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# BROADENING EXPERIENTIAL PROFESSIONAL DEVELOPMENT CONSTRUCTS THROUGH THE METAVERSE

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# What is the Metaverse?

*Core conceptual elements include:*

- Collective Network of Virtual Spaces
- Accessed with Digital Representatives
- Easy Movements Between Spaces
- Real-Time Interaction with Others
- Diverse Experiential Opportunities and Context





# Key Metaverse Differentiators

*Differentiators from traditional online learning include:*

- Persistent Nature
- Greater Personalization
- Inclusion of Spatial Dynamics
- Unique Learning Experiences
- Improved Performance and Retention
- Social Learning and Collaboration





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# Essential Applications

*Development and training applications include:*

- Game-Based Learning
- Personalized Instruction
- Certification Training
- AI-Based Coaching / Advising
- Remote Collaborations and Virtual Workflows
- Options for Immersion with Extended Reality





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# Past Attempts to Future Potential

*Early immersive worlds like Second Life offered insights.*

- Impact of Personalization with User Avatars
- New Training and Instruction Ideas
- Spatial Dynamics
- New Interactions
- Group Experiences





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# Past Attempts to Future Potential

## *National Library of Medicines (NLM) Tox Town*

- Unique Experience Exploring and Interacting
- Spatial Engagement Not Possible in Real-World





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# Rationale for a Metaverse Shift

*Why use it for professional development and training?*

- Access and Flexibility
- Fits Knowledge Construction
- Experiential Dimensions
- Prohibitive Opportunities
- Shared Experiences
- Immersive Design Options





# The Coming Metaverse

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*Considerations to keep in mind...*

- Developing Needs of Organizations and Learning Systems
- Emerging Technologies and Evolving Roles in Learning

*Next steps and recommended actions...*

- Plans to start exploring potential structures using UnReal
- Possible 5-year timeframe for relevant functional model
- Continued research is needed to understand all aspects



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# Thank You for Your Attention!

*For questions or additional  
information, please contact us.*



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