metaverse
LEARNING

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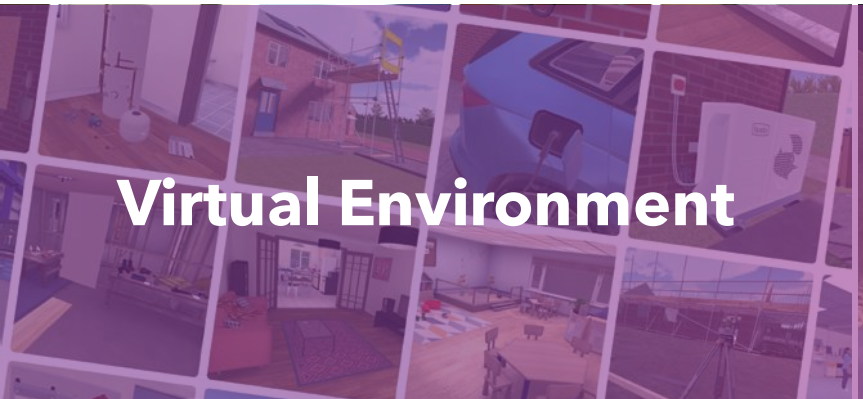
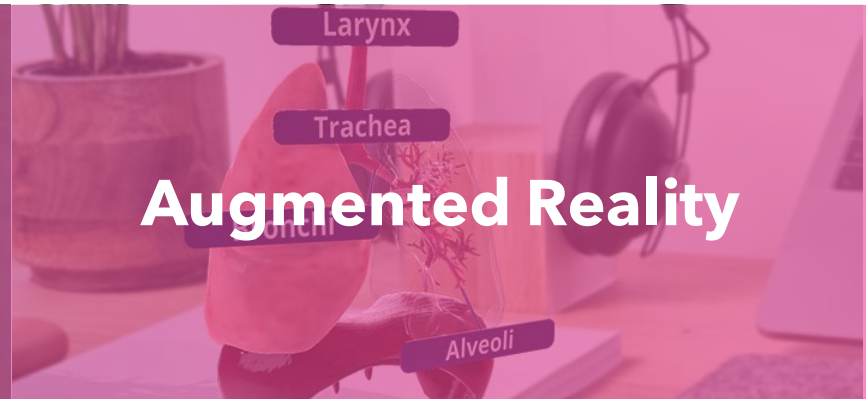
Overview

- Experts in the fields of Mixed Reality & Education
- Form and lead consortia creating immersive learning solution with our partners
- Interactive tool kit to aid personal and tutor assessment, engagement levels, reduces training cost, safe and risk free practice.
- This is the reinvention of the classroom.





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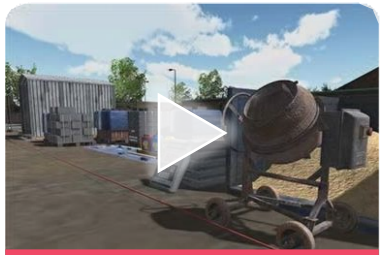
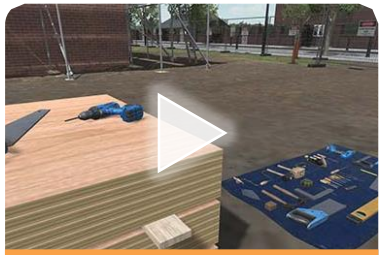
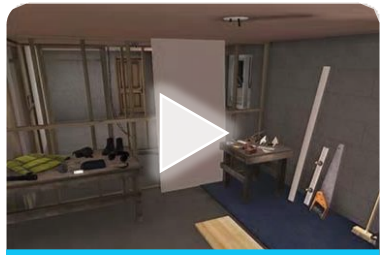

Bricklaying

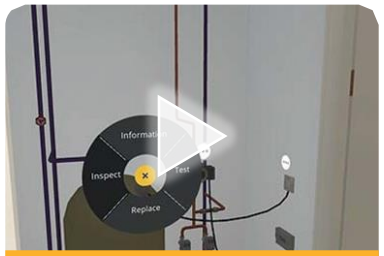

Carpentry & Joinery

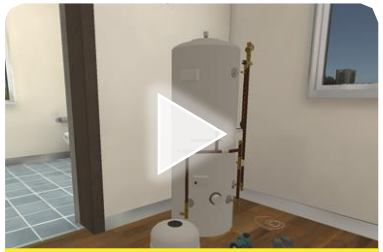
Painting & Decorating


Plastering

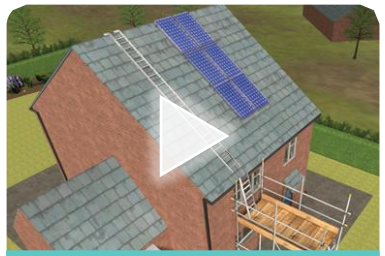
Tiling

Welding & Fabricaiton


Electrical Engineering

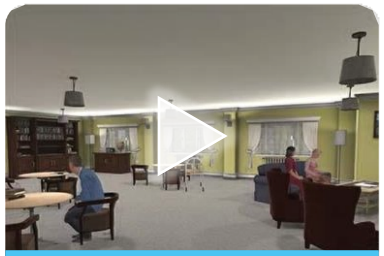

Plumbing & Gas

Heat Pumps


Solar PV

Solar Thermal

EV Charging

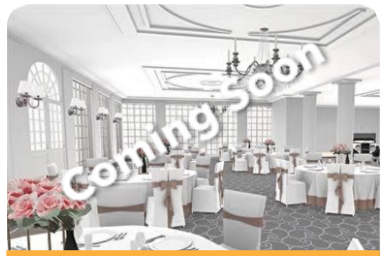

Health & Social Care

Nursing

Early Years

Functional Skills

Retrofit



Commis Chef

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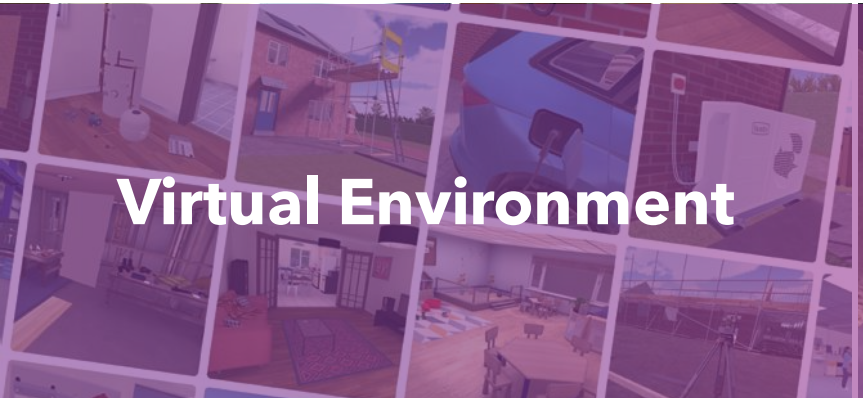
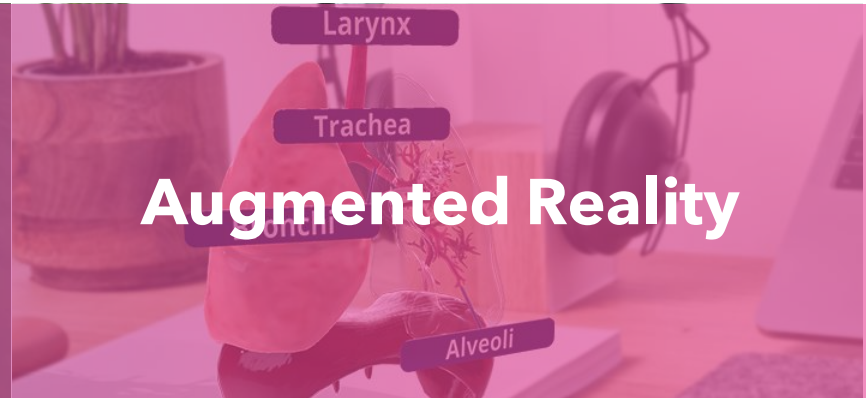
Introduction

- FE faces various challenges, limited resources, poor completion, student engagement rates and traditional teaching methods.
- Simulation, virtual reality (VR), and the Metaverse offer innovative ways to enhance learning, raise quality and reduce costs.





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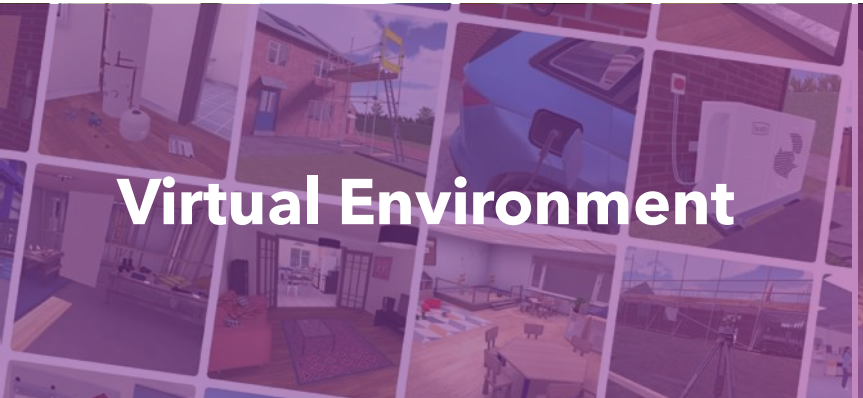
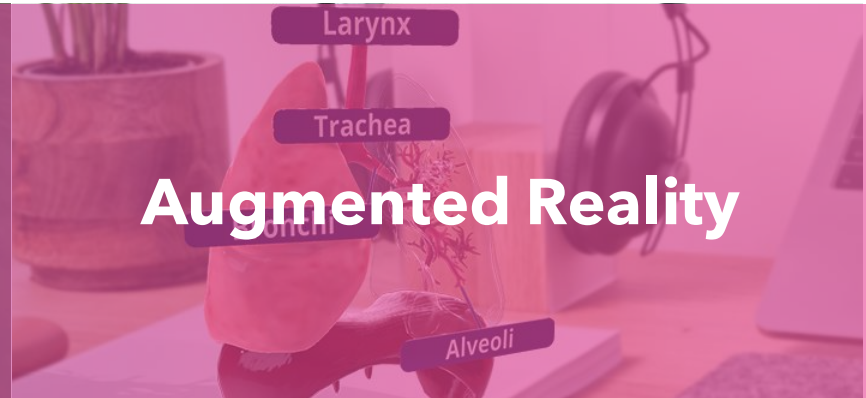
Simulation Based Learning (SBL)

- Allows learners to experience real-world scenarios in a controlled and safe environment.
- No specific hardware.
- Teaches technical skills e.g. health care and engineering & non-technical skills, such as communication and teamwork.
- Suits different learning styles and provide instant feedback to learners, improving their engagement and understanding.





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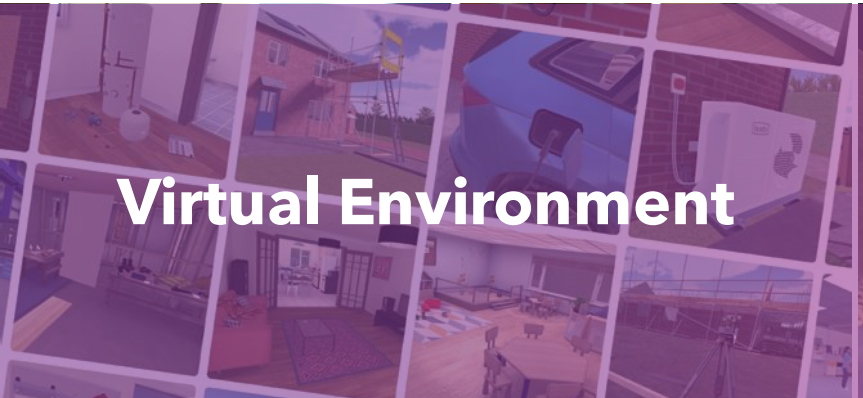
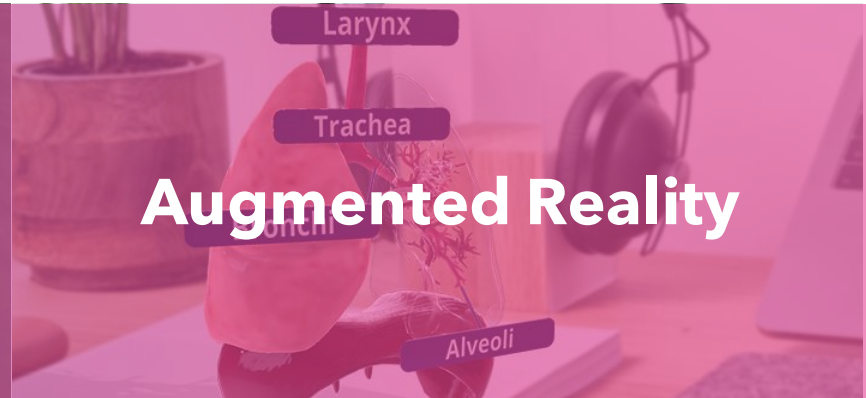
The Metaverse and Collaborative Learning

- The Metaverse is a collective virtual shared space where users can interact with a computer-generated environment and with other users.
- The Metaverse offers opportunities for collaborative learning and problem-solving, allowing learners to work together on complex tasks or projects.
- The Metaverse also allows learners to explore and create their own learning environments, promoting creativity and self-directed learning.





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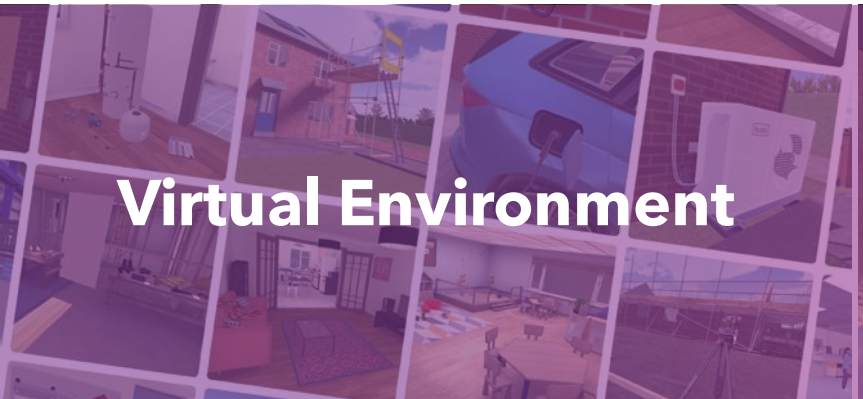
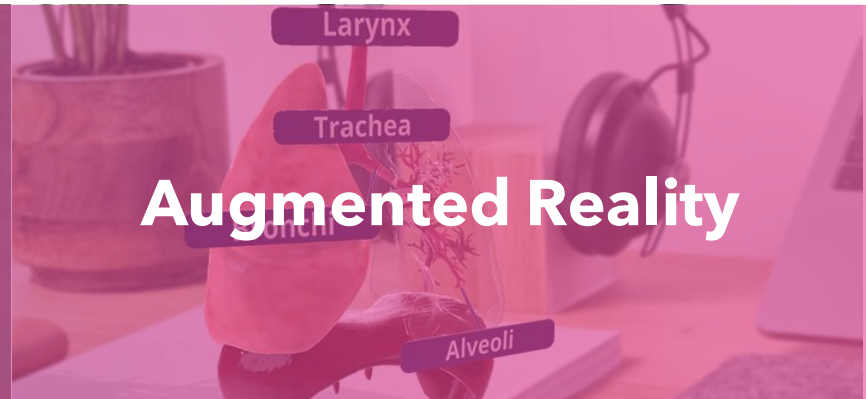
Impact on Quality

- Improves learner motivation and achievement, leading to better student outcomes.
- Supports inclusivity and supportive learning environments by offering personalised learning experiences and allowing learners to progress at their own pace.
- Demonstrates a college/provider's commitment to innovation and continuous improvement, which can positively impact the Ofsted rating in the leadership and management category.
- Supports strong employer engagement by providing learners with practical and relevant skills and experiences that meet the needs of industry.





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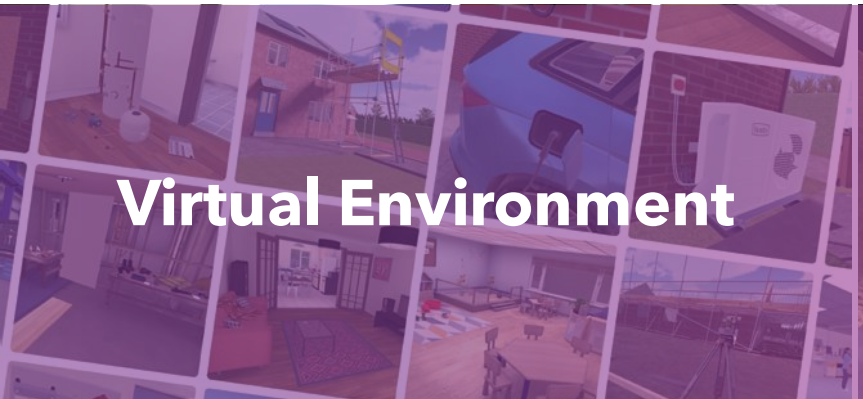
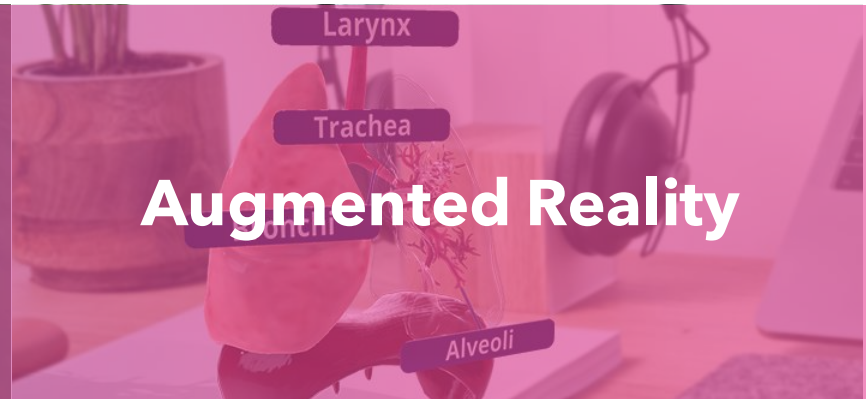
Conclusion and Future Directions

- Simulation, VR, and the Metaverse offer exciting opportunities to enhance learning in the FE sector.
- These technologies can improve engagement, provide personalised learning experiences, and offer new ways of collaboration and creativity.
- As these technologies continue to evolve, it is important for educators to explore new ways of integrating them into their teaching and learning practices to provide the best possible learning experiences for their learners.



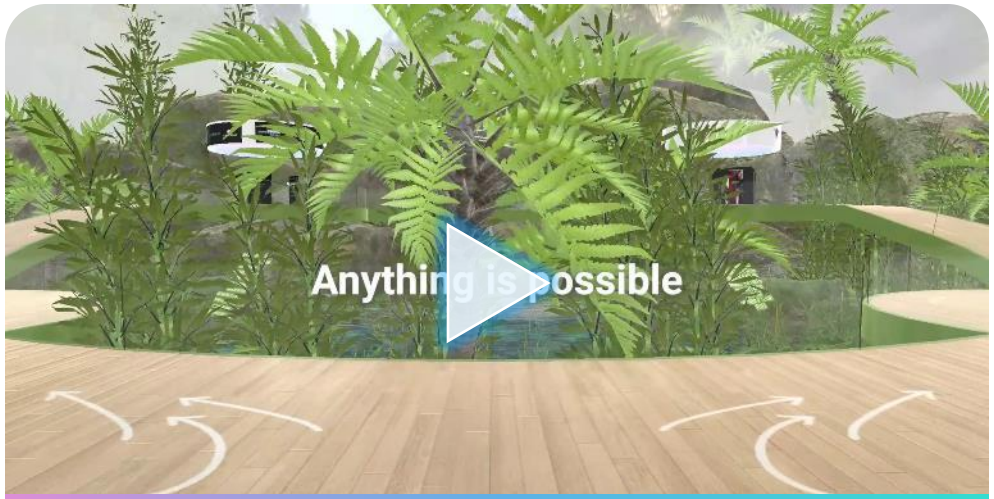


METAVERSE HUB

The Metaverse Hub solution is all in the 3D. Creating journeys where users can navigate freely in 3D virtual spaces, chat and network, explore, immerse and interact.

- **3D Experience:** 3D Virtual experiences from any PC, tablet or smartphone.
- **Content managed:** The user is free to customize virtual spaces with our tools.
- **Interactivity:** Users can freely walk around and explore virtual spaces, navigate, interact, explore, chat, schedule meetings, click on objects, virtually communicate via audio/video/text with other visitors, colleagues, and even the space organisers.
- **Communications:** Native text, audio and video communications functionality.
- **Reporting:** The Metaverse Hub analytics solution allows organisations to track user behaviour and develop hyper personalised engagement strategies.

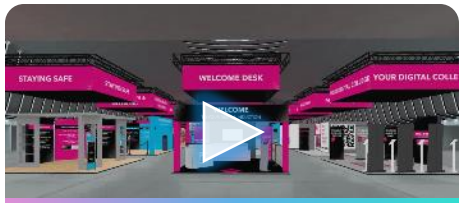
METAVERSE HUB



Metaverse Hub

Roche

Cardano



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Digital Fashion Week NY

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