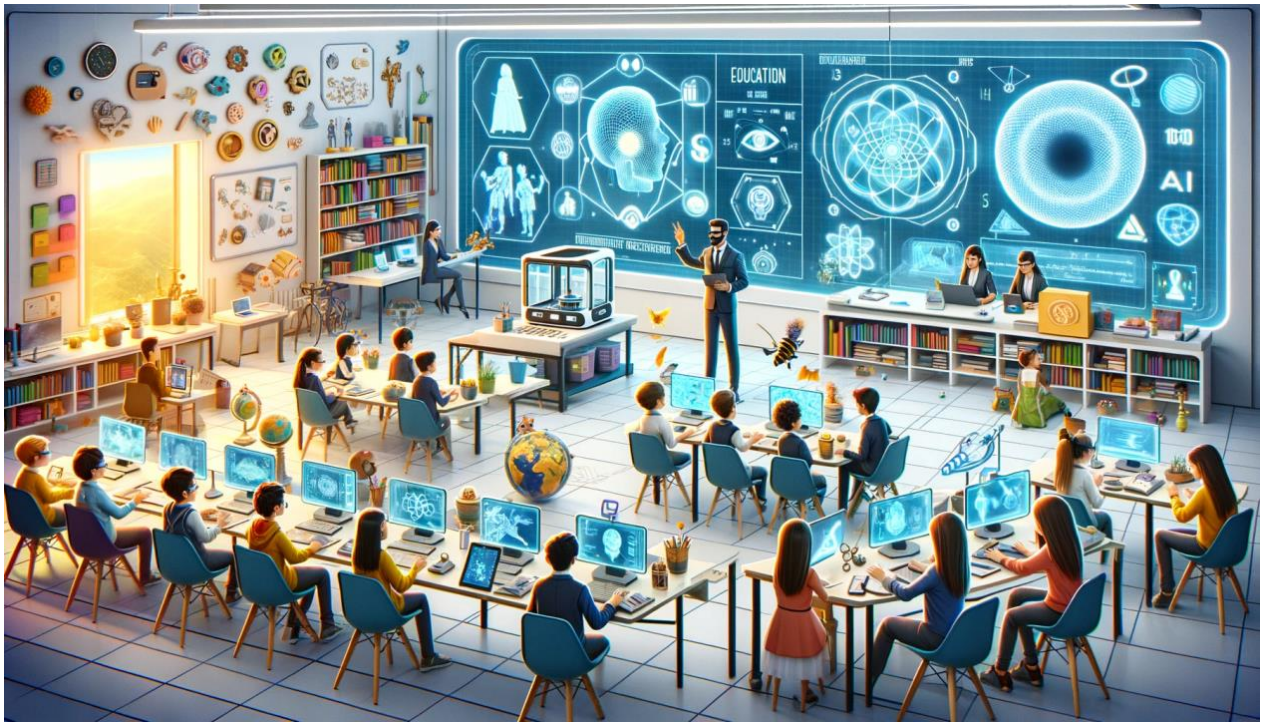
Fast Forward 2050



Day 1

Where are we standing now for education

At this time, AI has taken up a role within education causing schools to worry about the performance of their students. Teachers are wary of cheating students. However, schools are starting to embrace this upcoming wave of technology and are beginning to adapt potential opportunities.

What will happen in 25 years

What future education is already happening in movies of today.

100 ideas what will happen to education:

Physical Education (on location)

- use of drugs / stimulants to improve on focus
- a chip in your brain for knowledge
- a pill of knowledge
- What if there is a robot or ai that checks for attendance of students when the students walks into the classroom.
- The role of teachers changes, students will be learning individually whereas teachers will solely take up the role of mentor.
- Robot teacher
- Room with realistic weather and environment when learning about geography
- Personalized chip with everything needed for education

Online Education (at home or whilst traveling)

- Video games (example: Minecraft Education)
- History classes in VR but traveling to that exact spot within history but not influence the happening of that certain point in history.
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Pains and gains of target audiences

What if statements brainstorm:

V1

What if, by 2050, virtual reality (VR) classrooms became the main way to make sure all kids aged 6-12 got the same chance at learning?

With VR, we could create really fun, interactive classrooms that make learning feel like a game. Every kid could have a personalized experience, no matter where they are or what their background is. Imagine going on virtual field trips around the world, teaming up with friends from different places, and learning from the best digital avatars of teachers. This could totally change how we learn, making it fairer, more inclusive, and way more interactive for everyone.

V2

What if, by 2050, virtual reality (VR) classrooms became the main way to make sure all kids aged 6-12 learn different topics.

With VR technology, each student in a classroom will have their own personal profile to access a virtual environment. Every student can have the same experience. For example, during a history lesson, there could be a special prompt that creates a virtual space for students to explore. When students follow this prompt, they can enter a VR world related to the lesson, making the learning experience more interactive and immersive.

Sources

https://news.stanford.edu/stories/2024/02/technology-in-education

Day 2 Create Crazy Concepts for your What-If Statement

We got some feedback that the coaches told us that our what-if statement was a little to specific so we changed our what-if statement to V3.

V3

What if, by 2050, extended reality (XR) will be used in everyday life.

Our Concepts:

Concept 1

- By 2050, extended reality (XR) will blend physical and digital worlds seamlessly.
- Cities will feature XR overlays, providing real-time information and interactive experiences.
- Communication and work will occur in immersive virtual spaces, eliminating distance barriers.
- Shopping, entertainment, and education will be interactive and personalized through XR.
- Healthcare will advance with XR tools for diagnostics, treatment, and virtual therapies.
- Homes will be adaptable, transforming any space into virtual environments as needed.
- Travel will involve exploring both real and fantastical worlds through XR.
- Social interactions will take place in shared virtual spaces, enhancing connection and engagement. But then also will be negative.

Concept 2

- Extended Reality for testing your eye sight and to find a compatible match.
- Virtual Reality used for children to play with
- Training simulations, i.e. medical students training in hyperrealistic environments that simulate real world scenarios.
- Using XR in places like a gym to use the correct form during exercise.

Concept 3

Training new employees for a job can be a lot easier and safer because of an XR environment.

XR can turn any place into a real environment which allows students to explore deeper into topics such as biology, chemistry and physics without having any risks when an experiment fails.

XR can help with developing emotional skills such as socializing, empathizing and emotional regulation.

There will be holograms of teachers/mentors available 24/7 to help students.

Concept 4

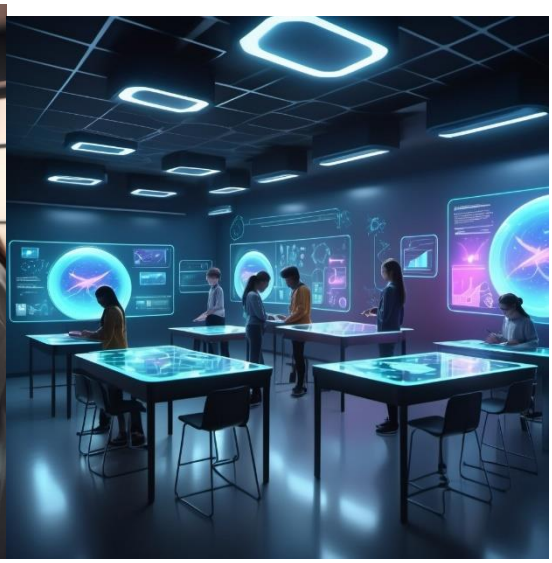
Entertainment, socialising, education, family relations, hygiene, and healthcare are all on the verge of major changes. Traditional entertainment will be replaced with virtual experiences, and socialising will move online as well. Education will be fully virtual. As people spend more time indoors due to remote

work, family relationships will change, possibly becoming more distant. Staying indoors constantly could lead to poor hygiene and physical and mental health problems from lack of movement and fresh air.

Three concepts we'll present

- **Training simulations, real-world scenarios with XR.**
  Using XR to create environments for students or trainees (such as in the medical branch) to learn and experience possible scenarios.

- **XR can turn any place into a real environment.**
  Using XR to conduct experiments for subjects such as biology, chemistry and physics can create a safer and more immersive environment for students who are interested in the subject, giving them a better learning experience which makes sure they stay interested in these topics. Having this XR environment eliminates risks that come with doing these experiments, ex. flammable/toxic/explosive chemical mixtures.

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- **Cities will feature XR overlays, providing real-time information and interactive experiences.**
  Using XR overlays will show users information that they need at that time. For example, the weathercast of the day. Just like our Smartwatches or other smart devices are using but then directly into the XR world.

Another concept:

Mind Control and Telekinesis (inspiration taken from Star Wars)

- Neurotechnology for Remote Control:

While the Force’s telekinesis is fictional, advances in brain-computer interfaces (BCIs) could allow for remote control of objects through thought alone. Devices might be controlled by neural signals, allowing users to interact with their environment in ways that seem like telekinesis.

- Advanced Neuroprosthetics:

  Technologies could evolve that interpret and amplify neural signals to enable control of robotic limbs or devices, giving humans enhanced capabilities that mimic the Force's telekinetic abilities.

Day 2 Final Concept

What if, by 2050, extended reality (XR) will be used in everyday life.

The world would look different. Everyone will have special eye-lenses that will extend the world into a virtual world and a physical world. In the virtual world people will be able to do whatever they want to do.

By 2050, XR will have moved far beyond novelty and entertainment, becoming a foundational technology that shapes nearly every aspect of human life, blending the physical and digital worlds in ways that are currently unimaginable.

I will give a few examples of what could happen if extended reality will be used in everyday life.

Work and Collaboration

- Physical offices could become obsolete as companies operate in fully immersive virtual environments. Employees might "meet" in virtual conference rooms, interact with 3D holograms, and manipulate data in 3D space.
- XR will enable teams from around the world to collaborate as if they were in the same room, reducing the need for business travel and making global partnerships more seamless. There might be the use of holograms.
- Meetings will be in a XR space where participants are represented as holograms.

Education

- Classrooms will be transformed into virtual environments where students can explore historical events, walk through chemical reactions, or even travel through the human body. This hands-on approach will make learning more interactive and engaging.
- Complex skills, like surgery or engineering, will be taught using XR simulations, allowing students and professionals to practice in safe, controlled environments.
- The same goes for experiments in subjects such as biology, chemistry and physics, so that students can do these experiments without having to face any risks that may come with it.

Healthcare

- XR will be used for remote consultations, where doctors can examine patients through AR-enhanced video calls. Patients could also use VR or holograms for pain management or mental health therapy.
- Surgeons will use AR overlays to guide them during procedures and added holograms, providing real-time data and visualizations that enhance accuracy and outcomes.
- Doctors can get help of AI-doctors to make sure patients get the right diagnosis.

Social Interaction

- Social media will evolve into immersive virtual worlds where users can interact as avatars, attend virtual concerts, or host virtual parties, blurring the lines between physical and digital socializing.
- XR could revolutionize dating by allowing people to go on virtual dates, making long-distance relationships more immersive and engaging.

Custom Environments

- Individuals might customize their living and working spaces with XR, changing the appearance of walls, furniture and landscapes at will, or creating entirely new environments to suit their mood or needs.

Transportation

- Usage of autonomous vehicles. Auto's driving by themselves, AR could help passengers to get to their destination whilst doing nothing.
- Cities might use XR to manage traffic flows and public transportation in real-time, optimizing routes and reducing congestion through predictive modeling.

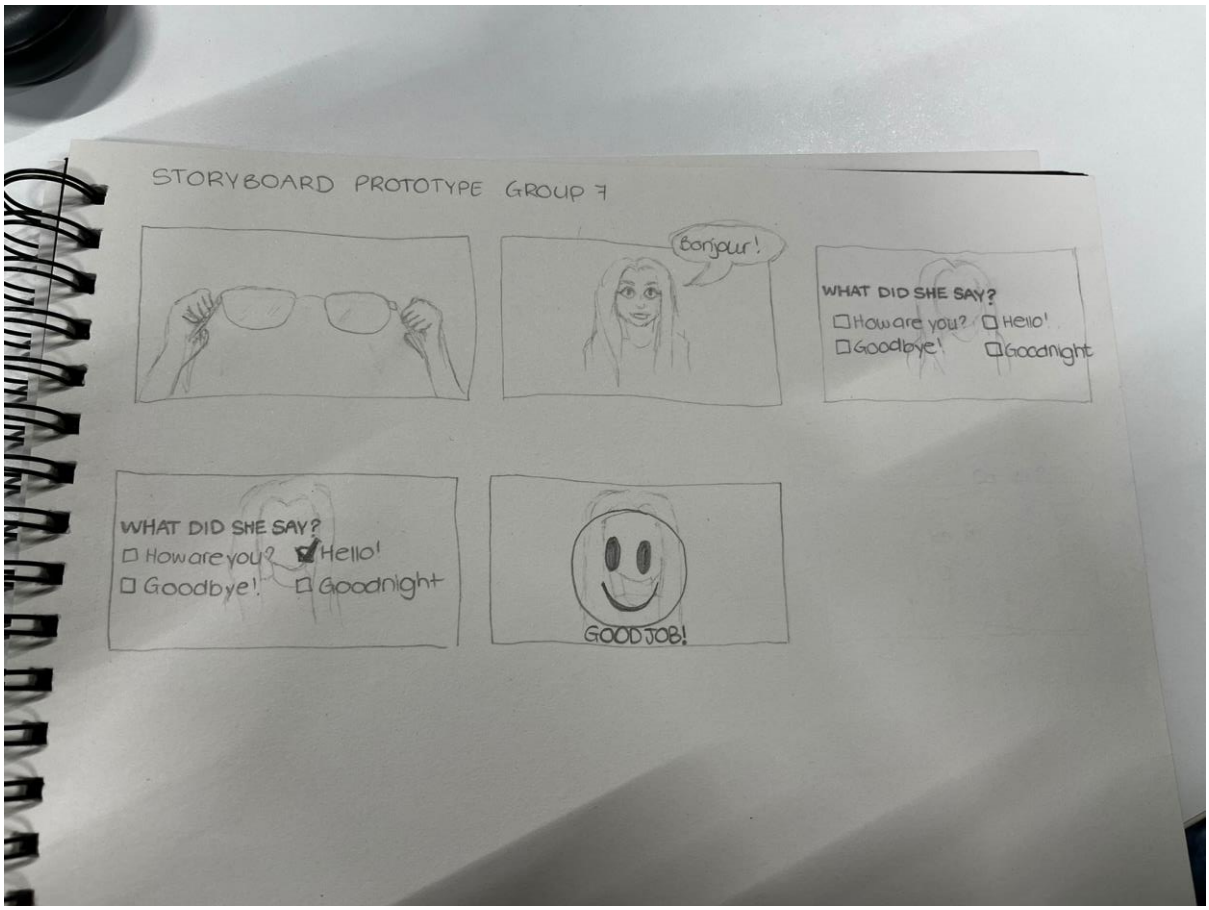
Day 3 Sketches

Prompt:

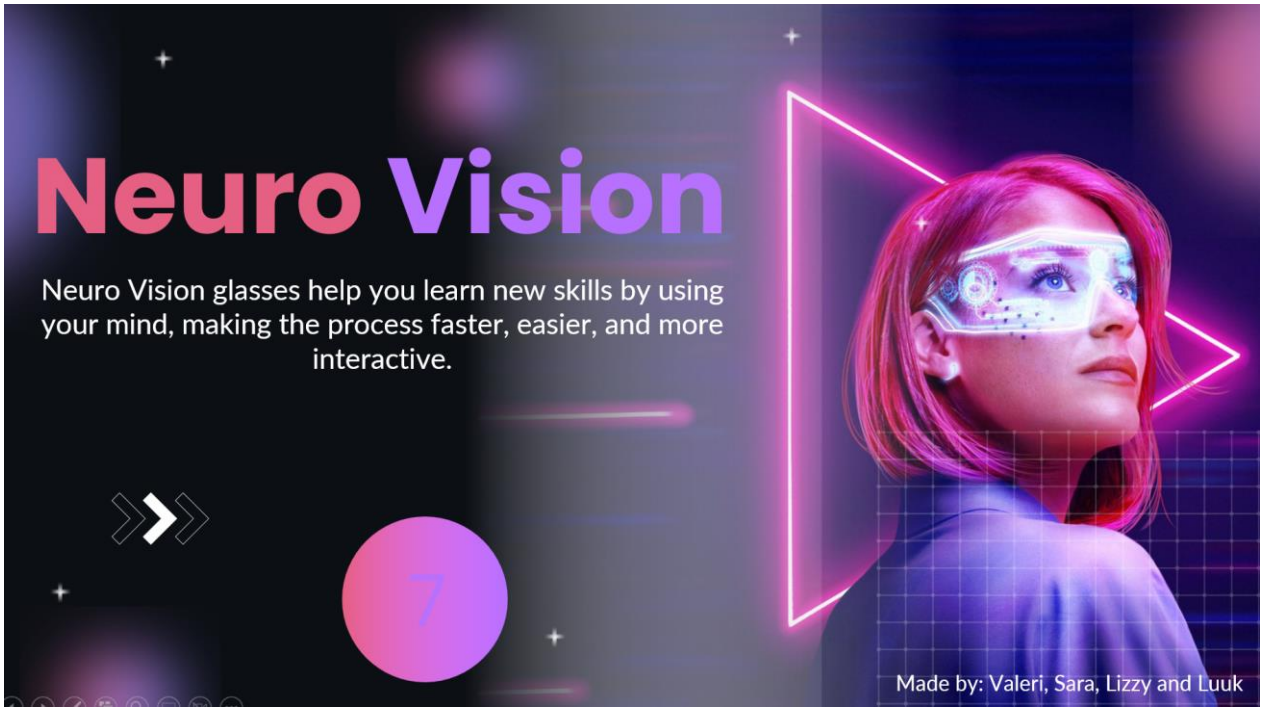
Futuristic classroom with sunglasses using holograms

https://www.imagine.art/dashboard/tool/from-text?isSignUp=true

Storyboard:



Powerpoint:



Video: