BLENDED LEARNING AND METAVERSE In the New Normal

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COVID-19 CHANGED THE WORLD
What do you see on earth now that you did not see before COVID-19?
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NEW NORMAL IN EDUCATION & TRAINING

The world has changed
What kind of learning environment do learners want in New Normal?
Explain More
Blended Learning has become the New Normal in Education and Training.
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.
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
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
What is Metaverse?

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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

- SINGULAR ENTITY
- INTER-CONNECTED
- SCALEABLE
- VIRTUAL GOODS
- INTER-OPERABLE
- PARALLEL EXISTENCE
- SOCIAL
- BLOCKCHAIN
- PERSISTENT
- HIGH FIDELITY
- SEAMLESS
- DEMOCRATIZED
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

VR Trainings Adapted for Groups

Smart Supply Chain Management

Internal Collaboration

Digital Twins in the Metaverse

Metaversities

EC130
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!

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