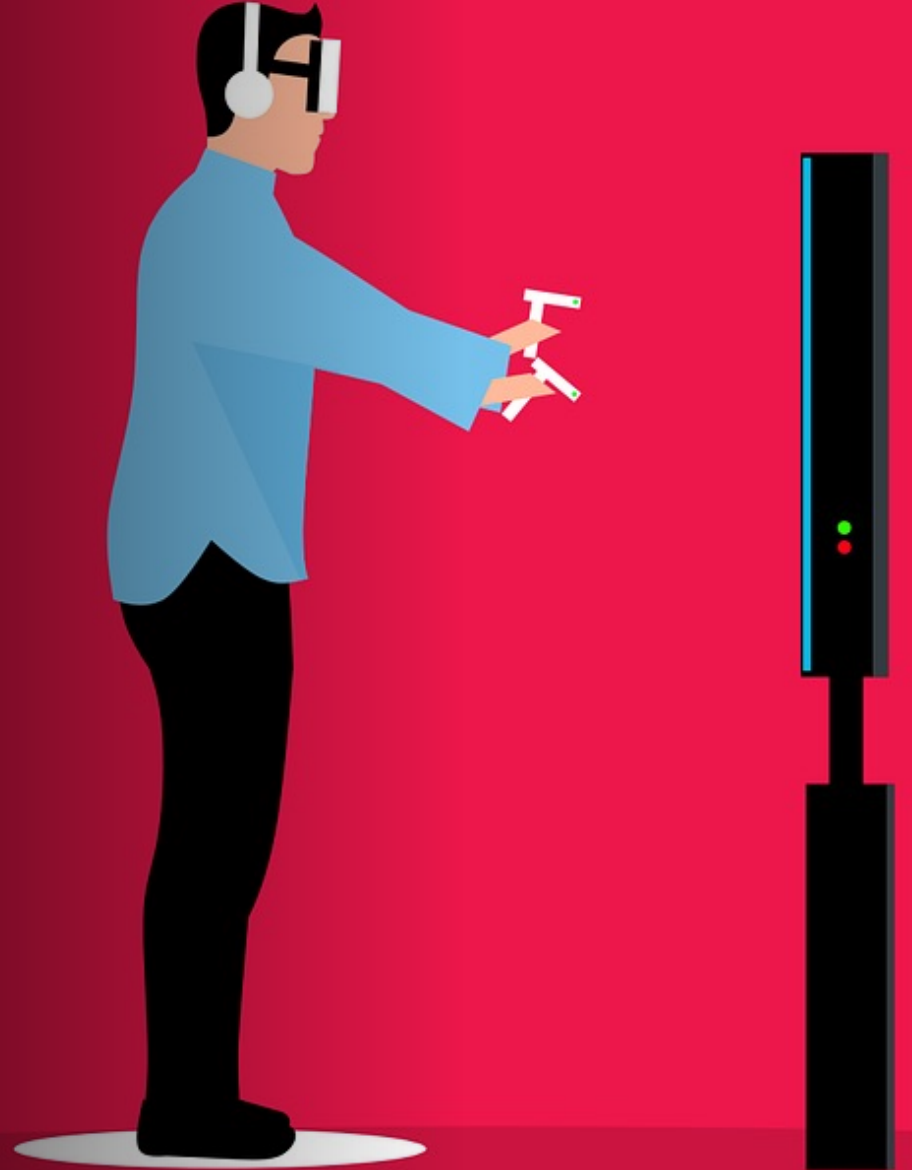


METaverse & EDUCATION

Mert Dinç

Oğulcan Durmaz



BACKGROUND

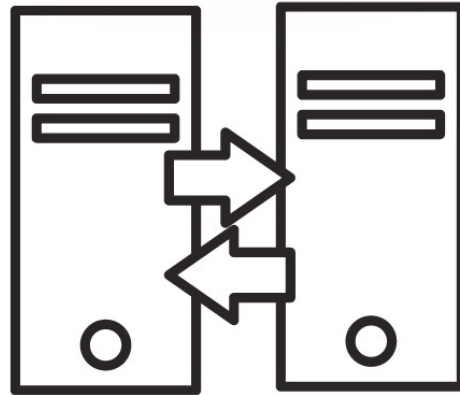
WEB

1.0



WEB

2.0



WEB

3.0



EDUCATION



METaverse

- The metaverse is a digital reality that combines aspects of social media, online gaming, augmented reality (AR), virtual reality (VR), and cryptocurrencies to allow users to interact virtually.



METAVVERSE



METaverse ORIGINS

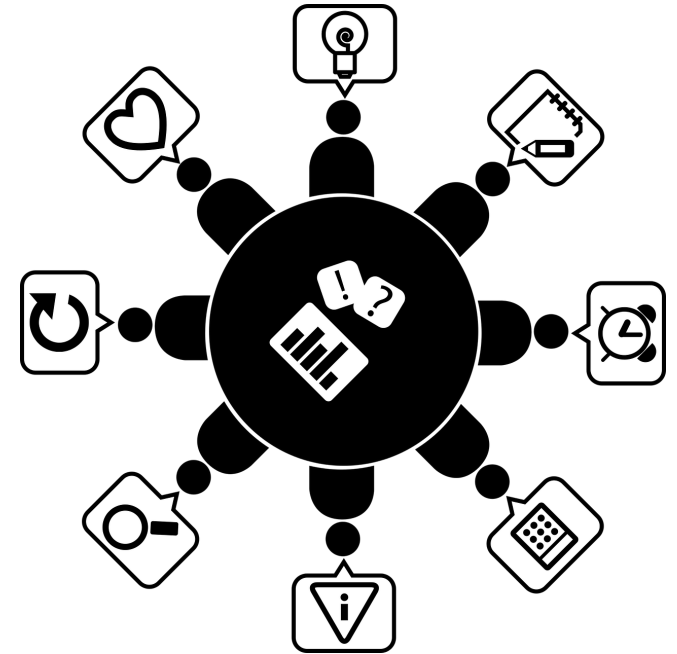


CORE



WORKSHOP

- Devise an idea of MetaVerse application that can be used in education. Then, choose a speaker to present your imaginary application.
- You have 15 minutes.
- You can work in pairs or groups.
- In your plan, you have to address following points:
 1. Name of your MetaVerse application
 2. The reason why you came up with this idea
 3. Its aim, use and benefits in education



LET'S PRESENT AND GIVE FEEDBACK!

