E-learning SG competitions (poster + text)
2011 Winners of Student class and of Open class

Students competition, winner from Scotland,

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

Second Life® Compounding Dispensary
An immersive, interactive pharmacy simulation
http://slurl.com/secondlife/Pharmacopia/57/70/24

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

The Problem:
Giving students confidence in completing simple drug calculations in a realistic environment

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

Developers: Gospel Voom, Elpis Oh
Academic Lead: Jacqueline Bond, Sally Firth (UQ)

Student Competition runner-up from Malta