A Preliminary Study on Education and Teaching Based on the Concept of Metaverse—Take "Information Technology" as an example

Paper ID : FSDM4062

Jinan University
Xiamen University

Xiaoli LIU, Zuzhi FAN, Shujuan PENG, Shiqian GU, and Su WANG
Jinan University, Xiamen University, East China Normal University

Introduction

With the rise of the concept of Metaverse, it has become the direction of higher education to construct virtual experimental teaching platform and virtual laboratory by using new information technology. It has become an inevitable trend for the innovation and development of colleges and universities to solve the gap between knowledge learning and practical skills acquisition by Metaverse technology.

Methods

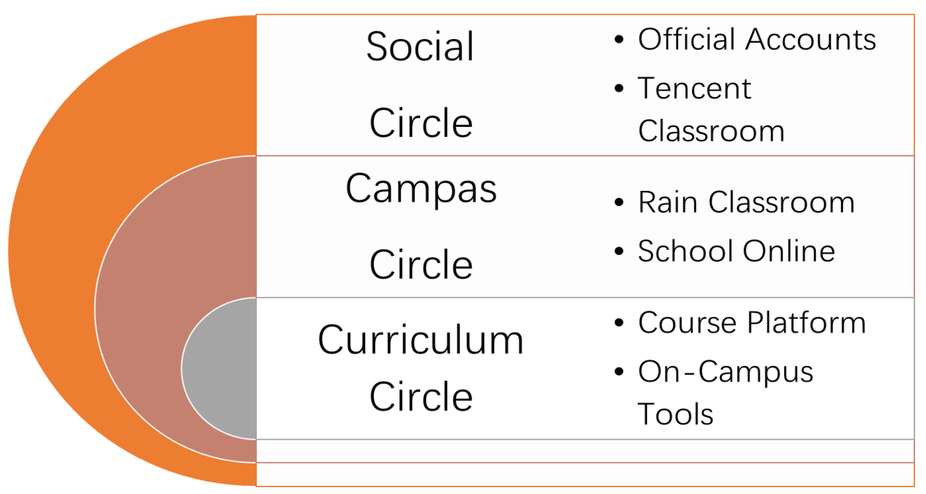
Based on theoretical basis for Metaverse education(Learning theories, Teaching theories, Education model), the following work is conducted :

- ➢Teaching activity design
- ➢Platform Integration
- ➢Resource Construction and Assessment Design
- ➢Teaching Implementation
- ➢Teaching effort evaluation

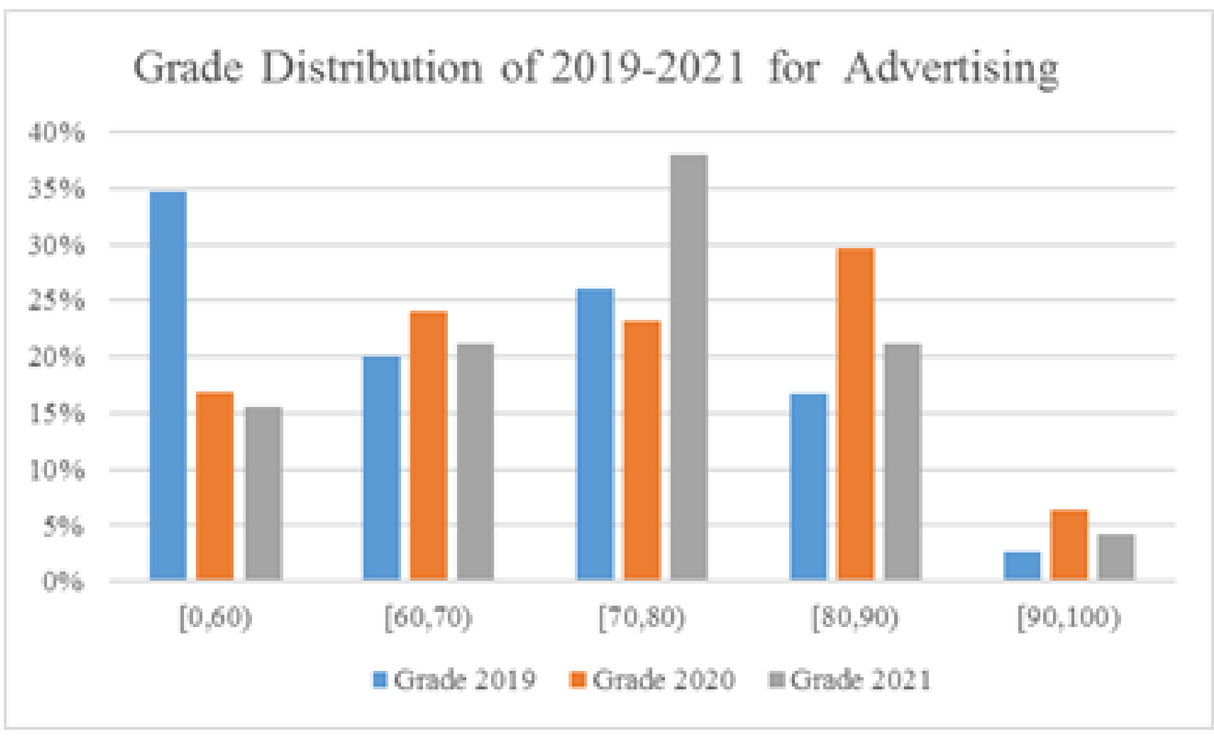
Graphics / Images

The detailed planning of teaching design needs to be carried out in stages. According to the existing teaching experience and teaching research results, it is divided into four parts in figure below.

Metaverse learning space into 3 levels: curriculum circle, campus circle and social circle.



The figures below shows the evaluate of recent 3 years. It shows that the proportion of unqualified student is decreasing year by year. The grades of 2021 are relatively close to normal distribution.



Conclusions

Based on the concept of the meta-universe, this paper makes a preliminary exploration of the teaching of the course of Information Technology. The construction and implementation of online and offline mixed teaching resources are carried out through online learning tools. Through the comparison of final grades of advertising majors, it is found that the teaching effect with meta-universe has improved significantly.