

<https://accelerationeconomy.com/metaverse/how-ai-and-real-time-rendering-engines-will-transform-immersive-metaverse-experiences/>.

35. *An Introduction To Avatars In The Metaverse*. Available from: <https://geekyants.com/blog/an-introduction-to-avatars-in-the-metaverse/>.
36. Wasmuth, H., "Thinking as someone else"-Using Avatars in teacher education and the challenge to think and act as someone else. *Global Education Review*, 2016. **3**(4).
37. Southgate, E., et al., *Embedding immersive virtual reality in classrooms: Ethical, organisational and educational lessons in bridging research and practice*. *International Journal of Child-Computer Interaction*, 2019. **19**: p. 19-29.
38. Dahan, N.A., et al., *Metaverse Framework: A Case Study on E-Learning Environment (ELEM)*. *Electronics*, 2022. **11**(10): p. 1616.
39. Jeon, J.H., *A study on education utilizing metaverse for effective communication in a convergence subject*. *International Journal of Internet, Broadcasting and Communication*, 2021. **13**(4): p. 129-134.
40. Jovanović, A. and A. Milosavljević, *VoRtex Metaverse platform for gamified collaborative learning*. *Electronics*, 2022. **11**(3): p. 317.
41. *Teaching in the metaverse is much closer to being in the classroom than in an online session*. Available from: <https://dobetter.esade.edu/en/technology-virtual-reality-education/>.
42. Areepong, T., P. Nilsook, and P. Wannapiroon. *A study of a metaverse interdisciplinary learning community*. in *2022 Research, Invention, and Innovation Congress: Innovative Electricals and Electronics (RI2C)*. 2022. IEEE.
43. Shanmugam, A. and P. Balasubramanian, *Students Awareness about Online classes during the Pandemic of Covid 19 with Special Reference to Affiliated Colleges of Manonmaniam Sundaranar University, Tirunelveli*. *Library Philosophy and Practice*, 2021: p. 1-17.
44. Çaliskan, O., *Virtual field trips in education of earth and environmental sciences*. *Procedia-Social and Behavioral Sciences*, 2011. **15**: p. 3239-3243.
45. Bale, A.S., et al., *A Comprehensive Study on Metaverse and Its Impacts on Humans*. *Advances in Human-Computer Interaction*, 2022.
46. Sidin, S.A. *The Application of Reward and Punishment in Teaching Adolescents*. in *Ninth International Conference on Language and Arts (ICLA 2020)*. 2021. Atlantis Press.
47. Inceoglu, M.M. and B. Cilogluligil. *Use of Metaverse in education*. in *International Conference on Computational Science and Its Applications*. 2022. Springer.
48. Xi, N., et al., *The challenges of entering the metaverse: An experiment on the effect of extended reality on workload*. *Information Systems Frontiers*, 2022: p. 1-22.



Md Ariful Islam Mozumder was born in Bangladesh 1992, received his BSc in Computer Science & Engineering from the World University of Bangladesh, and an MS degree in Artificial Intelligence from the Inje University South Korea in 2022. Currently, he is pursuing his Ph.D. in the Institute of Digital Anti-Aging Healthcare from Inje University. He has previously worked on multiple real-life projects related to computer vision and data sciences. His research interest aligns with Computer Vision, Artificial Intelligence, Metaverse, Signal Processing, Algorithms, Blockchain, and Medical Image Processing.



Ali Athar was born in Pakistan 1988, received his MS degree in Software Engineering from the National University of Science and Technology (NUST) Pakistan in 2017. Currently he is pursuing his Ph.D. at the Institute of Digital Anti-aging and healthcare at Inje University. His research interest's area includes Metaverse, Text mining, Image Processing, Deep Learning, and Machine Learning.



Tagne Poupi Theodore Armand was born in Cameroon 1992, received Msc in information System and networking at ICT university USA Cameroon Campus in 2021. Currently, he is a Ph.D. research scholar at the Institute of Digital Anti-aging and healthcare at Inje University. His research interest's area includes Metaverse, Image Processing, Deep Learning, and Machine Learning.



Muhammad Mohsan Sheeraz was born in Pakistan 1996, received his BS in Computer Science from Government College University Faisalabad of Pakistan in 2019. Currently, he is pursuing his Master's in the Institute of Digital Anti-Aging Healthcare from Inje University. His research interest area is Blockchain in healthcare.



Shah Muhammad Imtiyaz Uddin was born in Bangladesh 1994, received his BSc in Computer Science & Engineering from the World University of Bangladesh in 2017. Currently, he is pursuing his Master's in the Institute of Digital Anti-Aging Healthcare from Inje University. His research interest's area includes Computer Vision, Machine Learning, and Deep Learning.



Hee-Cheol Kim BSc at the Department of Mathematics, MSc at the Department of Computer Science in SoGang University in Korea, and Ph.D. at Numerical Analysis and Computing Science, Stockholm University in Sweden. He is a professor and Head of the Institute of Digital Anti-aging Healthcare, Inje University, South Korea. His research interests include Medical Image Processing, Anti-Aging Healthcare Computing, Human Computer Interaction, Software Engineering, Machine learning, Metaverse, Bio Informatics.