

Metaverse Educational Register Working Group Charter

1. Status and Change History

- March 14th, 2024 - Initial Draft
- March 28th, 2024 - Second Draft
- April 11th, 2024 - Third Draft
- April 23rd, 2024 - Final Version Submitted to Oversight
- May 15, 2024 - Approved by Oversight

2. Officers

2.1. Current Chairs:

- *Ashley Cribb, Cape Fear Esports*
- *Nelly Tacheva, Tangra*
- *Michael Brock, PrecisionOS*
- *Armin Grasnick, PHANTOMATRIX / IU International University of Applied Sciences*

2.2. Other Officer positions may be created as needed under Forum Domain Working Group Processes.

3. Motivation and Goals (and NON-Goals)

An exploratory group/register serves as a compilation or listing of information gathered from various sources to explore and understand a particular subject or field. In the context of education, it functions to collate information from diverse sources, such as academic literature, expert opinions, and practical experiences, to list common terms, practices, or unique approaches within the field. Additionally, it acts as a resource for defining the educational landscape and helps to scope future work by identifying gaps, trends, and areas for further exploration and development.

In the emerging realm of the Metaverse, where virtual and augmented reality technologies are increasingly integrated into education and training, having an exploratory group/register becomes crucial. Education and training in the Metaverse are becoming essential for all organizations, whether for internal skill development or external educational offerings. By compiling information from diverse sources, this register will serve to inform stakeholders about the current landscape of Metaverse education and potentially streamline their approaches by collating best practices, challenges, and emerging trends.

It is important to note that “education and training in the Metaverse” would refer to both teaching within and about the Metaverse.

Defining limitations for teaching and learning in the Metaverse is another important aspect facilitated by an exploratory group/register. By identifying and articulating these limitations, educators and developers can better understand the challenges inherent in teaching and learning within virtual environments. This understanding then assists in the development of projects requiring Metaverse education and helps in designing interventions and solutions to address these limitations effectively. In essence, the exploratory group/register serves as a valuable tool for navigating the complexities of Metaverse education, guiding stakeholders in making informed decisions and advancing the field towards greater effectiveness and

accessibility.

4. Project Deliverables and Requirements

- **Develop an Exhaustive List of Metaverse Training, Use, and Business Cases**
 - Catalog diverse applications of the metaverse in education
 - Serves as a reference point for educators and organizations
 - A dynamic list that reflects metaverse educational applications
- **Create a Registry of Recognized Metaverse-Specific Educational Resources**
 - Compile a list of learning materials, platforms, and tools tailored for education.
 - Ensures that educators have access to high-quality, impactful resources
 - Verified resources for curriculum development and improving the learning experience
- **Liaise with Metaverse Educational Providers**
 - Establish partnerships and networks with leading metaverse educational entities and existing networks.
 - Enables exchange of knowledge, resources, and best practices among educational providers
 - Stronger collaborations leading support working group members
- **Create a List of Tools to Help Educate Learners within the Metaverse**
 - Identify software, applications, and platforms suitable for metaverse education
 - Equips educators with the necessary tools to create effective learning experiences
 - Guide for the integration of technology into Metaverse teaching strategies
- **Identify Best Practices for Safety and Security for Educating in the Metaverse**
 - Highlight security measures and safe practices for a secure educational environment
 - Ensures the well-being of learners and educators
 - Guidelines for a secure and respectful educational experience for all Metaverse participants
 - Guidelines relating to the use of avatars for education
 - Guidelines related to accessibility, readability, and other related content
- **Identify Best Practices in the Field of Learning through the Metaverse**
 - Find effective teaching methods and learning strategies
 - Enhances the quality of education delivered with a digital platform
 - Blueprint for educators to achieve the full potential of immersive learning



- **Write Up Case Studies and White Papers about Metaverse Educational Initiatives or Programs**
 - Analyze and document successful metaverse educational programs to gain insights and lessons learned.
 - Provides empirical evidence of the impact and potential challenges of metaverse education initiatives
 - Collection of scholarly and practical works that guide future development and implementation strategies
- **Publish Articles/Blog Posts on MSF's Website and Socials to Raise Awareness and Participation in Group Development**
- **Use digital platforms to spread information, achievements, and opportunities within the educational register**
 - Engages a broader audience and encourages involvement from various stakeholders
 - Increased visibility and support for metaverse education initiatives
- **Facilitate Workshops, Presentations, and Events in Collaboration with Relevant Organizations**
 - Organize and conduct interactive sessions to educate, network, and promote metaverse education.
 - Builds community, supports innovation and exchange of ideas and practices
 - Ecosystem of educators, developers, and learners
- **List All Current Certification Practices in the Metaverse**
 - Outline existing certification mechanisms for courses and programs
 - Standardizes recognition of skills and knowledge, enhancing credibility
 - Certification directory that supports institutions in aligning with reputable certification standards
- **Connect Organizations Developing Educational Programs with Other MSF Domain Groups**
 - Bridge educational initiatives with other metaverse specialization groups to enhance interdisciplinary collaboration
 - Promotes a holistic development approach, integrating diverse insights and expertise
 - Synergized efforts leading to more comprehensive and impactful educational solutions within the metaverse

- **Invite Educational Leaders within the Space to Join the Register**
 - Convince leaders and innovators in metaverse education to contribute to the working group
 - Supports the group with fresh perspectives and proven leadership
 - A dynamic, influential working group

	Description	Deliverable	Cadence/ Target Date*	Participants
1	Create a Definition of Metaverse for Education			
2	Develop a Metaverse Training Use Cases List	List of metaverse training use cases	1 month after WG	Nelly, Mirza Zaib
3	Create a Registry of Recognized Metaverse-Specific Educational Resources	List of learning materials, platforms, and tools tailored for education	3 months after WG	Ashley
4	Liaise with Metaverse Educational Providers	Start with our own organizations & affiliations	1 month after WG (Phase 1)	Armin
5	Create a List of Tools for Education in the Metaverse	Initial list of software, platforms, tools (# of items)	1 month after WG (Phase 1)	Brian Burton, Nelly, Zaniyar Jahany
6	Write Up Case Studies and White Papers about Metaverse Educational Initiatives, Programs, and Best Practices, e.g.: - Best Practices for Learning through the Metaverse - Best Practices for Safety and Security in Metaverse Education	Initially publish high-level guidelines, then follow with more specific or deep-dive articles/white papers.	Ongoing	Armin, Jennifer Hotai, Priscilla Angelique, Nelly, Zaniyar Jahany
7	Publish Blog Posts on MSF's Website to Raise Awareness and Drive Participation	Blog posts on MSF website	Monthly	Jennifer Hotai, Zaniyar Jahany
8	Use digital platforms to spread information, achievements, and opportunities within the educational register	Social media posts (for larger reach, coordinate posting & engagement)	Ongoing	Jennifer Hotai
9	Facilitate Workshops, Presentations, and Events	- Metaverse EdCon - Workshops, Speaking Engagements	- Fall 2024 - TBD	Jennifer Hotai, Armin
10	List All Current Metaverse Certifications	List of Certifications	TBD	
11	Connect Organizations Developing Educational Programs with Other MSF Domain Groups	Email updates to other MSF groups	Monthly	
12	Invite Educational Leaders to Join the Register		Ongoing	

*Most of our work will be ongoing, so whenever a target date is specified, it usually refers to an initial publication or the first phase of an ongoing initiative.

5. Milestone Plan

- **12/20/2023** - Exploratory Group (EG) Proposal Submitted
- **1/17/2024** - EG Approved by the Oversight Committee
- **2/29/2024** - Kick-off Meeting
- **3/14/2024** - Working Group (WG) Charter Created
- **4/23/2024** - **WG Charter Submitted to Oversight**
- **5/15/2024** - Oversight Committee to Vote

6. Coordination

- Forum Standards Register Working Group
- Forum Outreach and Speakers Bureau
- UNC Wilmington
- Boise State University Ed Tech
- IU International University of Applied Sciences
- Morehouse College ([link](#))
- Educators in VR ([link](#))
- uniVERSEty Network
- The Immersive Learning Research Network (iLRN) ([link](#))
- VRARA Education Committee ([link](#))
- Identify and invite book authors and scholarly journal editorial board members
- Examine possible intersection with UN SDGs
- The IEEE Global Initiative on Ethics of Extended Reality ([link](#))
- Other relevant organizations we identify

7. Communication Plan

The Working Group officers will provide quarterly updates to the Forum Oversight Committee, Forum membership, coordination partners and public, or when major milestones are achieved.

8. Risk Factors

- Lack of engagement from educational providers
- Low participation from Forum members
- Voluntary effort fluctuations due to work-related priorities

9. Working Group Renewal

Two years from approval of the charter.

10. Project Funding and Resources

Requests for funding and/or resources will be submitted to the Forum Oversight Committee for approval as the need arises.

11. References

< Link to Draft Google Doc (a useful starting point for updates when approved and printed to PDF) >

<https://docs.google.com/document/d/1X2xFgbaq6g3qI9DomgiX594aEgoj4xYNpbfpzVMbH4w/edit>