RESULTS: POTENTIAL RISKS skills/knowledge technical set-up loss of reality better learning · less expensive · indivdualisation ethics & morality data & privacy ressources · better assessment · communication 2 collaboration · global GAP · impact of immersiveness · frameworks, rules, quidelines · platforms like Roblox · Al's impact on Netaverse cross-disciplinary development ROBLOX and such can improve process of content creation -> content creation as study process itself