Amalia Liogas, Director of IT

The Role of Metaverse in Education

Web 1

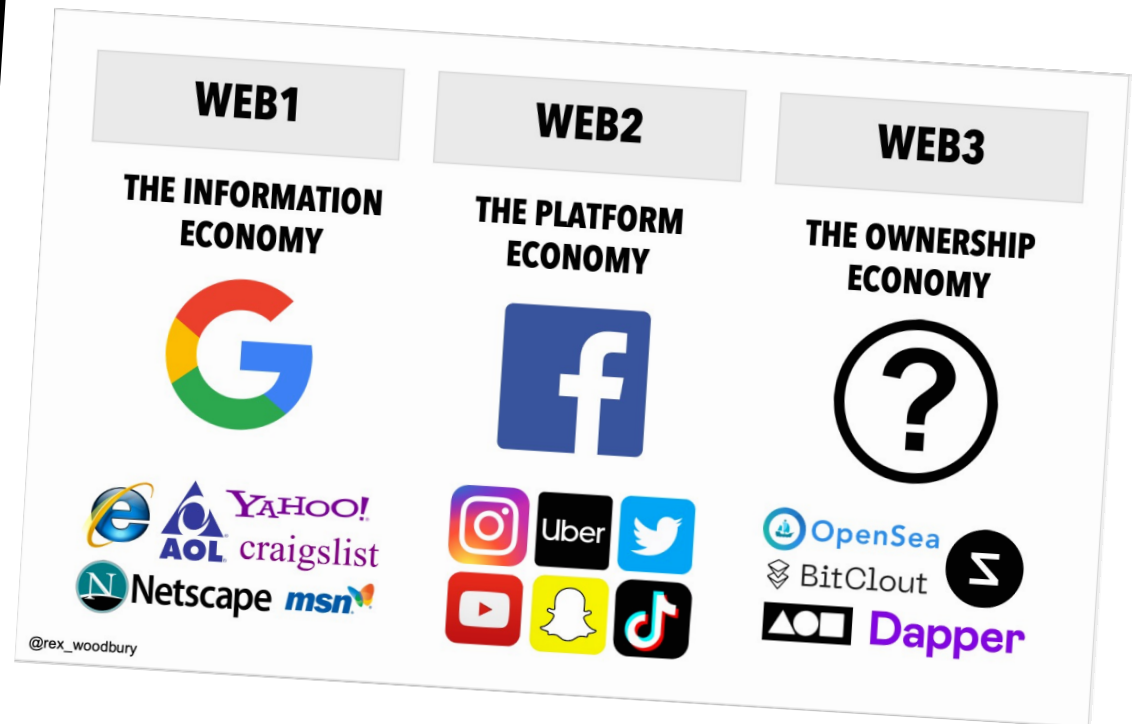- Read-only (Content Consumers)

- Decentralized

Web 2

- Read + Write
- Concentrated around a few large platforms (Google, Facebook, Twitter)
- These platforms own your data

Web3

- Read – Write - Own

- Promises to hand some of the ownership back through tokens and voting rights

- Decentralized (through the concept of blockchains)

AI

- https://www.copy.ai/

- https://quillbot.com/

- Chat GPT

- Night Cafe

- Dall-E

- Deep Nostalgia

- Our Prompts:

  + Using the metaverse as a platform to encourage girls and women to enter STEM fields.

  + Research

  + Girls in STEM fields

Augmented Reality

The integration of digital information with the user's environment in real time.

Virtual Reality

- A simulated 3D environment that lets users explore and interact with their surrounding.

- [Clouds Over Sidra](#)

- [British Museum London](#)

What is the Metaverse?

- A virtual version of the real world

- Leverages:
    + Artificial Intelligence
    + Augmented Reality
    + Virtual Reality
    + Web3

- Creates:
    + An immersive, 3D, real-time and interactive environment

Does it Exist Today?

- To a limited degree

- [Minecraft: The Underwater Dome Project](#)

- [Eduverse](#)

At The Study

- Always looking ahead