**Summary of Key Findings Practitioneers:**

1. **Educational Impact:**
   * Respondents express a positive and transformative view of metaverse platforms in education, emphasizing substantial potential for immersive, interactive, and collaborative learning experiences.
2. **Advancing Metaverse Developments:**
   * There is a consensus that ongoing advancements in the metaverse will revolutionize education by breaking down traditional barriers, fostering inclusivity, and providing tools for diverse learning styles.
3. **Scenarios for Information Systems Education:**
   * Metaverse platforms are seen as ideal for simulating real-world scenarios in information systems education, offering hands-on experiences, collaborative problem-solving, and applications in complex systems.
4. **Encouraging Adoption:**
   * Encouraging adoption involves showcasing practical benefits, conducting workshops, and providing comprehensive training. User-friendliness, clear objectives, and highlighting benefits are key strategies.
5. **Engagement with Course Content:**
   * 3D metaverse platforms enhance student engagement through interactive simulations, gamification, and real-world applications, providing a dynamic and visually engaging learning experience.
6. **Collaboration and Interaction Among Students:**
   * Metaverse platforms facilitate real-time collaboration, group projects, and peer-to-peer interaction. They create dynamic, immersive spaces for teamwork and peer learning experiences.
7. **Knowledge Transfer in University Education:**
   * The metaverse has the potential to significantly improve knowledge transfer through diverse learning experiences, but challenges like accessibility issues and potential distractions need careful consideration.
8. **Challenges in Implementation:**
   * Challenges include technical barriers, resistance to change, accessibility concerns, and the initial learning curve for educators. Infrastructure upgrades, training, and addressing privacy/security concerns are essential.
9. **Technological Resources for Integration:**
   * Successful integration requires robust IT infrastructure, high-speed internet access, and support for various devices. Training programs, technical support, and addressing accessibility issues are crucial.
10. **Assessing Student Learning:**
    * Assessment in the metaverse involves a combination of traditional methods and immersive evaluations, such as virtual simulations and collaborative project assessments, providing a holistic view of student learning.
11. **Future Role in (Higher) Education:**
    * The future role of 3D metaverse platforms is envisioned as integral to higher education, offering diverse, globally connected, and adaptive learning experiences that complement traditional methods.
12. **Training and Support Mechanisms:**
    * Comprehensive training programs, tutorials, and dedicated support teams are deemed necessary for effective navigation and utilization of the metaverse in education.
13. **Tools for Content Creation:**
    * Educators have access to various tools for content creation within the metaverse, including user-friendly platforms, templates, and integration with standard educational software. The emphasis is on customization to enhance the learning experience.

**Overall Impression:**

* The survey responses collectively reveal an optimistic outlook on the transformative potential of 3D metaverse platforms in education. While acknowledging benefits, respondents highlight the importance of addressing challenges and providing adequate support for successful implementation. The future role of these platforms is seen as integral to creating dynamic and globally connected learning environments.