## Practioners: educational Impact advancing developments = revolutionary simulating & hands-on higher engagement Interaction & Collaboration improve knowledge transfer implementation challenges better student assessment diverse, globale, adaptive experiences Training & support mechanisms tools for content creations Mapping: Metaverse Simulation: Office Game: Social VR-Game VR classroom Interactive simulation: Social space Yale Center for Health Cornell Uni - moonphases honakona Cornell Uni - Social VR for (SokescreenVR) Older Adult Trauma AR lectures: Patients CS50 lectures in 2016 Problem solving problem solving Lecture Inverted Classroon Language Class Massive Open Online connected Massive Course VR-Game(mulitolaver): Open Online Course. MIT cellbiology Mobile Lectures Language Class Planspiele collaborative environments Inverted Classroom Rumii & VirBELA scenario simulation virtual worlds: Projectseminar decentraland & Somnium Space CEEK VR AR collaboration: jaw surgery cases Section/Exercise Work-based-Learning Casestudies Excursion/ Hospitation Collaboration tool (interaction) Cornell Uni - NSF Convergence Accelerator VR/AR experiments: Independent Studies in liberal arts education Support seminar Research workshop Collaboration tool Cornell Uni - BSF HCC: improve communication Webinar