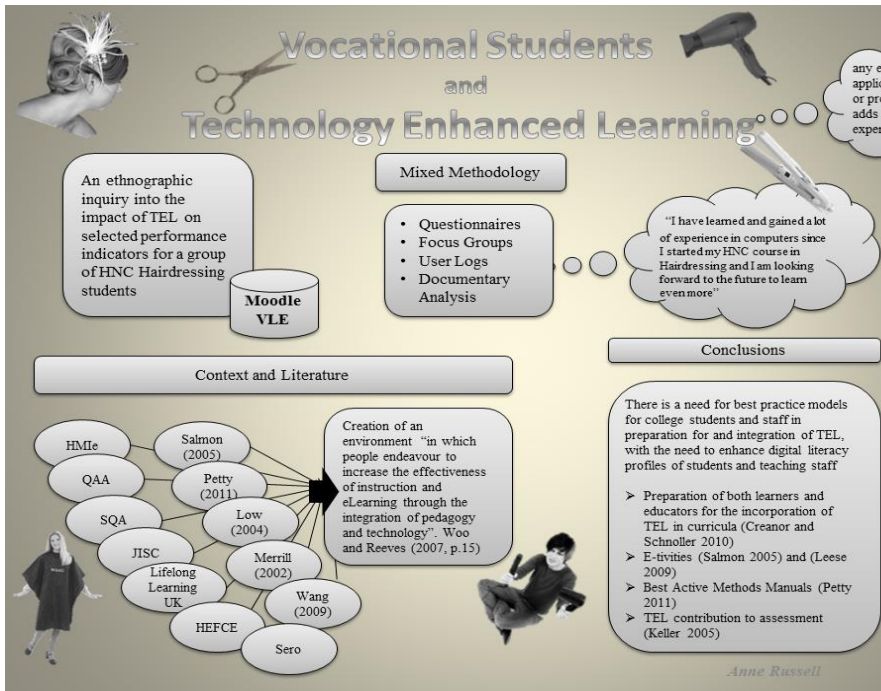


E-learning SG competitions (poster + text)

2011 Winners of Student class and of Open class

Students competition, winner from **Scotland**,



Student Competition runner-up from **Malta**

Open Competition, winning poster and description of e-learning in **Australia**

Second Life® Compounding Dispensary

An immersive, interactive pharmacy simulation

<http://slurl.com/secondlife/Pharmatopia/57/70/24>

THE UNIVERSITY OF QUEENSLAND AUSTRALIA

The Problem:

Giving students confidence in completing simple drug calculations in a realistic environment

The Method:

Five floors of interactive pharmacy stations with a large set of randomised questions

The Solution:

An extensible, immersive, interactive simulation to give students a realistic experience

Feedback:

"Very good for last minute preparation for an exam, when I didn't understand some of the calculations."

Developers: Gospel Voom, Elpis Oh

Academic Lead: Jaqueline Bond, Sally Firth (UQ)