional and Design Elements that Support Effective Use of Virtual Worlds: What Graduate Student Work Reveals about Second Life. *Journal of Educational Technology Systems*, *38*(2), 213-234.

O’Connor, E. A. and Sakshaug, L. (2009) Preparing for Second Life: Two Teacher Educators Reflect on Their Initial Foray into Virtual Teaching and Learning, ***Journal*** *of* ***Educational Technology Systems, 37(3)***, pp. 259-272.

# O'Connor, E. (2008). Becoming a Virtual Instructor: How Can Higher Education Faculty Prepare for Second Life?. In G. Richards (Ed.), Proceedings of World Conference on E-Learning in Corporate, Government, Healthcare, and Higher Education 2008 (pp. 1144-1149). Chesapeake, VA: AACE.

### Presentations at Conferences

Rochester Colloquium: Faculty Use of Open Education Resources (OER) within Courses, Empire State College, November 2017

SUNY COTE: Using open-source virtual-reality environments for community building online, November 2017

Developing Community and Building Knowledge by Including a Virtual-Reality Environment and Student-Created Videos in an Online Course. (CIT 2016; SUNY Oneonta, NY). May 31, 2017 ([link to presentation slides](https://www.slideshare.net/eoconnor/cit2017-virtual-reality-studentcreated-video-for-learning-76499559))

Using virtual reality when learning foreign languages. Presented to Moscow State University April 2017. ([link to presentation slides](https://www.slideshare.net/eoconnor/using-virtual-reality-for-learning-foreign-languages))

Social networking for learning and assessment. Learning with Innovative Technologies conference.

STEM and Immersive Virtual Reality: Serious Games, Serious Teaching. Eileen O’Connor. Conference in Instructional Technology (CIT 2016; SUNY Plattsburgh, NY). May 30, 2016 ([link to presentation slides](https://www.slideshare.net/eoconnor/stem-immersivevirtual-cit2016))

Students in a SUNY Graduate Program Share How They Designed Virtual Worlds for Their Professions. Eileen O’Connor, Terri Worman, Al Ritondo, Irene Cruz, Maja Anderson, April Steenburgh. Open Simulator Community Conference – December 2015.

Planning and Designing in Next-Generating Virtual Reality: Lessons Learned within an Immersive Course Environment. Eileen O’Connor, Terri Worman, Irene Cruz, Al Ritondo, Marjorie Thompson. Presentation given at Conference in Instructional Technology (CIT 2015; SUNY Geneseo, Geneseo, NY), SUNY. (May 2015; [link to slides for the presentation](http://www.slideshare.net/eoconnor/suny-cit-2015-immersive-virtual-environments-open-source))

Using virtual reality to create both learning environments and online communities. Eileen O’Connor. SUNY Delhi (January 2015; [link to full presentation slides](http://www.slideshare.net/eoconnor/suny-delhi-virtual-reality-since-open-source) / link to a [shorter presentation on open-source virtual environments](http://www.slideshare.net/eoconnor/virtual-practicum-migration-to-open-sim))

Virtual Reality in Online Graduate Instruction: A Seven Year Overview. Open SUNY Center for Online Teaching Excellence Community "Fellow Chat" (September 2014; [link to slides for the presentation](http://www.slideshare.net/eoconnor/suny-cotevirtualrealityoverview))

Emerging educational uses of virtual learning environments. Eileen A. O’Connor and Elizabeth Siriotis. Technologies in Education 2012 at the College of St. Rose in May 2012

Designing for community and continuity in virtual environments: consideration when bridging *beyond the course*. Eileen A. O’Connor. Conference in Instructional Technology (CIT 2012; SUNY Stony Brook), SUNY. (May 2012)

Developing Ownership and Effectiveness in Complex Collaborative Online Science Project through Course Scaffolding, Work in Second Life, and Use of Web 2.0 Technologies. Eileen A. O’Connor. Society for Information Technology and Teacher Education (SITTE), Austin TX (March 2012; [link to presentation slides](http://www.slideshare.net/eoconnor/complex-collaborations-online-virtual))

Virtual ESC Affinity Group: A faculty-led initiative that leverages, supports, and continues virtual education Ken, Ferree, Eileen A. O’Connor, Nicola Martinez, Audeliz Matias, Hope Adams. Conference in Instructional Technology (CIT 2012; SUNY Stony Brook), SUNY. (May 2012)

SER/VE (the STEM Exploratory Real/Virtual Environment) and the Engagement of Urban Youth; a poster session presented at the 2011 SUNY STEM Conference at the Crowne Plaza in Albany, NY on November 2011; [link to presentation slides](http://www.slideshare.net/eoconnor/suny-stem-virtual)

Overview of Research and Development in Second Life; the Creation of SER/VE (STEM (Science,

Technology, Engineering, Mathematics) Exploratory Real/Virtual Environment); presented remotely at the International Council for Open and Distance Education 2011 – October 2011.

Ongoing K12 Research within a Virtual Island and Social Network. Eileen A. O’Connor. Tec 2011 at the College of St. Rose in May 2011; [link to presentation slides](http://www.slideshare.net/eoconnor/sl-building-virtualcommunities-7962866)

Using Second Life (a virtual reality) in Language Instruction: Practical Advice on Getting Started; at 4th International Scientific and Methodological Conference on "Information and Communication Technologies in Foreign Language Teaching” (June 2010); presented via virtually via Skype to the Moscow conference attendees on June 10, 2010

Developing Ways to Increase Faculty Use of Technology to Improve Pedagogy: Spiders and their Web; Drs. Clougherty, Adams, Rufer, Gal, Mahar, & O’Connor. Conference in Instructional Technology (CIT 2010), SUNY. (May 2010) ([link to presentation slides](https://www.slideshare.net/eoconnor/cit-2010spiders))

The use of YouTube within an online course to assess pre-service teachers teaching skill and to develop peer networks. Eileen O’Connor. Conference in Instructional Technology (CIT 2010), SUNY. (May 2010) ([link to presentation slides](https://www.slideshare.net/eoconnor/you-tubecit2010v2web))

Graduate Students in Second Life: The Roller Coaster Ride of a Shifting Paradigm. Eileen O’Connor & Heather Meyer. Conference in Instructional Technology (CIT 2009), SUNY. (May 2009) ([link to presentation slides](https://www.slideshare.net/eoconnor/graduate-students-in-second-life-1454760))

Becoming a Virtual Instructor: How Can Higher Education Faculty Prepare for Second Life? Eileen O’Connor. World Conference on E-Learning in Corporate, Government, Healthcare, and Higher Education (November 2008), Las Vegas, NV ([link to presentation slides](https://www.slideshare.net/eoconnor/becoming-sl-instructor-w-students-grad-version))

Considerations, constraints, and epiphanies: teacher educators reflect on their initial foray into Second Life. Eileen O’Connor & Lynae Sakshaug. Conference in Instructional Technology (CIT 2008), SUNY. (May 2008).