



COURSE OUTLINE

INTRO TO METAVERSE

Age : 6-9, 10-14, >14 years old

Introduction

Want to get involved with the next big tech trend? Welcome to the metaverse and virtual real estate investing!\nSimilar to website domains, virtual land will serve as the digital ground for virtual malls, retail strips, casinos,\nand many other lucrative business models in the lucrative metaverse.\nWith this course, you can go from a complete beginner to a knowledgeable and savvy real estate investor by following\na logical order of topics laid out in this course. All you need to do is follow the course from section to section as\npresented to

Seq	Lesson	Objective
1	What is Augmented Reality	<ul style="list-style-type: none">- Can explain the definition of Augmented Reality- Know functional of Augmented Reality
2	For business	<ul style="list-style-type: none">- Can explain the advantages of Metaverse in the corporate world.- Understand the Metaverse design concepts for business.
3	Extended Reality (XR)	<ul style="list-style-type: none">- Can explain the definition of Extended Reality- Know functional of Extended Reality
4	Mixed Reality (MR)	<ul style="list-style-type: none">- Can explain the definition of Mixed Reality- Know functional of Mixed Reality
5	Text-based networked VR	<ul style="list-style-type: none">- Can explain the definition of text-based networked VR.- Can create text-based networked VR.
6	Immersive VR	<ul style="list-style-type: none">- Can explain the definition of Immersive VR- Know functional of Immersive VR
7	HMD	<ul style="list-style-type: none">- Know the concepts of Virtual reality head-mounted displays (HMD)- have an experience for use the device in head-mounted displays

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8	3D character	<ul style="list-style-type: none">- Know the basic of 3D Modelling- Can create 3D character from Tinker CAD and/or Blender- Merge 3D character to VR
9	Setting creation	<ul style="list-style-type: none">- Set the creation for VR- Make a movement for 3D character
10	Freelancer	<ul style="list-style-type: none">- Know the concepts of freelancer- Explain the definition of freelancer- Use freelancer for create VR
11	Game engines: Unreal and Unity	<ul style="list-style-type: none">- Link Metaverse knowledge with Game Engine- Use unity to create game- Merge game word to Metaverse