Impression:

* Will have high Impact
  + Crucial Change
* Give immersive experience
* Implementation will be stacked with challenges

Expected Effect:

* Breaking classroom boundaries
* Increase Inclusivity and Accessibility
* Increase Motivation and Engagement

Implications:

* Scalability
* Increase Inclusivity and Accessibility
* Lower Cost after initial Implementation
* Better Visualization / Potential is massiv for visualization 🡪 Important type of learning
* enhance student engagement through interactive simulations, gamification, and real-world applications, providing a dynamic and visually engaging learning experience
* Individual / Tailored Content 🡪 Personalization
  + The metaverse is seen as a tool that can transform education by offering individualized and tailored learning experiences for students.
* Collaboration/Interaction focused
* Allow diverse learning styles
* Adding practical background to theoretical knowledge
  + IS is very theoretical and this might be the solution to make it more realistic
* Additional/Supportive Solution
  + Use might be beneficial in special occasions
    - more immersive way to explore complex concepts and facilitating a deeper understanding of the material
  + Addition /Complementation no full replacement as of now
* Preferance and Importance of interactivity/collaboration
  + People should work in a Metaverse solution together to benefit the most
  + Metaverse Solution in higher education should create dynamic, immersive spaces for teamwork and peer learning experiences.
* In combination with AI can lead to Timeindependence / higher flexibility
* Importance of Balance between Physical and Virtuelle
  + Students want social in person aspects
  + Priority on AR Solution for Students
    - Blended Learning Approach to combine both teaching methods (Physical and Digital)
* Dependency of fitting Setup of users
* Ownership of learning Journey
* Easy integration of gamification
* New Potential Role of Professors
* Context of FAU :
  + USP 🡪 Better preparation for changing digital world)
  + Marketing for FAU

Be prepared to:

* Technical Barriers
* Importance of Motivation
  + People need to be conviced to use it
  + showcasing practical benefits
  + Success Stories
  + Unique cases that require metaverse
* Comprehensive Training and Support
  + Workshops, Training Sessions, and Pilot Programs
* requires robust IT infrastructure, high-speed internet access, and support for various devices
* Virtuel Me is Not real me
* Game Addiction?
* Data Privacy/Compliance

Outlook:

* 3D metaverse platforms are expected to play a pivotal role in Information Systems education by providing immersive learning experiences and facilitating practical skill development.
* Combined Results show two types:
  + Individuell /tailored learning experiences
  + Social aspects and importance of interactivity and collaboration

Use Cases:

🡪Wir empfehlen diese Art der usecases :

* Collaborative Learning
* Problembased Learning
* Communitybased Learning