

EDUCATION IN METAVERSE

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The introduction of the Metaverse has brought with it a myriad of new ideas and innovations that have the capacity to change the world as we know it.

Problem Statement and Objectives:

We are aiming to develop a realistic classroom using metaverse or virtual reality that mimics the original classroom.

- Online classes in the current state have a lot of issues that affect the quality of education of the current and future generation.
- The current online education platforms have poor monitoring systems. The current trend is for students to enter the online class in order to get attendance and leave the actual class unattended.
- Students find it difficult to pay attention in class when they are in their own homes and do not feel the classroom environment.
- Teachers will not be able to assess students on how much they are following the class being taken.

Features:

- Real world classroom experience.
- Better monitoring systems.
- Live student-student and student-teacher interaction.
- Less mental stress and feelings of isolation for students and teachers alike.

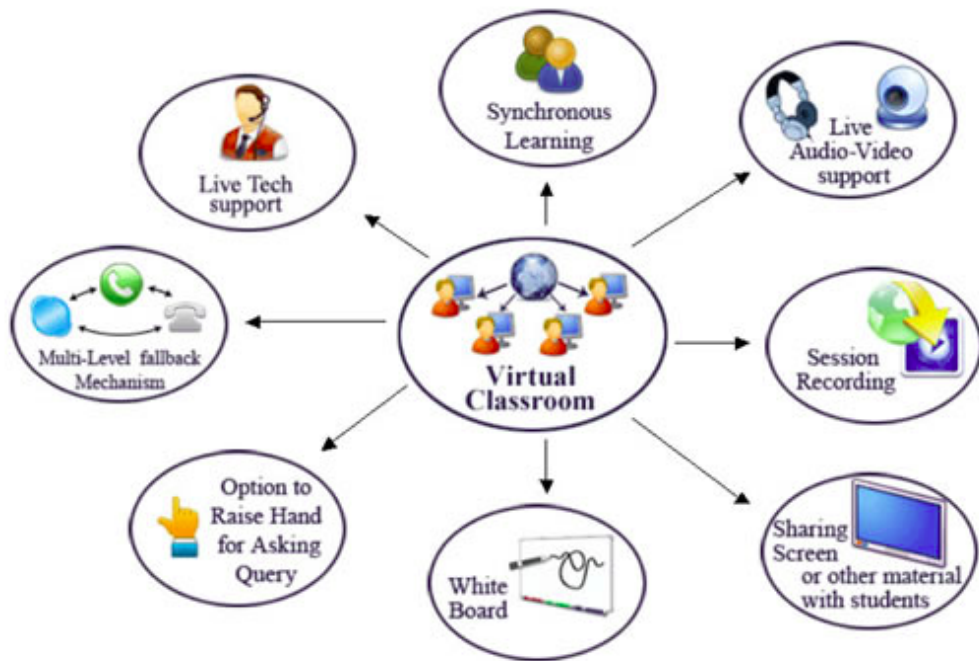
Relation to Metaverse:

The XR capabilities introduced in the Metaverse will aid us in the implementation of the proposed solution. The classrooms and other props used in the classrooms can be visualized in 3-dimension, making for a more immersive experience. Simulations can be incorporated for better understanding.

Technologies:

- Assistive technologies.
- Presentation and multimedia technologies.
- Social networking tools.
- Mobile technologies.
- Gaming, simulations and virtual reality technologies.
- Virtual learning environments
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Architecture:



This idea will be a revolutionary innovation in the field of modern education and we hope you will give it appropriate consideration.

THANK YOU