



**metaverse**  
LEARNING

[www.metaverselearning.co.uk](http://www.metaverselearning.co.uk)



**METAVVERSE**  
**HUB**

[www.metaversehub.co.uk](http://www.metaversehub.co.uk)

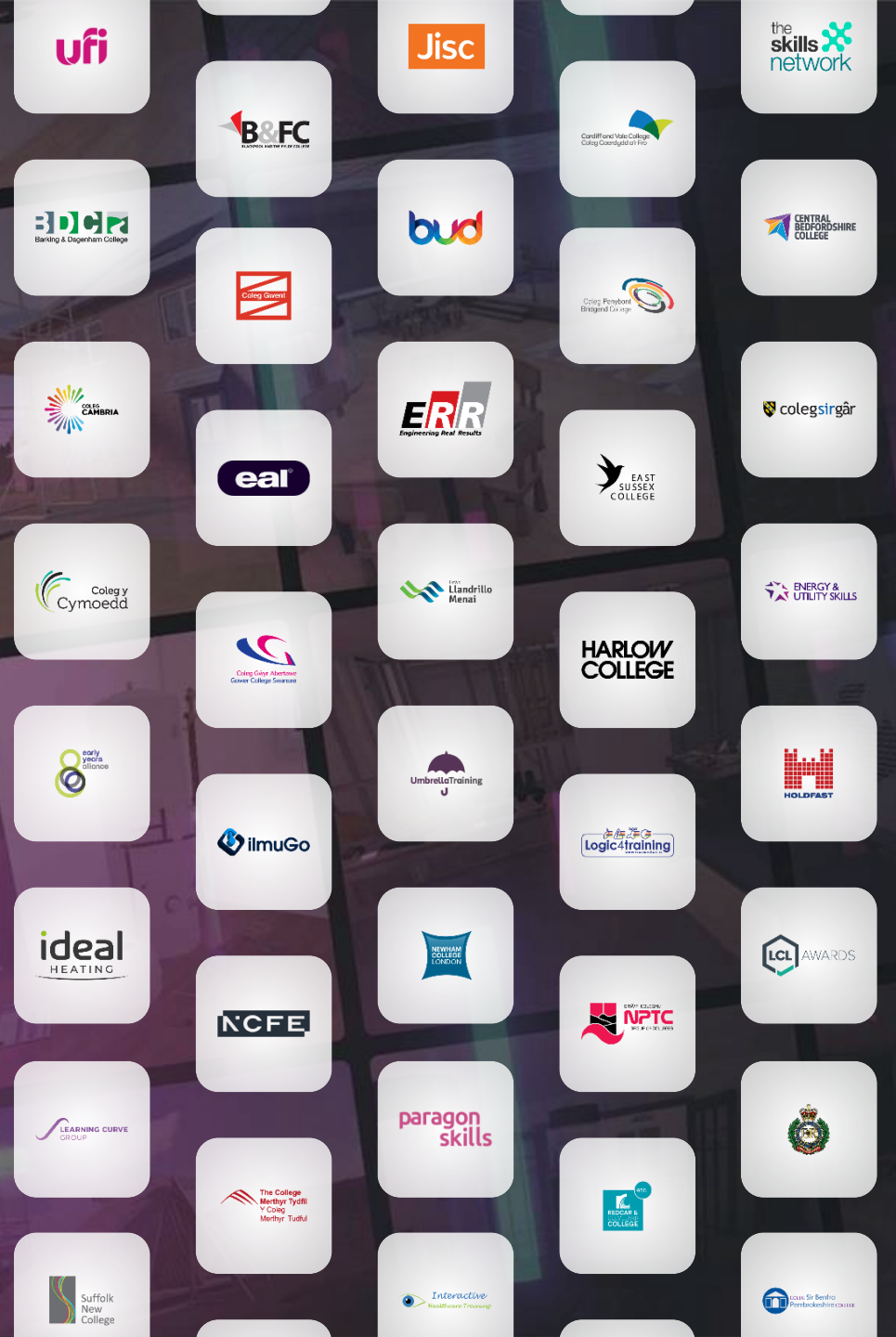
# Immersive Learning Transformation in the Metaverse

Cassandra Baxendale

*07<sup>th</sup> June 2023*

Simulating real-world environments so learners can acquire the skills they need to succeed.

- Experts in the fields of Mixed Reality and 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.
- For the sector by the sector.





# Challenges for the sector

Limited resources  
(tutors, materials,  
infrastructure)



Learner engagement



Poor completion rates



Changing needs of  
learners and future  
of work



Cohesive Digital  
Transformation strategy

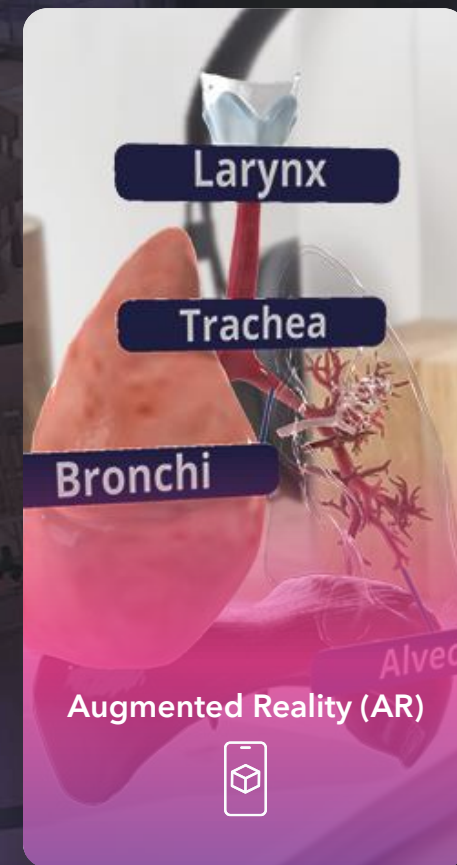


Employer engagement



# The solution

- Simulated Learning and the Metaverse.
- Mixed reality - Virtual Environment (VE), Virtual Reality (VR) and Augmented Reality (AR).
- Innovative ways to enhance learning, raise quality and reduce costs.
- Allows learners to experience real-world scenarios in a controlled and safe environment.
- Blended Learning teaches technical skills and non-technical skills.
- Suits different learning styles, improving engagement.
- Apprenticeships / T-levels / Employability





# E-Practical Scenarios Based Learning



Bricklaying



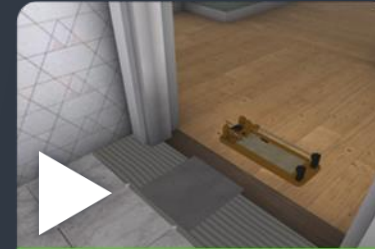
Carpentry & Joinery



Painting & Decorating



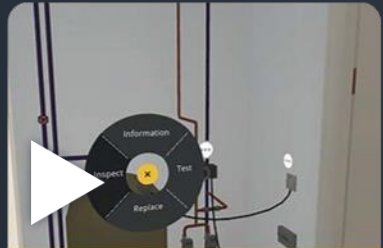
Plastering



Tiling



Welding & Fabrication



Electrical Engineering



Plumbing & Gas



Heat Pumps



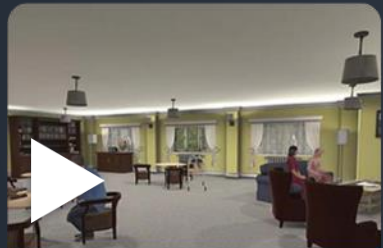
Solar PV



Solar Thermal



EV Charging



Health & Social Care



Nursing



Early Years



Coming Soon

Functional Skills



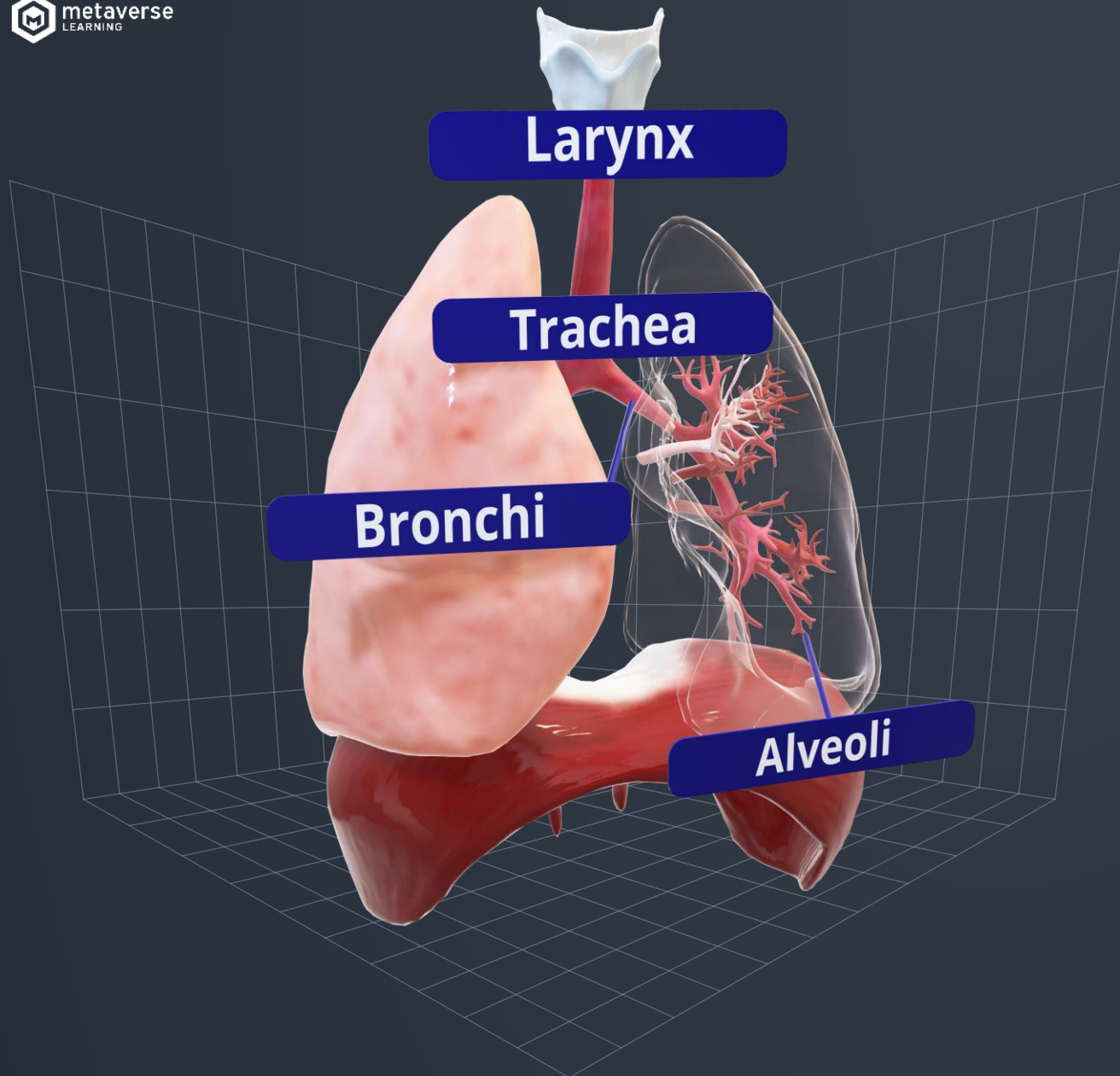
Coming Soon

Retrofit



Coming Soon

Commis Chef



# AUGMENTED REALITY



Scan the QR code with your camera app to try.

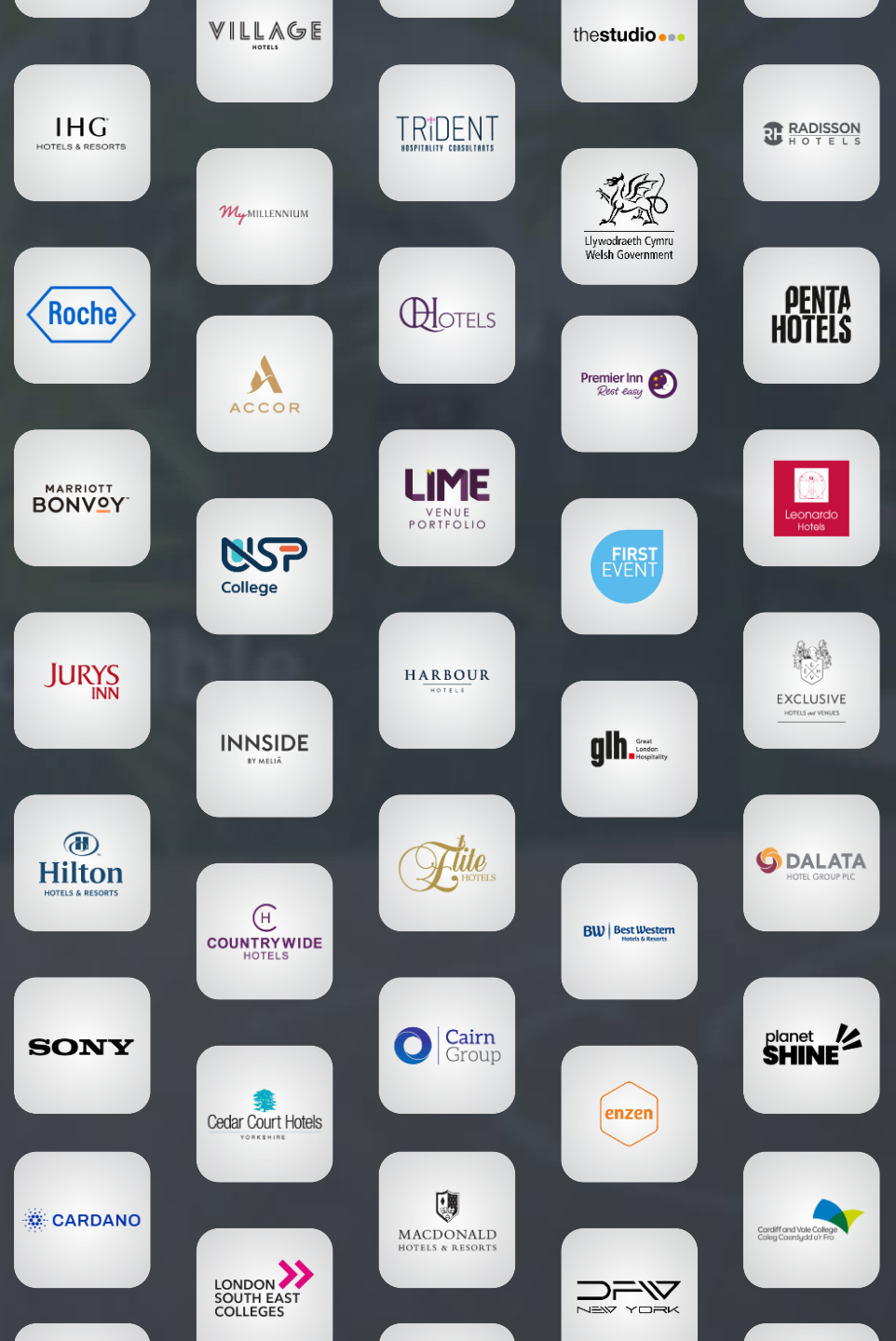






A fully content-managed, 3D virtual experience platform bringing a global audience together in the metaverse.

- **Content managed:** Easily you can customize and control spaces.
- **Halls:** License existing developed halls or we can create a digital twin of your building.
- **Scalable:** adding more spaces at anytime.
- **Users Interactivity:** Users can freely walk around and can:
  - Explore virtual spaces
  - Interact and click on objects
  - Download brochures, watch videos, links to other media/sites
  - Chat with others via text, audio and video
  - Augmented Reality experience
  - Schedule meetings
- **Webinars:** Attend live webinars and access OnDemand videos.
- **Subletting:** Licenses can sub-let spaces within the hub.
- **Reporting:** Access to data analytics about the events/hub.
- **Visitors Capacity:** easily supporting over 100k concurrent users.





# Recent Projects



CARDANO

SONY

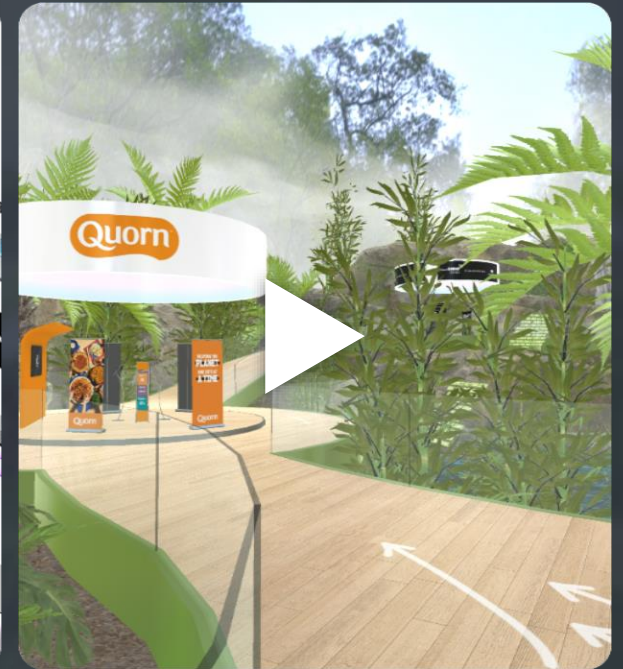
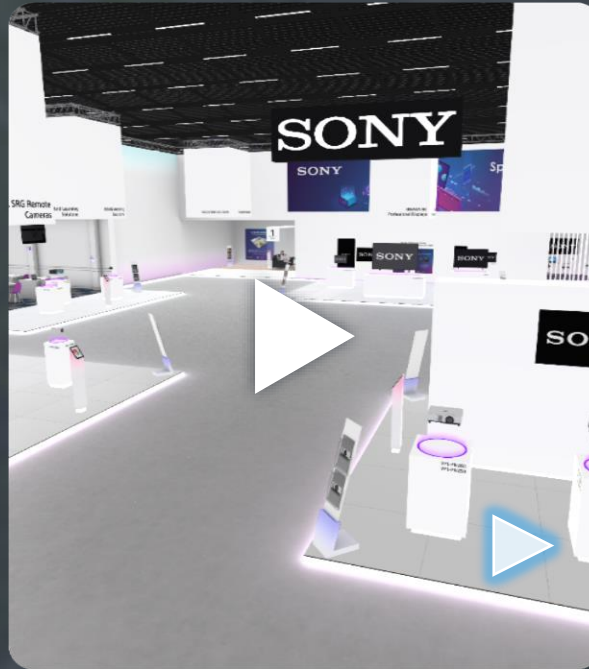
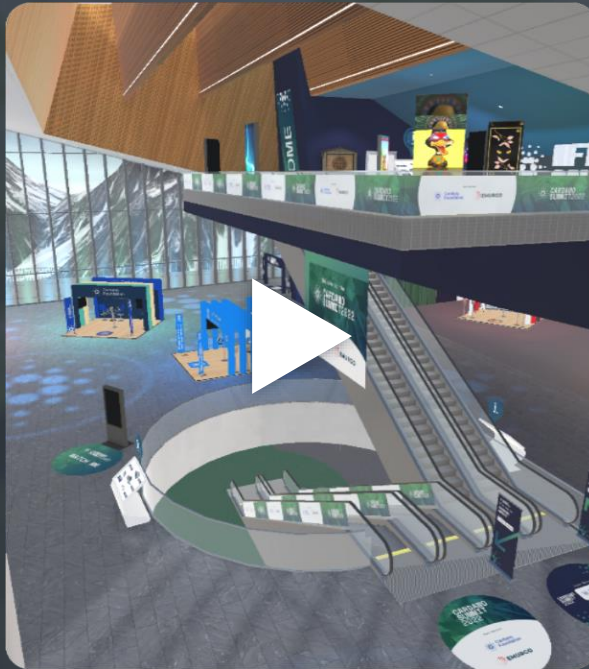
planet SHINE

Roche



BENTLEY

LONDON SOUTH EAST COLLEGES







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THANK YOU



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