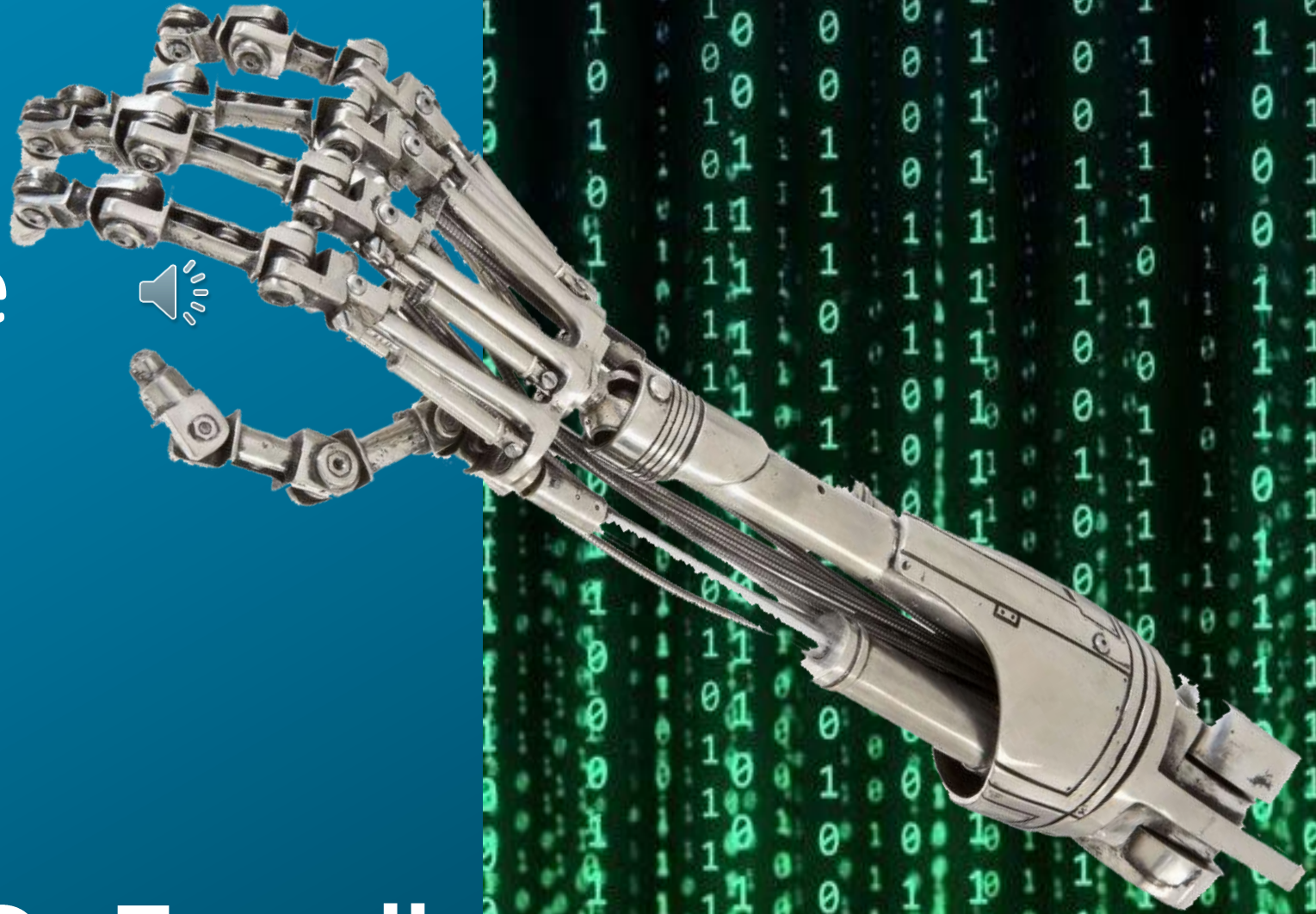


The Metaverse



Steve O' Farrell



Ireland

Dual nationality

Former teacher,
chauffeur, actor

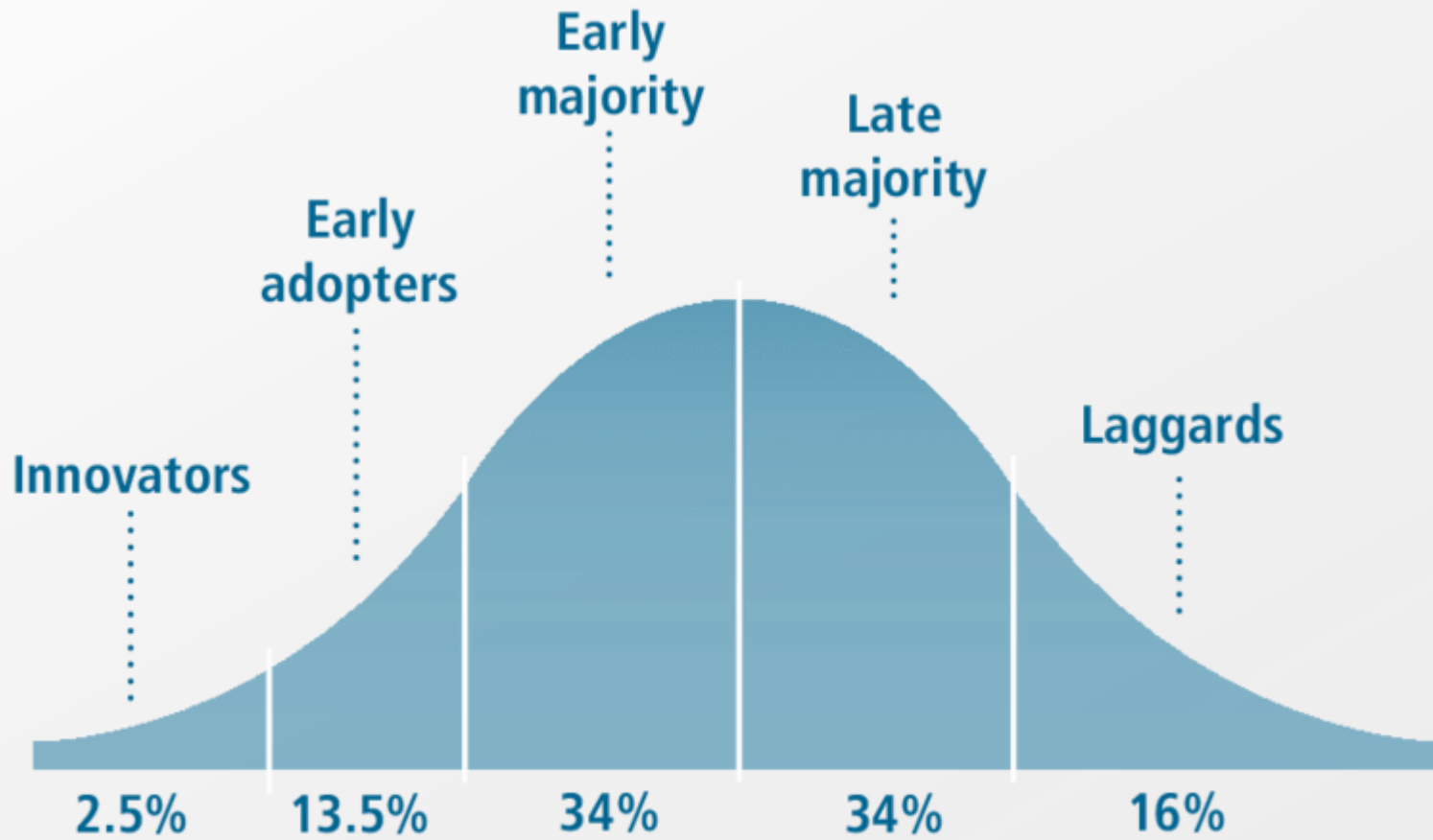
Father to an artist
and a genius

Married to a Valkyrie

Early (ish) adopter

About me





Innovation Adoption Lifecycle





Let's talk about Learnacy...



The Classroom is an artificial learning environment.

Learnacy

“The gap between the way we learn at school and the way we learn outside needs to be narrowed.”

– Guy Claxton: *What's the Point of School?*

A class today

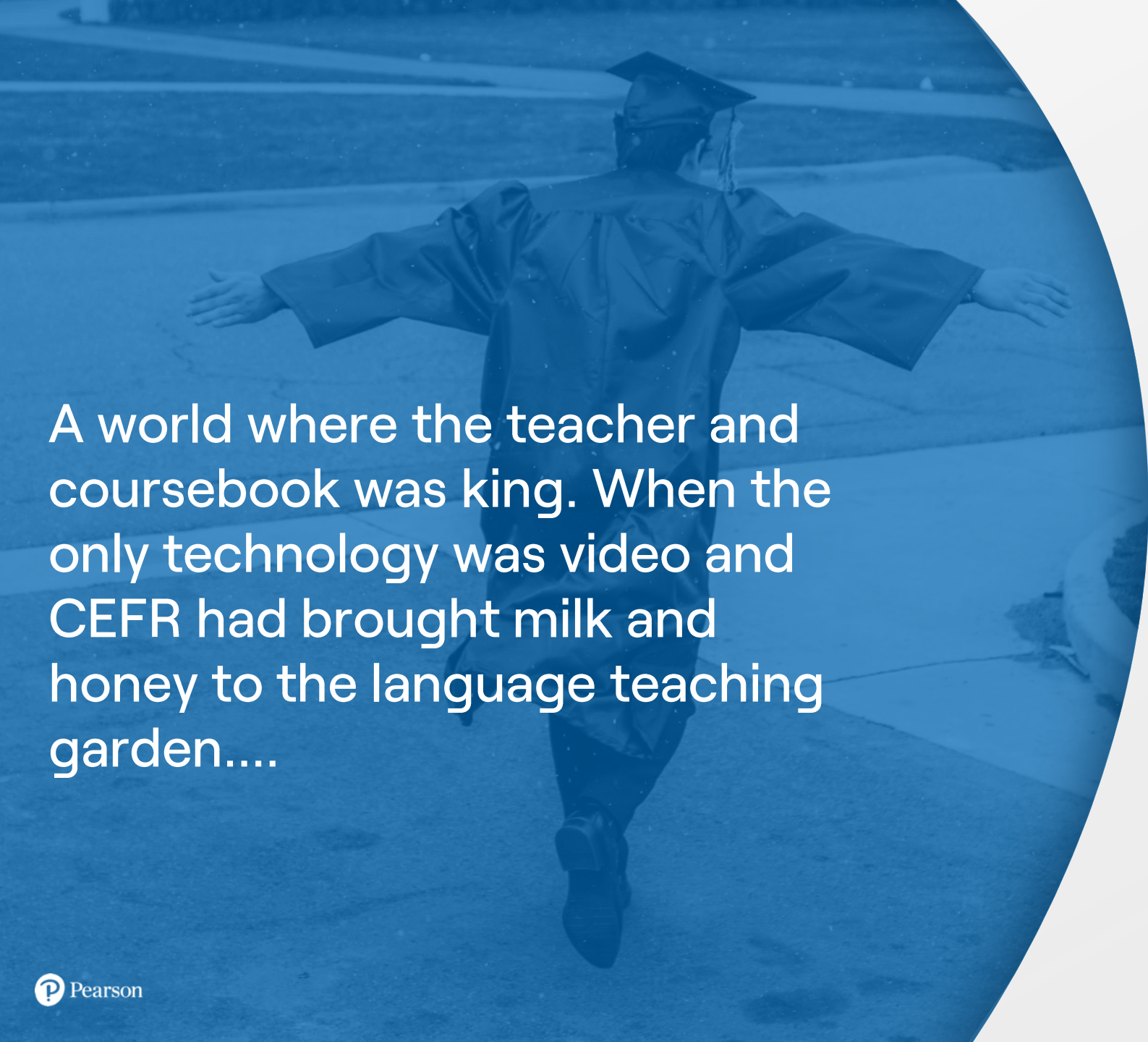


My class





The Golden Age 2002-2019



A world where the teacher and coursebook was king. When the only technology was video and CEFR had brought milk and honey to the language teaching garden....



- YouTube videos
- Computer marking of tests (multiple choice answer sheets)
- CD-ROMS – active teach
- Online homework
- Interactive resources

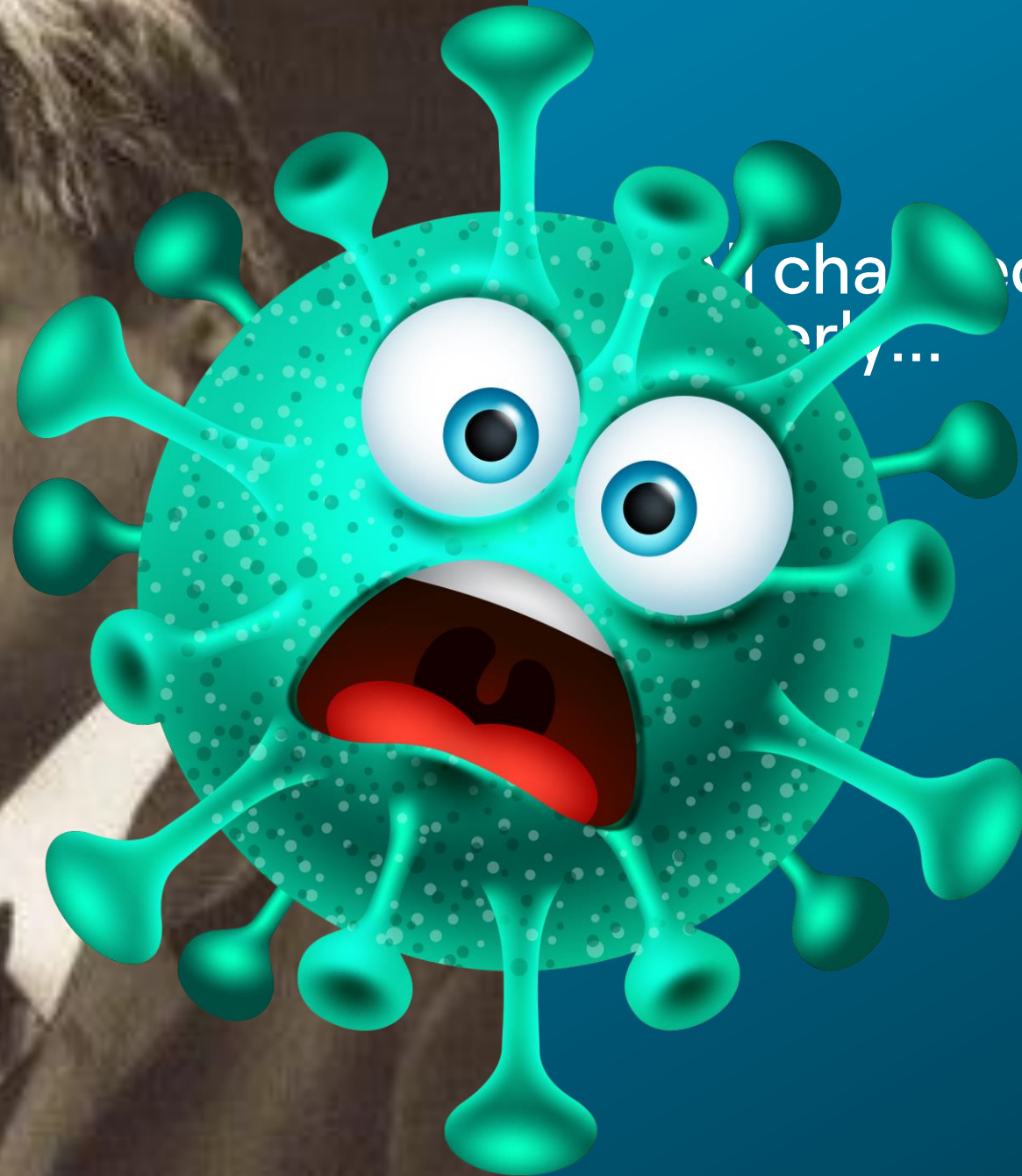
Traditional CB+WB+TB paradigm under threat.



DIGITAL CONCERN

- Fear of things going wrong
- Lack of training
- No practical support (lesson plans)
- Edtech speaks a different language
- Questionable educational 'benefits'
- Kids know better.
- The Internet





... changed, changed
... early...

W.B. Yeats



Teachers were forced...

‘ to adapt to new pedagogical concepts and modes of delivery for which they had not been trained.’

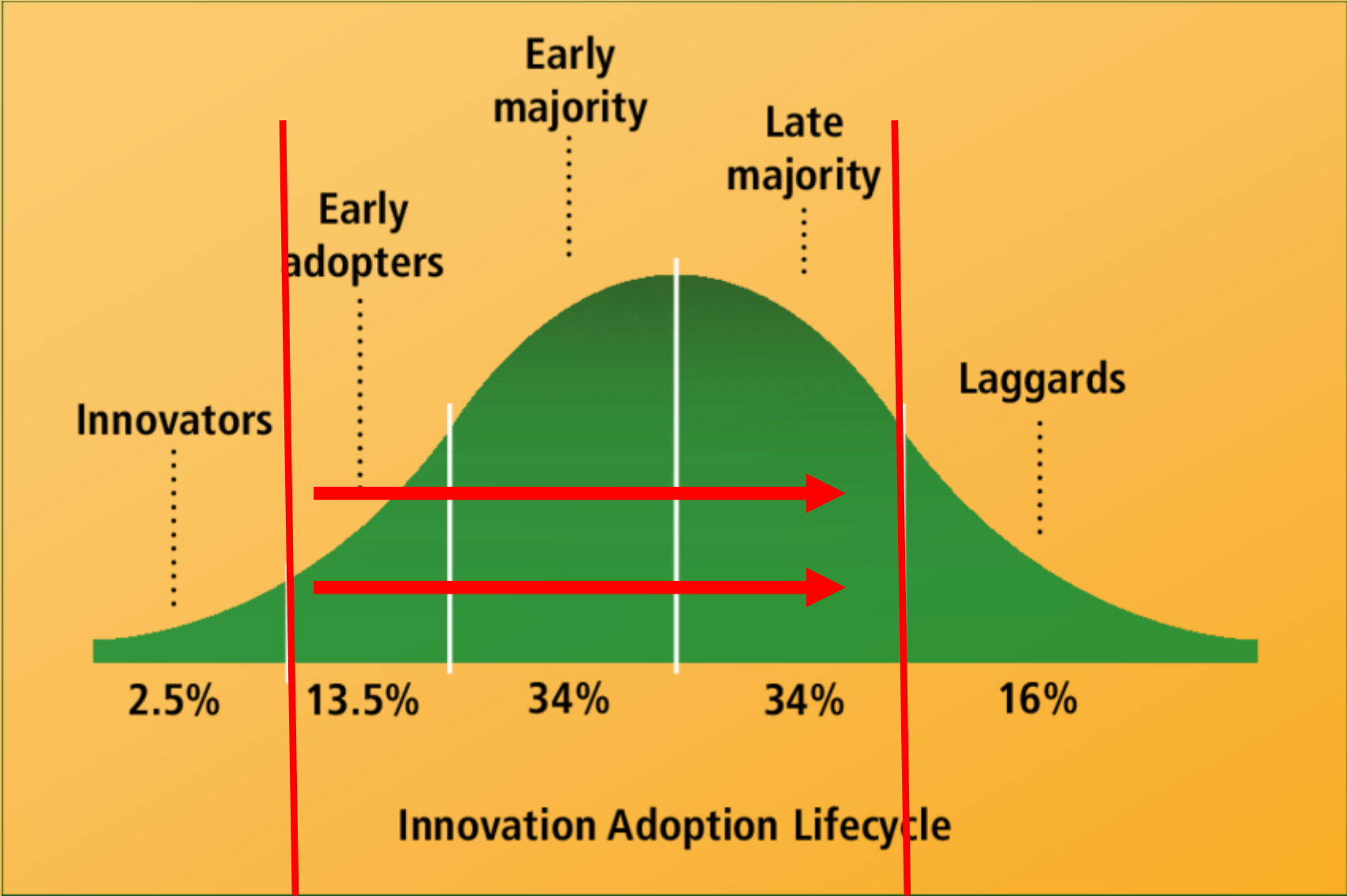
(Schindler, 2020).



Joining Breakout Rooms...

Breakout Room 1

It may take a few moments.



(Rogers, 1962)

TEACHERS

Not only being asked to go back to old workload, but also to continue with the new.

CLASSROOMS

Fully F2F? Fully online? Hybrid?
Physical or virtual?
Back to the same old Victorian-style???

Mark Zuckerberg



Who coined the term
“Metaverse”?

Not Mark Zuckerberg





Let's look
at a few....

Skittish: <https://skittish.com/>

- Students can move around the space
- Proximity voice
- Media
- Global voice





Supporting you with remote learning during COVID-19

[View resources](#)

CO SPACES EDU

[Key features](#)

[Pricing](#)

[Resources](#)

[Support](#)

[Partnerships](#)

[Gallery](#)

[Log in](#)

[Register](#)

Make AR & VR in the classroom



Get started for FREE

CoSpaces:
<https://cospaces.io/edu/>

- Send students out to the “real” world
- Create your own spaces

Spatial:

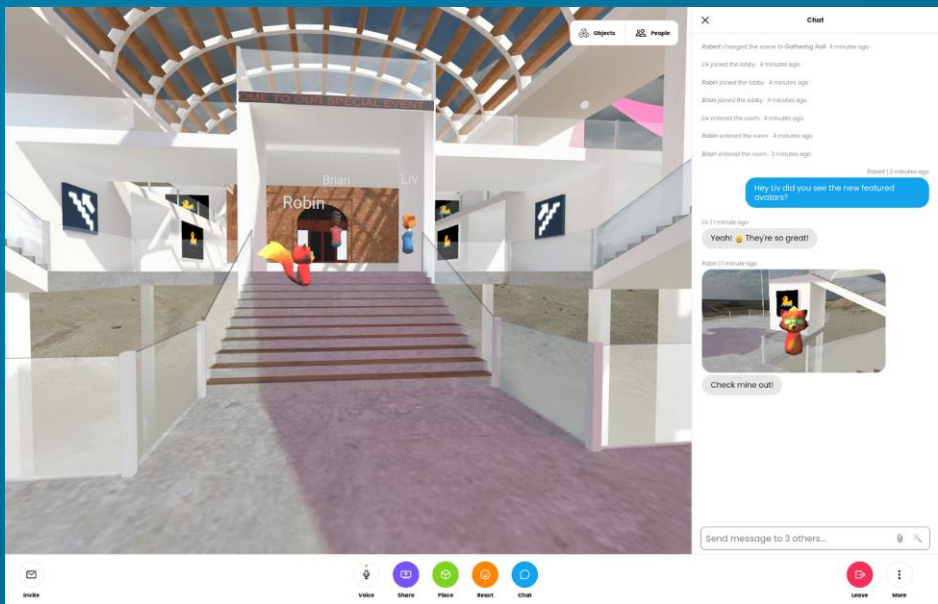
<https://spatial.io/spaces>

- Create an avatar (with camera if desired)
- Create a home environment
- Add portals and objects





Virbela



Hubs by Mozilla



Horizons from Meta



So what's in the
pipeline?



Roblox:

<https://www.fastcompany.com/90619108/roblox-future-of-education>

- Largest congregation of potential learners in the world
- High engagement
- Students already familiar with it
- Over 300 partner educational institutions

BUT...

- So far, it's really all about coding.



Mesh:

<https://edtechmagazine.com/higher/article/2021/11/microsofts-metaverse-transform-online-learning>

Pros

- A platform many of us are already using
- 3D avatars with Hololens or 2D on normal screen
- Partnering with Meta

Cons

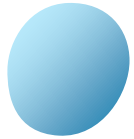
- Cost
- Hololens is not cheap
- Partnering with Meta

Introducing...

The Virtual Classroom



Püf noktalar



Create

- Google Slides and Bitmoji
- Add any images
- Create links for the images
- Links can be
 - External sites
 - Files (make sure they are shareable)
 - Other slides in the deck



Share


- Make sure the share option is "**Anyone on the internet** with this link can **view**"
- Students access the share link



Use

- Students should use laptops (if there are internal links in the deck)
- Students navigate through according to the aims of the lesson/homework
- You can duplicate the deck for different lessons/activities/purposes, and reuse the different versions later

Teachers do *not* create
learning, *learners*
create learning...

A grayscale image of a human hand held palm up, with a vibrant, multi-colored flame (red, yellow, green, blue, purple) rising from the center of the palm. The flame is ethereal and wispy, set against a black background.

...teachers create
the *conditions* in
which students learn.

Dylan Wiliam