

## INSTRUCTIONAL FLOW MATRIX A Conceptual Tool for Hybrid Learning Design

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Fragmenting the educational continuum: A Model to classify and organize complexity.



### Create a NEW 3D Matrix for Education in The Metaverse

Use these known concerns to identify 3 axes or vectors for your Matrix.

- 1- Privacy – The metaverse will potentially collect a lot of personal data (eye-tracking, physical reactions, habits).
- 2- Protection for children – How can we monitor what minors are doing and seeing, to keep them safe?
- 3- Health concerns – New health challenges of an immersive world (VR hangovers, post-VR sadness, and cyber addiction...)
- 4- Access inequality – Equal access to the metaverse technology in education (handsets, headsets, connectivity...)
- 5- Legal issues – The grey regulatory issues of the metaverse are potentially dangerous. When is a virtual act a crime?
- 6- Desensitization – Virtual worlds might desensitize people to violence, racism, and misogyny.
- 7- Identity hacking – Avatars can protect people in the metaverse, but how can we verify users' identities?
- 8- Security and Ownership – Most personal metadata belongs to each user (DNA, heartbeat, retina). How can we protect archives in the future?

**You can add other concerns of your own:** relieve digital fatigue, confront cognitive bias, cyberbullying, fake news and ephemeral news dissemination...

Suggestions:

- a) Organize similar challenges in groups.
- b) Try to identify 3 groups, to build your matrix.

#### More info from Forbes :

<https://www.forbes.com/sites/bernardmarr/2022/04/04/the-effects-of-the-metaverse-on-society/?sh=39f8e867765b>