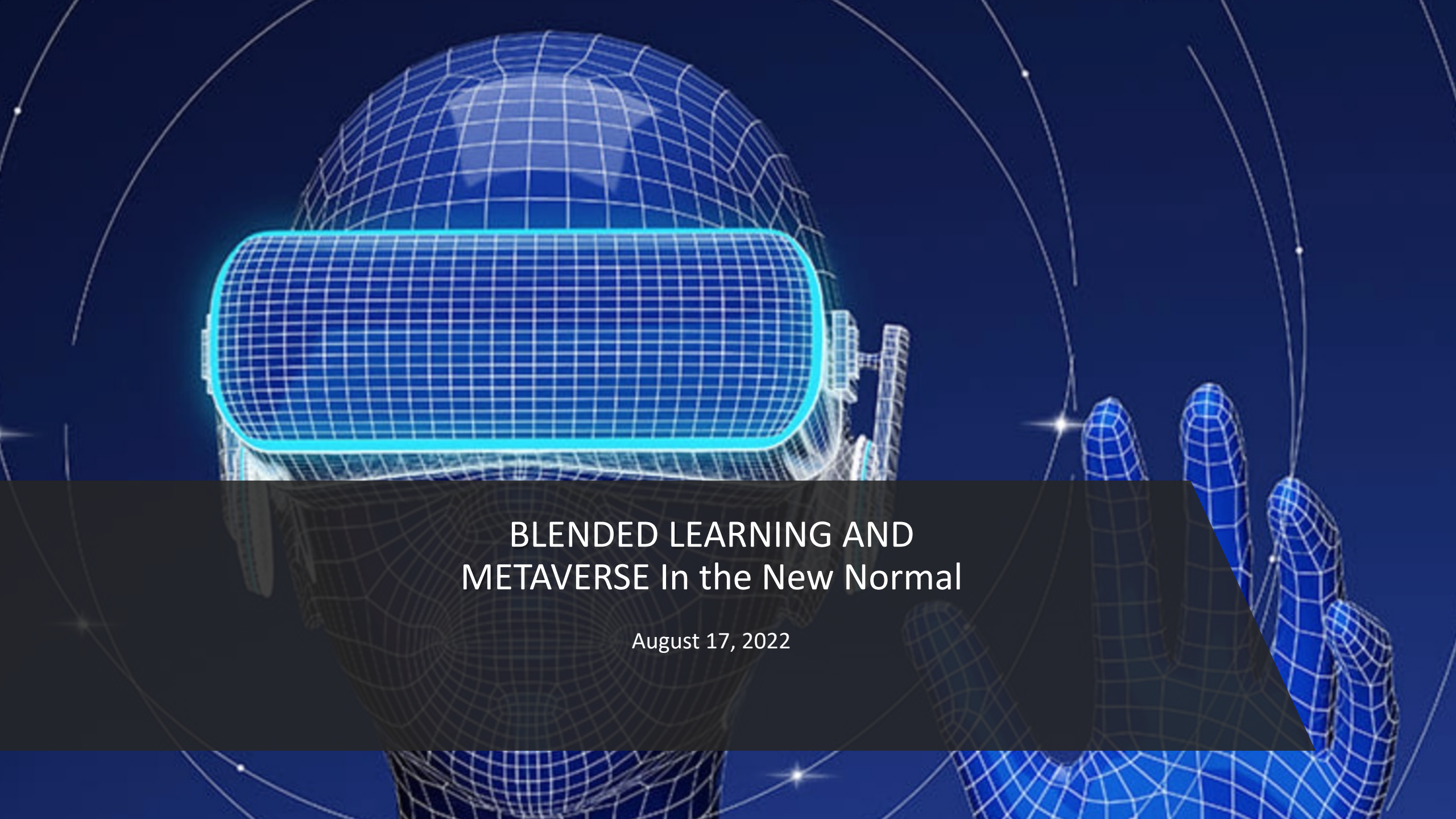


BLENDED LEARNING AND METAVERSE In the New Normal

August 17, 2022

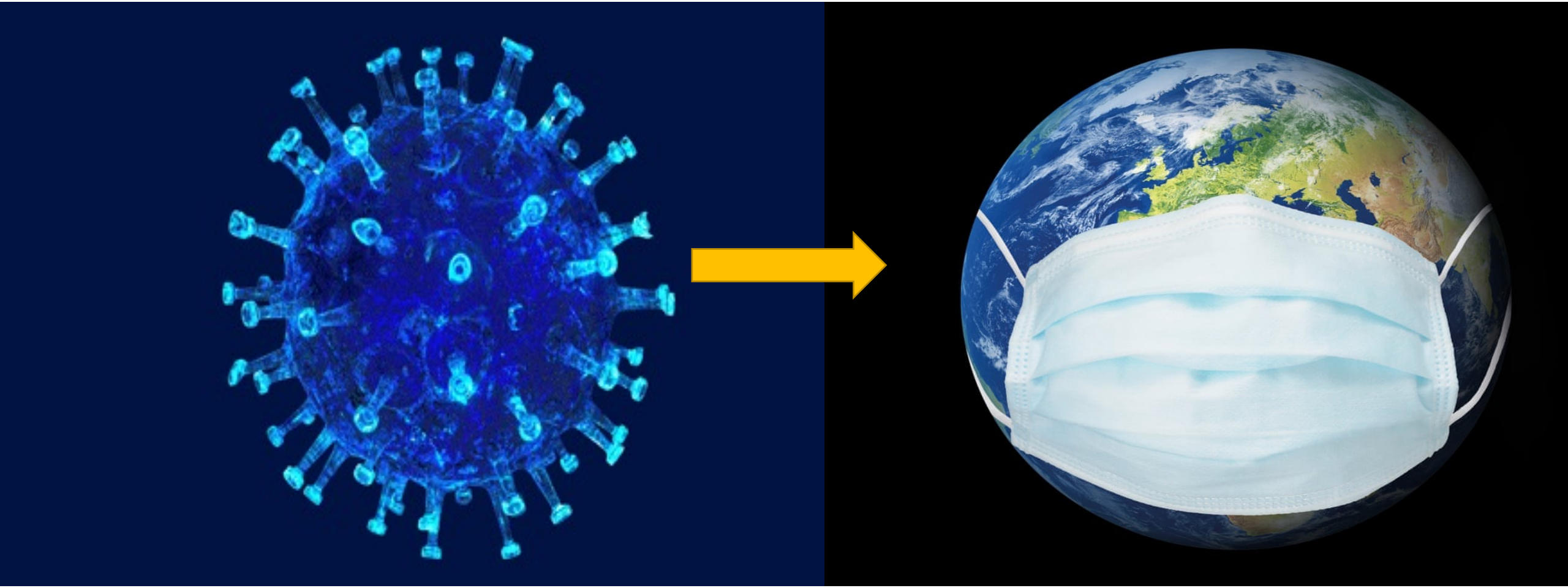
Dolly Oberoi,
CEO, C² Technologies

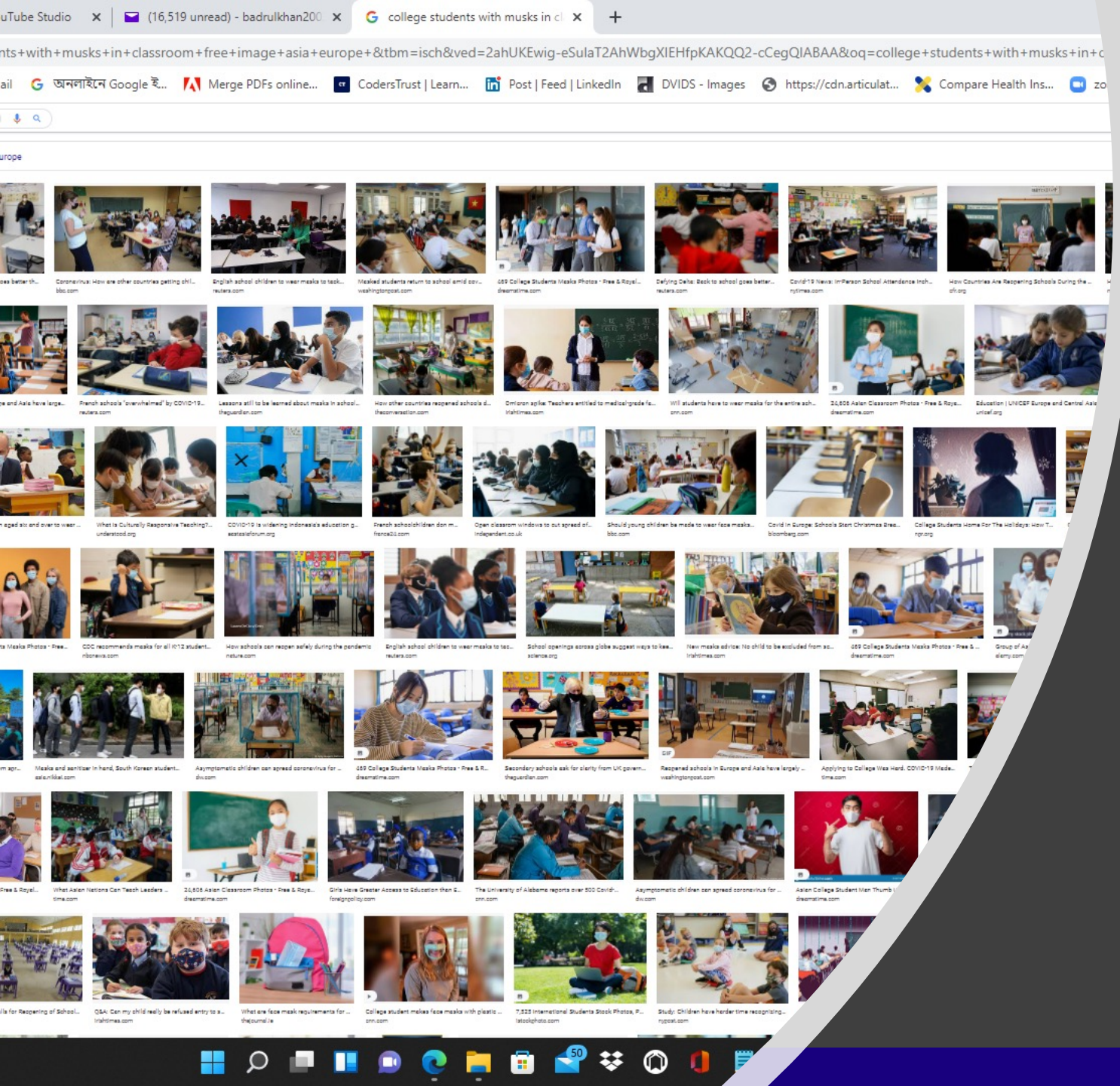
Dr. Badrul Khan

BLENDED LEARNING AND METAVERSE IN THE NEW NORMAL

August 17, 2022

COVID-19 CHANGED THE WORLD





What do you see on earth now that you did not see before COVID-19?

What do you see on earth now that you did not see before COVID-19? Military

NEW NORMAL IN EDUCATION & TRAINING

The world has changed

What kind of learning environment do

want
in New Normal?

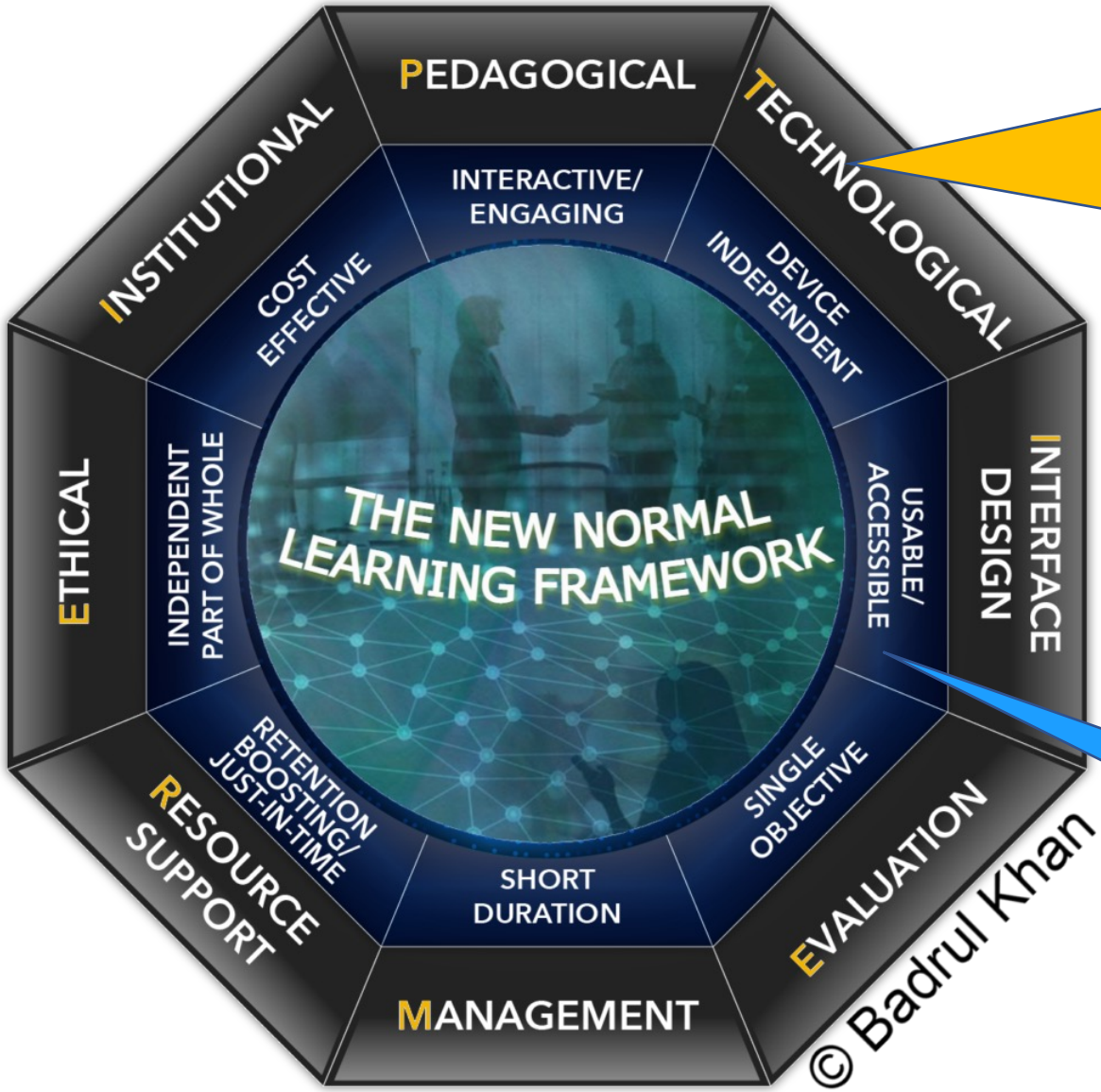
Explain More

Blended Learning

has become the
New Normal
in Education and Training

NEW NORMAL LEARNING FRAMEWORK

In the NNL Framework, the **inner** octagon represents the **characteristics** of the new normal learning environment while the **outer** octagon represents the **guiding elements** to help the design of the learning environment.

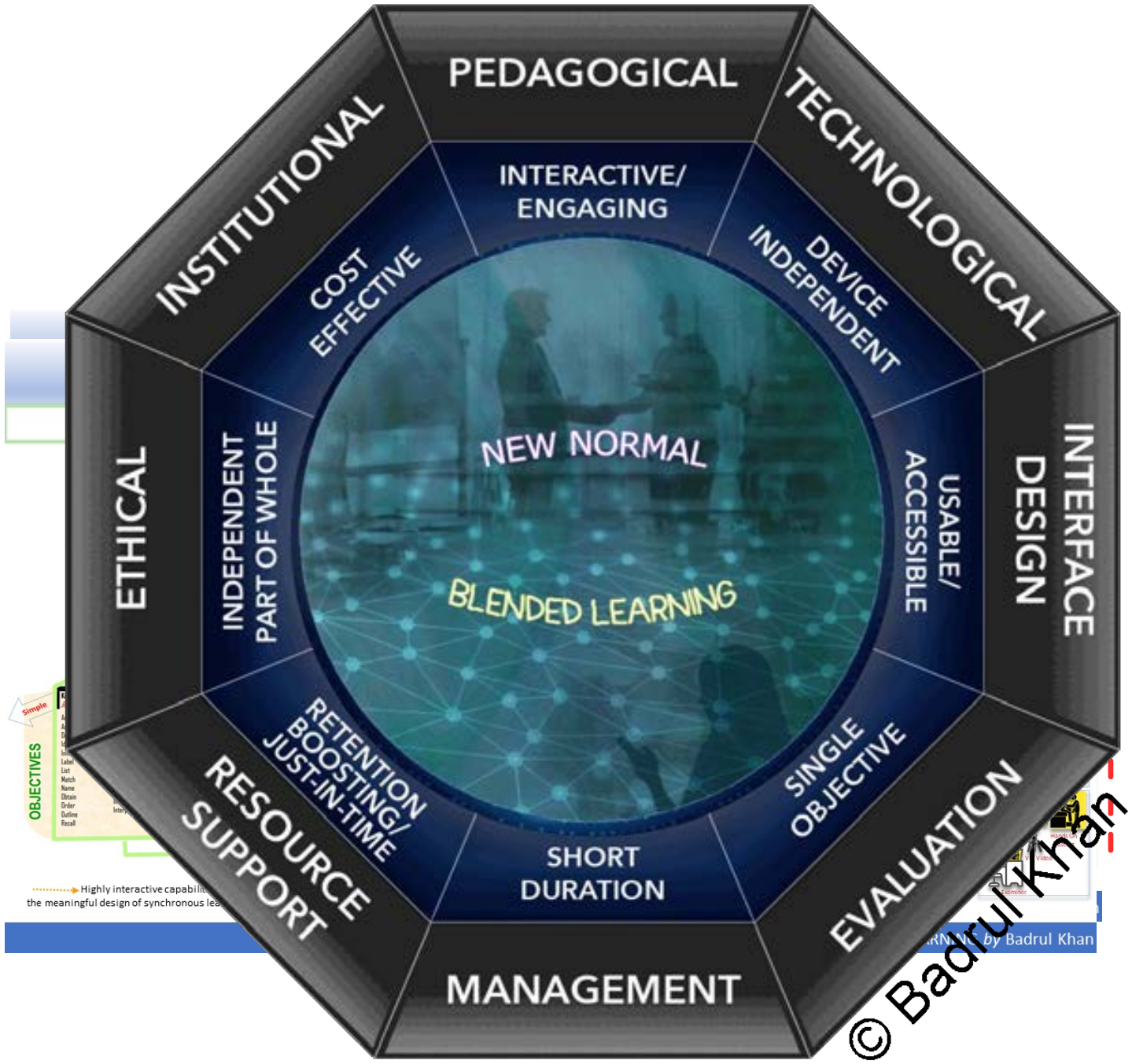


Eight Categories Of **Guidelines** for Learning Environment

Characteristics of learning environment

TODAY'S AGENDA

- Comprehensive Blended Learning Approach
  - How do select which content types are good for virtual and physical classroom?
  - How do we design meaningful learning for virtual and physical classroom?
  - How do we assess learning?
- Metaverse in the New Normal
  - Examples and Discussions



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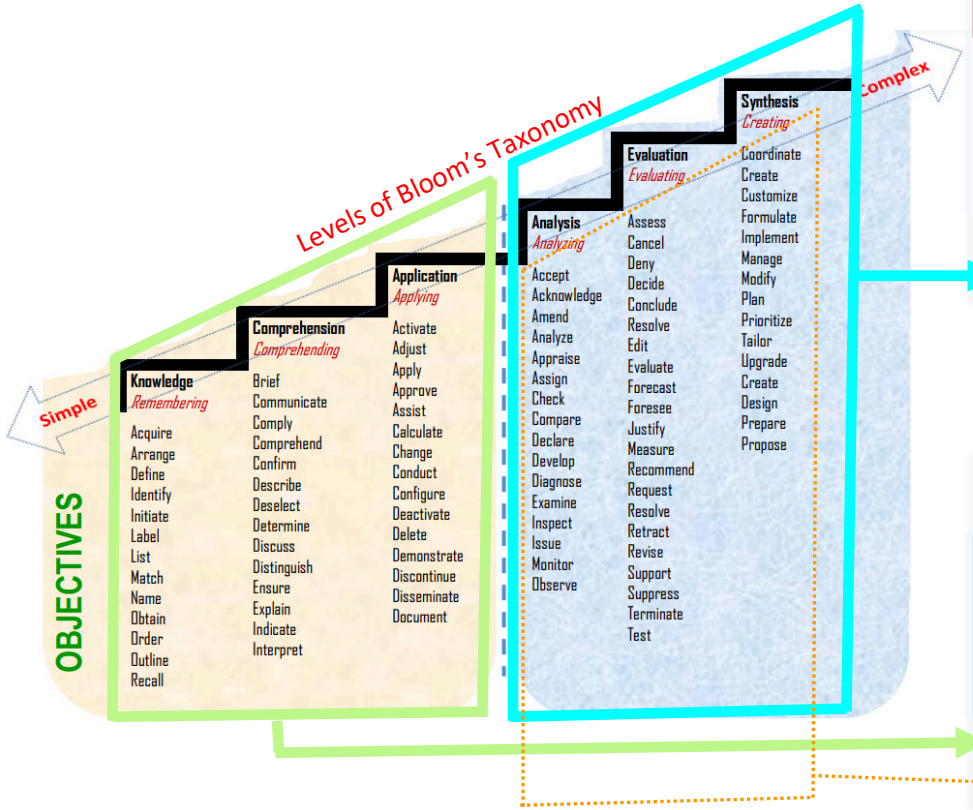
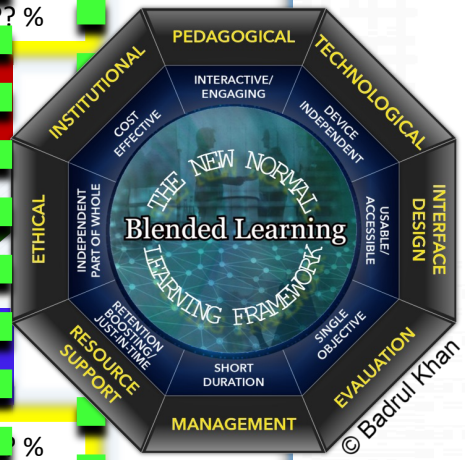
BLENDED LEARNING

Content	Environment	Design, Development & Implementation	Assessment

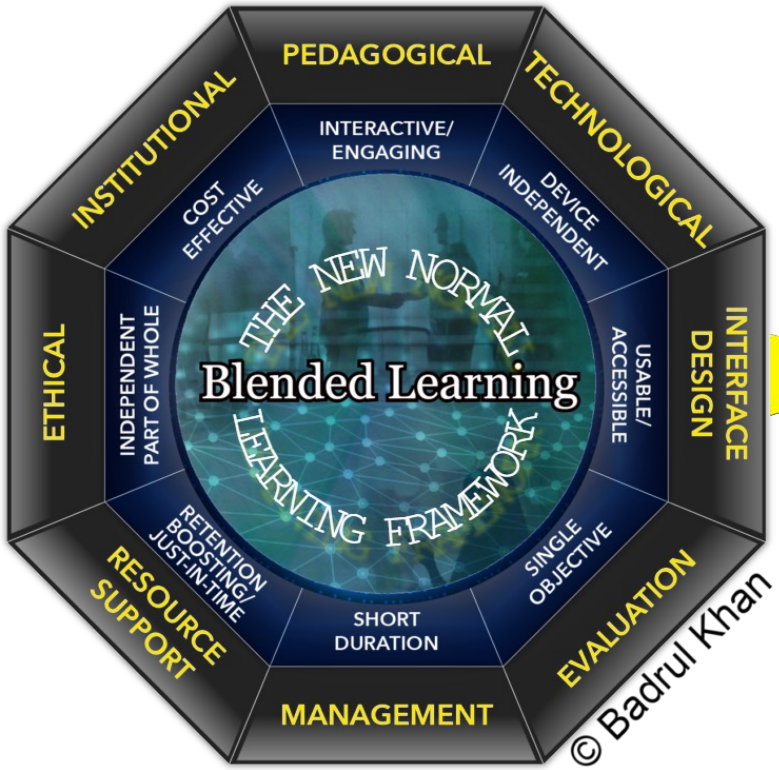




Highly interactive capabilities of Emerging technologies coupled with innovative pedagogical approaches may support the meaningful design of synchronous learning activities for some high cognitive levels of objectives from the Bloom's Taxonomy.

METAVERSE

An Innovative Digital Companion of the New Normal Blended Learning



NEW NORMAL LEARNING FRAMEWORK

INSTITUTIONAL

Administrative Affairs
- *Learning Analytics*
- *Cryptocurrency*

Academic Affairs
- *Academic Integrity*
- *Microcredentialing*

Student Services
- *Mental Health Issues*

PEDAGOGICAL

Content Analysis
Audience Analysis
Goal Analysis
Design Approach
- *Microlearning*
- *Adaptive Learning*
- *Augmented Reality (AR)*
- *Virtual Reality (VR)*
- *Metaverse*

Instructional Strategies
Organization
Blending Strategies

TECHNOLOGICAL

Infrastructure Planning
- *Cybersecurity*
- *AI - Artificial Intelligence*

Hardware
Software

INTERFACE DESIGN

Page and Site Design
Content Design
Navigation
Accessibility
Usability Testing

EVALUATION

Evaluation of Content Development
Evaluation of E-Learning Environment
Program & Institutional Levels Evaluation

Assessment of Learners
- Adaptive Testing (*AI - Artificial Intelligence*)

MANAGEMENT

People, Process and Product (P3) Continuum
Management Team
Time Management Strategies
Managing E-Learning Content Development
Managing E-Learning Environment

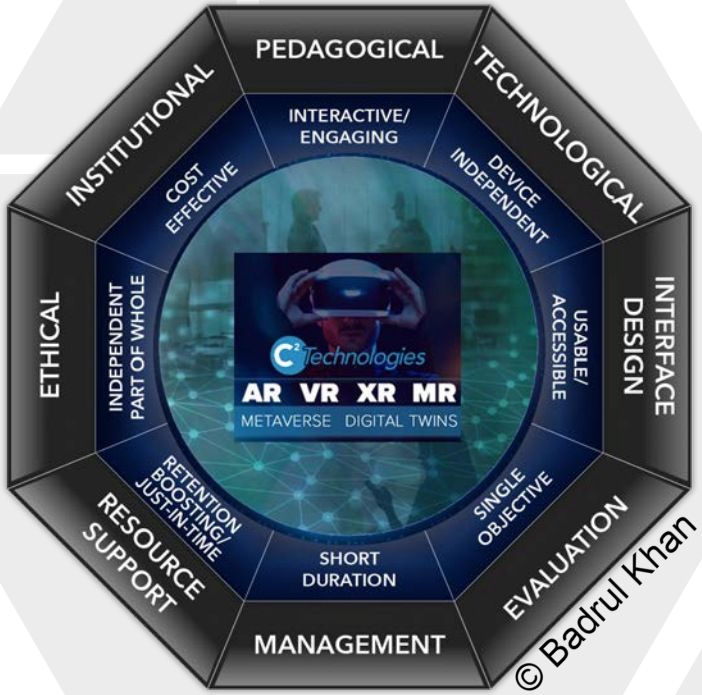
RESOURCE SUPPORT

Online Support (Technical & Counselling)
Resources (Library & Learning Support)
- *Open Educational Resources (OER)*

ETHICAL CONSIDERATIONS

Social and Cultural Diversity
Bias and Political Issues
Geographical Diversity
Learner Diversity
Digital Divide
Etiquette
Legal Issues

BadrulKhan.com/framework


PEDAGOGICAL
TECHNOLOGICAL
INTERFACE DESIGN
EVALUATION
MANAGEMENT
RESOURCE SUPPORT
ETHICAL
INSTITUTIONAL
INTERACTIVE/ ENGAGING
DEVICE INDEPENDENT
USABLE/ ACCESSIBLE
SINGLE OBJECTIVE
SHORT DURATION
RETENTION BOOSTING/ JUST-IN-TIME
INDEPENDENT PART OF WHOLE
COST EFFECTIVE
C² Technologies
AR VR XR MR
METAVERSE DIGITAL TWINS
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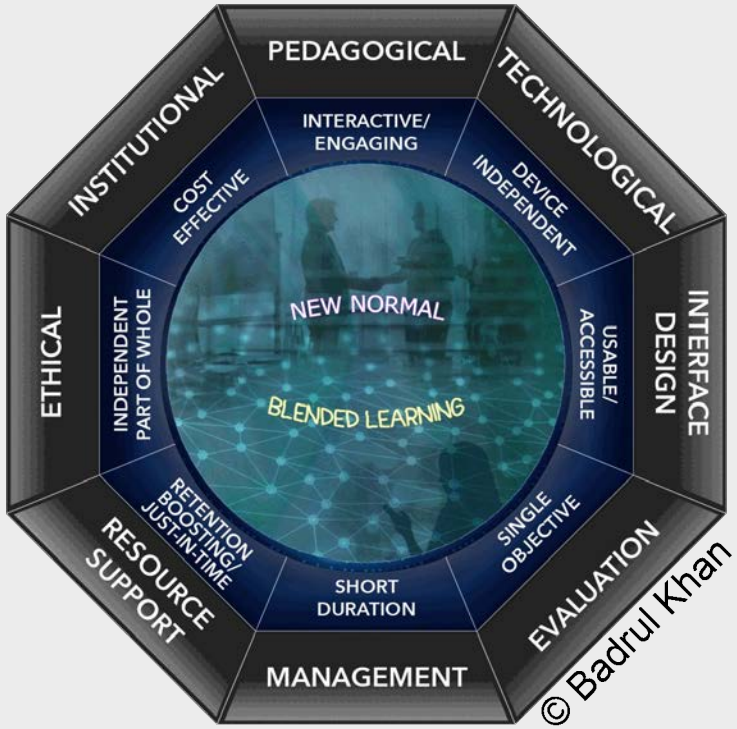
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COST EFFECTIVE
NEW NORMAL
BLENDED LEARNING
© Badrul Khan

What is Metaverse?

Dolly Oberoi, CEO
C^2 Technologies,
www.c2ti.com

What is Metaverse?

Not simply a ‘re-branded’ Virtual Reality (VR)

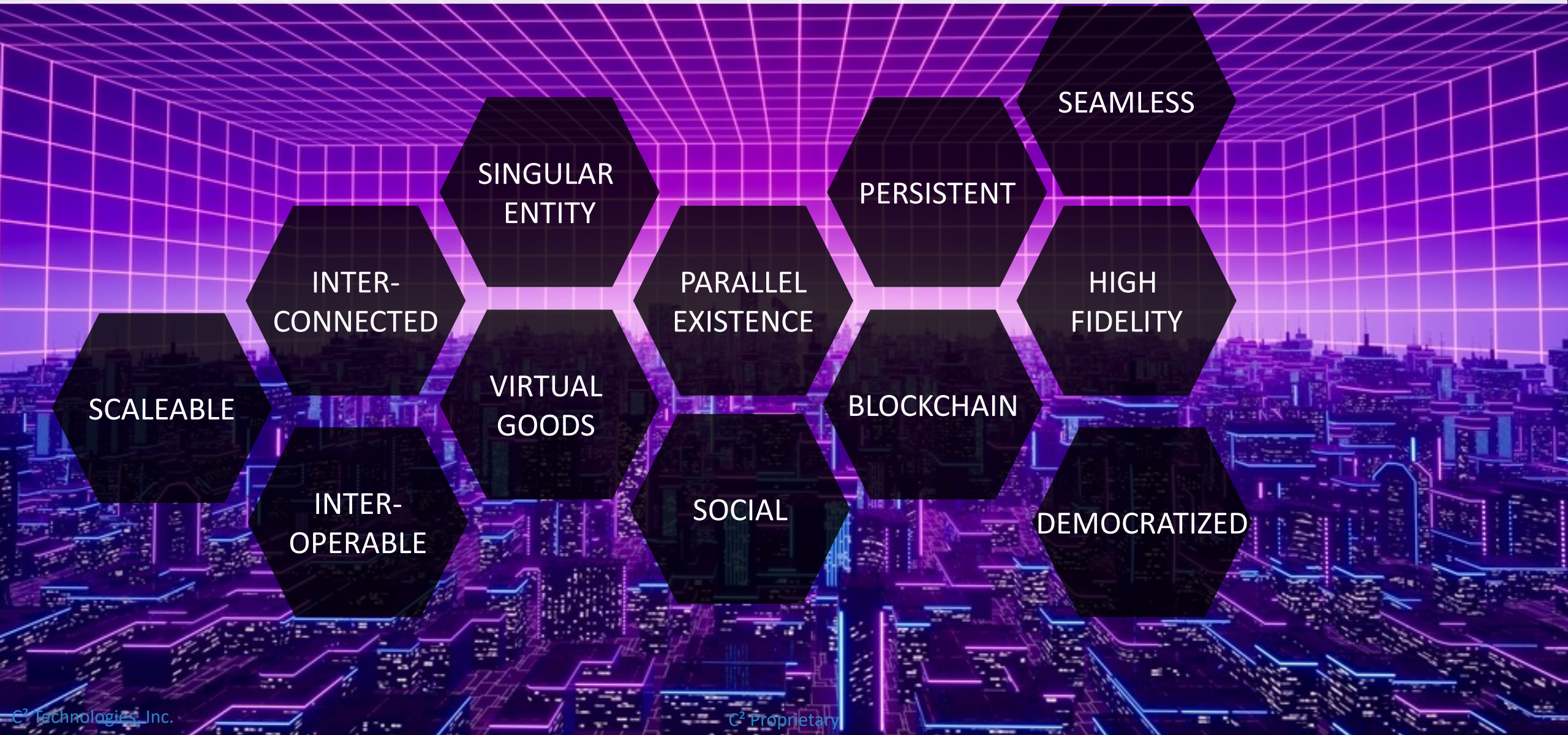
An interconnected set of digital ‘worlds’

Most existing digital worlds are closed and centralized

Allows for rich, effective, portable content across digital worlds

‘Build it once, deploy it anywhere’

Future Ideal State of the Metaverse



What is Metaverse?

- Metaverse focuses on content, social interactions, shared user-curated content
- Applications don’t necessarily need to utilize AR/VR
- Infinitely scalable digital persistent worlds

The Metaverse at C²

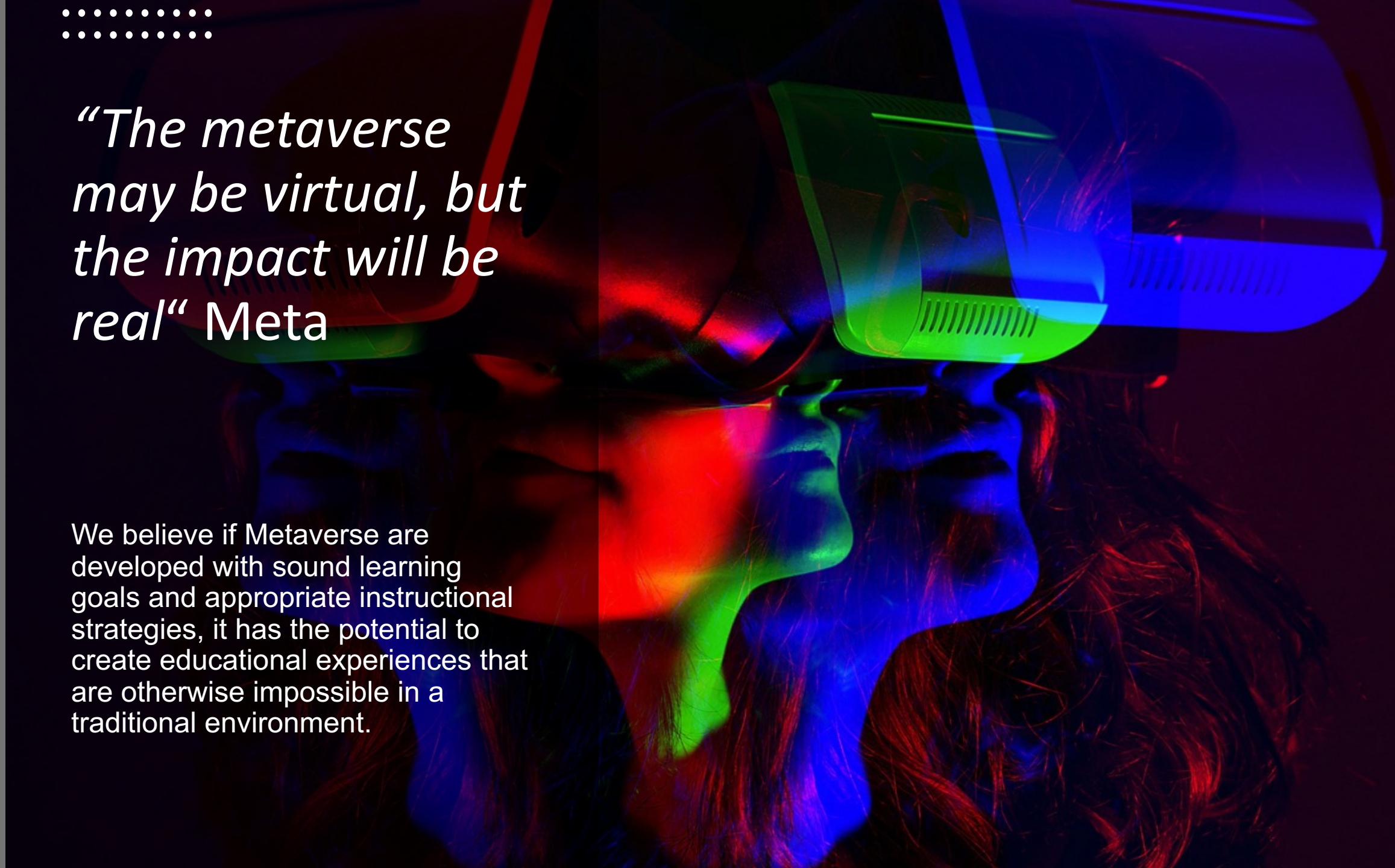
EC130

- VR Trainings Adapted for Groups
- Smart Supply Chain Management
- Internal Collaboration
- Digital Twins in the Metaverse
- Metaversities

Metaverse

Issues and Concerns

- Lack of Moderation - Moderation is going to be a huge feat.
- Monitoring large numbers of users at once is not going to be an easy job.
- Metaverse in education will also cost a lot of time, design, and practice, which limits its development
- Security and Privacy
- Accessability
- Bandwidth
- Digital divide, equity and inclusion
- Mental Health Issues: immersion in this digital world and separating ourselves from the real world would increase the likelihood of being permanently divorced from reality, and might even lead to symptoms close to psychosis.



“The metaverse may be virtual, but the impact will be real“ Meta

We believe if Metaverse are developed with sound learning goals and appropriate instructional strategies, it has the potential to create educational experiences that are otherwise impossible in a traditional environment.

THANK YOU!

Contact Information

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