



# Introduction to the Metaverse: Navigating the New Frontier of Immersive Education

# **Course Syllabus**

# **Course Description**

The metaverse is a new and exciting virtual world where students and teachers can engage in immersive learning experiences. In this course, we will explore the potential of the metaverse for teaching and learning, and discuss strategies for using this technology to enhance student engagement and learning outcomes.

Note, this course is delivered in collaboration with Ed3 DAO.

This course enhances classroom teaching effectiveness and supports improved student outcomes by introducing new knowledge in immersive tech—including VR, AR, and 3D environments. Move beyond the traditional classroom to explore how immersive tech can turn passive lessons into dynamic experiences.

#### **Course Objectives**

At the end of this course you should be able to:

- 1. Understand the concept and components of the Metaverse.
- 2. Apply instructional design principles for engaging asynchronous learning content in the Metaverse.
- 3. Develop a comprehensive plan for Metaverse learning implementation.
- 4. Understand the role and impact of avatars in the Metaverse learning environment.
- 5. Explore tools and modalities for synchronous learning in the Metaverse.
- 6. Incorporate formative assessments in the Metaverse context.
- Address accessibility and equity considerations in designing inclusive Metaverse learning experiences and analyze the impact of diverse perspectives and cultures on Metaverse learning.
- Analyze successful Metaverse learning implementations through the case study of Metaversities and consider whether buying VR headsets is a good return on investment.

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#### **Modules**

- Module 1: The Metaverse, Quiz 1
- Module 2: Designing Asynchronous Learning Experiences, Quiz 2





- Module 3: Planning For Metaverse Learning, Quiz 3
- Module 4: Avatars and Learning, Quiz 4
- Module 5: Synchronous Learning in the Metaverse, Quiz 5
- Module 6: Assessment for Metaverse Learning, Quiz 6
- Module 7: A Metaverse for All, Quiz 7
- Module 8: Case Studies and Best Practices, Quiz 8

# **Grading:**

Each quiz must be passed at an 80% or higher (three attempts allowed).

### **Format**

This is a self-paced, asynchronous (no required live meetings) course. Throughout the PD course, you will find it helpful to take notes along the way to assist with the quizzes. Within each module, you will find reflection assessments that are not graded but will help in your journey through the course.