

## The Virtual Star Trek Museum: An Immersive Teaching Aid

### Science Circle Field Trip in Second Life

December 20, 2014 / 9:00 AM SLT

## THE SCIENCE CIRCLE

THE FUTURE OF INTERNATIONAL EDUCATION

**Title:** “The Star Trek Museum”

**Facilitator:** Steven R. Van Hook, PhD  
(*Kip Roffo in Second Life*)

**When:** Saturday December 20

**Time:** 9 AM PDT

**Location:** Lecture Hall on Shamash  
(*then teleport to New Eridani*)

**Voice / Text :** Both

### Presentation Abstract:

Since 2006, the Star Trek Museum in Second Life has been beaming fans into a virtual experience of the science and culture of the iconic television and movie series. This field trip will include a brief overview of the museum’s background and landmarks – then teleport you off to visit the Star Trek Museum of Science where you can learn about warp drives, star systems, astrobiology, engineering, the impact of Star Trek innovations on current technologies, and even play in a holodeck. The Museum of Culture considers the philosophies, ethics, metaphysics, cuisine, mating habits, rituals and customs of life forms with whom we may share a galaxy. And you can step into the bridge of the USS Enterprise and have a seat in the captain’s chair. There are freebies to be found throughout, including Star Trek garb and gadgets, and a cooing Tribble if you like.

### Facilitator Biography:

Steven Van Hook (*SL: Kip Roffo*) has been designing learning resources in Second Life for nearly a decade, including the Educare Learning Centers on Imzadi Island. He has worked in international education, news media, economic development, and social services for more than twenty years, with positions in Oregon, California, Washington D.C., Moscow, and Kiev. He has served with social and economic development programs including VISTA, Head Start, and the United States Agency for International Development. He has a doctorate specializing in transcultural learning, and has developed courses and seminars in cross-cultural communications and global relations for universities in the United States and Eastern Europe. He has been a television news anchor, newspaper columnist, radio talk-show host, and managed a television bureau in Russia during the final months of the USSR.



**Slide 1:**



This is a brief introduction of special attractions at the Star Trek Museums.

**Slide 2:**



The original Star Trek Museum in Second Life was founded in 2006, currently residing on New Eridani. It is built by the artistic and scientific talents of founders Wabisabi Matahari and Sabri Picard.

**Slide 3:**



The Landing Area for the Star Trek Museum – greeted by Spock and crew from *The Next Generation*.

**Slide 4:**



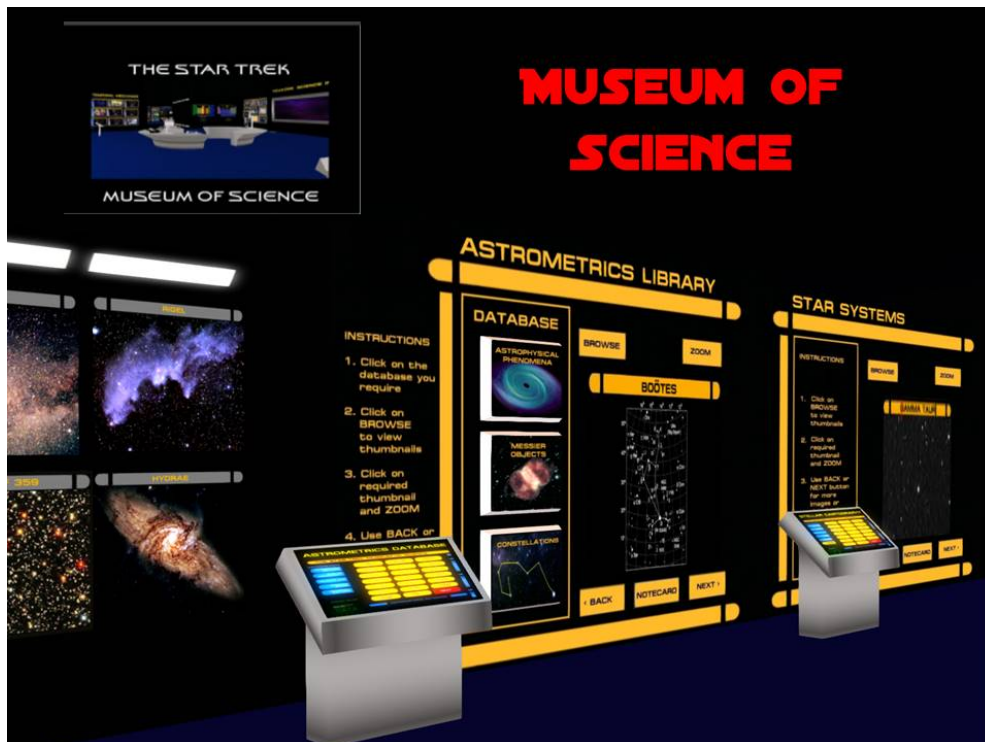
Rod Roddenberry – son of Star Trek creator Gene Roddenberry – has a video on the Roddenberry Dive Team at the museum landing.

**Slide 5:**



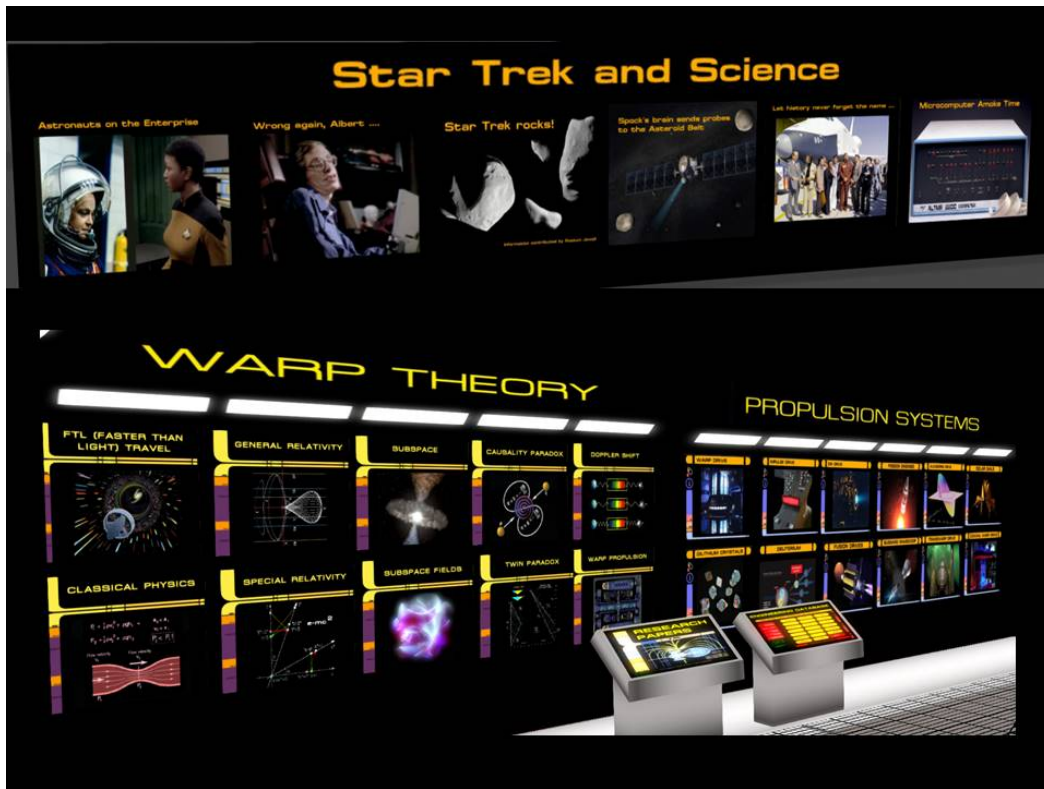
There is a lot to see and do at ground level – but we will first be heading up to the Museum of Science.

**Slide 6:**



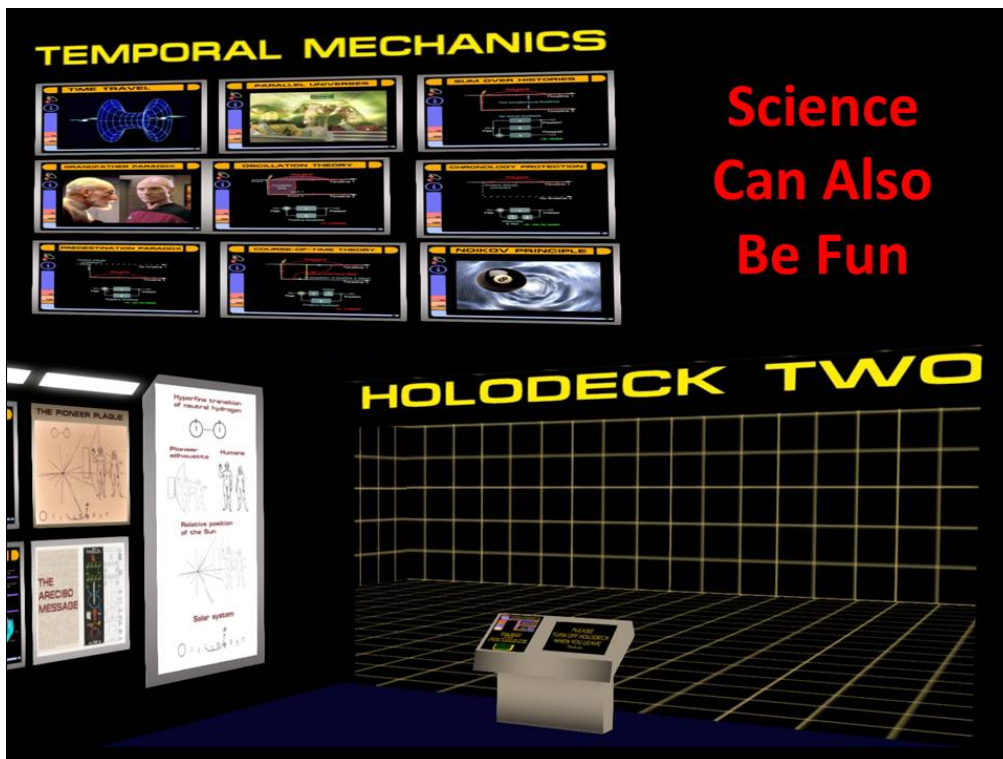
The museum of science features interactive exhibits on astrometrics, star systems, the science behind the science fiction.

**Slide 7:**



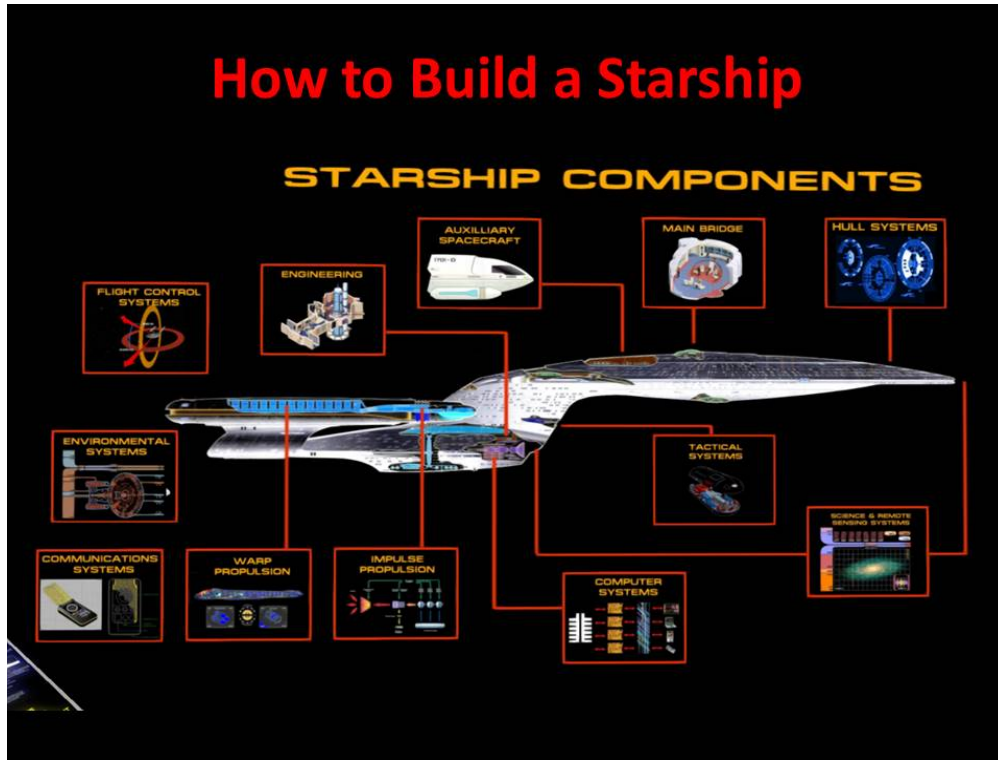
Learn basics of warp theory and starship propulsion systems.

**Slide 8:**



Have fun with temporal mechanics of time travel, parallel universes, and play in the holodeck.

**Slide 9:**



Learn how to build a starship.

**Slide 10:**



Learn about exobiology, habitable zones, the Drake Equation, extremophiles ...

**Slide 11:**



Many innovations on the original *Star Trek* series have become common place tools today –communicators, PDAs, memory sticks, hyposprays, Windows platform ...

**Slide 12:**



Access free resources on warp drives, holodecks, hyperfast travel in general relativity ...

**Slide 13:**



The Culture Museum has exhibits on alien peoples from Star Trek stories.

**Slide 14:**



Find resources on intra-galactic cultural topics of philosophy, ethics, cuisine, mating habits, rituals ...



**Slide 15:**



Exobiologists and exosociologists consider the life and times of alien species.

**Slide 16:**



Have a seat in the captain's chair aboard USS Enterprise NCC-1701

**Slide 17:**



Free gifts are everywhere – tricorder, uniforms, commbadges, Tribbles. Help yourself.

**Slide 18:**



After the museums and learning activities, go have some fun.

**Slide 19:**



Take the balloon ride for a comfortable overview of the island.

**Slide 20:**



Go forth, visit the Star Trek museums, learn, have fun!