

The thesis consists of current and traditional language teaching methods' description. Methodical approaches for language teaching in virtual reality are also described. One example of applying methodical approaches is mentioned in connection with effectivity evaluation.

A project and a case study is a part of this thesis. They focus on application of different language teaching methods in Second Life. A combination of pedagogical research methods was used to carry out the project. Two goals were set in the project. The first goal was about to find out the average knowledge the students acquired depending on applied teaching method. The second goal was about to find out the average knowledge the students acquired in total. The indirect and mixed teaching methods proved as the best in the research. In the section „Project Realization“ there is a final report about useful findings and recommendations for effective use of Second Life in the field of education. A video documentation from the research can be found on enclosed CD.

During the research that was originally defined by the university a new questions and problems appeared like Netspeak and language learning, question of identity when applying for a job in Second Life or how to document your teaching activities in virtual environment with the help of new technologies.

The content of the thesis can serve as a guide for creating language teaching software (majority of the thesis sources are in English) and also as a guide for organizing educational activities within Second Life.