

INSTRUCTIONAL FLOW MATRIX

A Conceptual Tool for Hybrid Learning Design

CNIE 2022 Conference Innovating Every Day: Moving Beyond COVID

By Neus Lorenzo & Ray Gallon

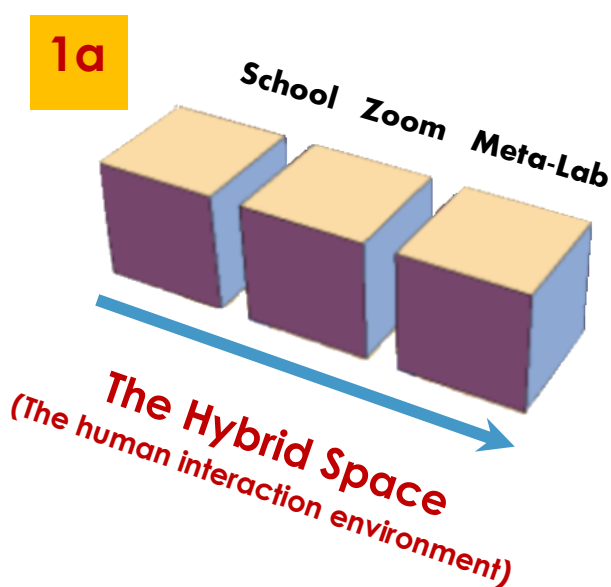
Fragmenting the educational continuum: A Model to classify and organize complexity.



1- Creating the first vector:

- 1a) Chose or identify the first vector, with at least three relevant elements in it.
- 1b) Introduce a theory, approach, or educational model that can justify your choice.

Example:

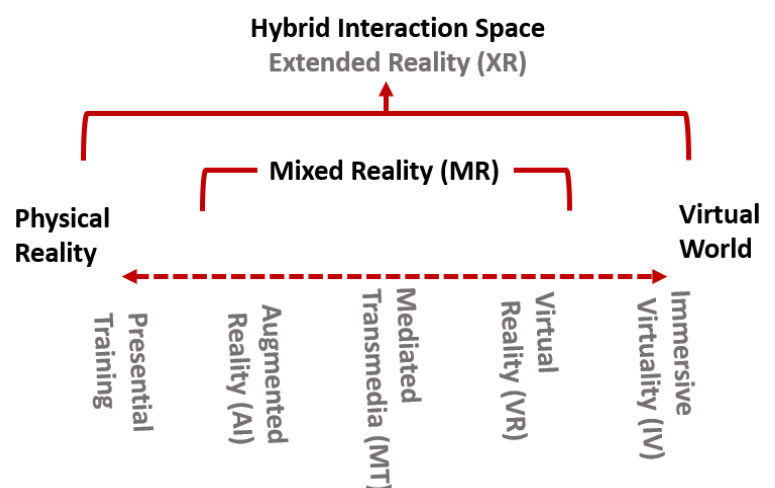


1b

The Hybrid Interaction Space Model

It presents the continuum of Mixed Reality, with several relevant elements.

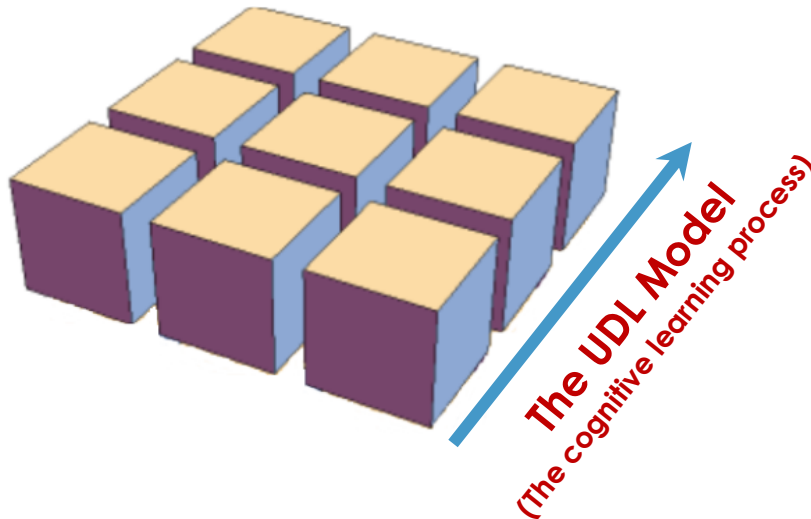
This version is adapted from Mustafa Al-Adhami



2- Creating the second vector:

- 2a) Chose or identify the second vector, with at least three relevant elements in it.
- 2b) Introduce a theory, approach, or educational model that can justify your choice

2a

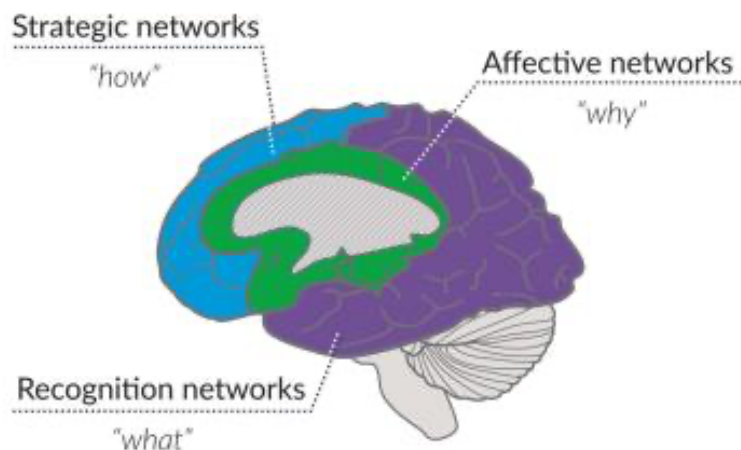
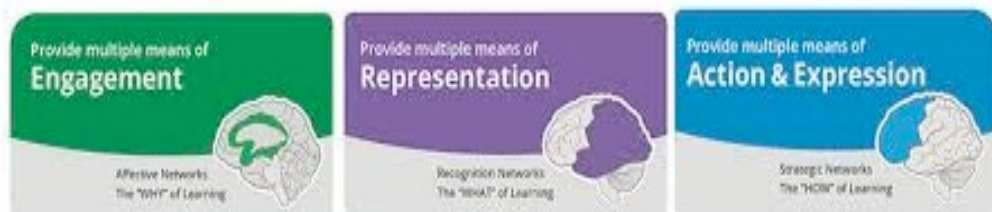


2b

The Universal Design for Learning Model.

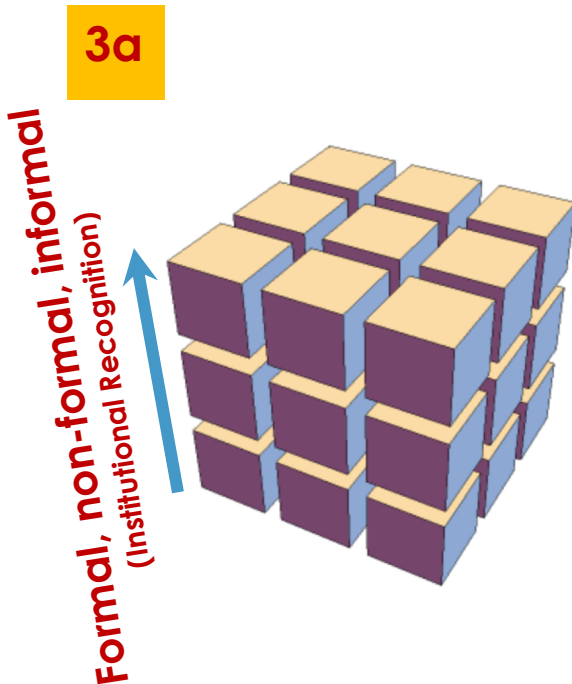
Cast Organization

<https://www.cast.org/impact/universal-design-for-learning-udl>



3- Creating the third vector:

- 3a) Chose or identify the third vector, with at least three relevant elements in it.
3b) Introduce a theory, approach, or educational model that can justify your choice

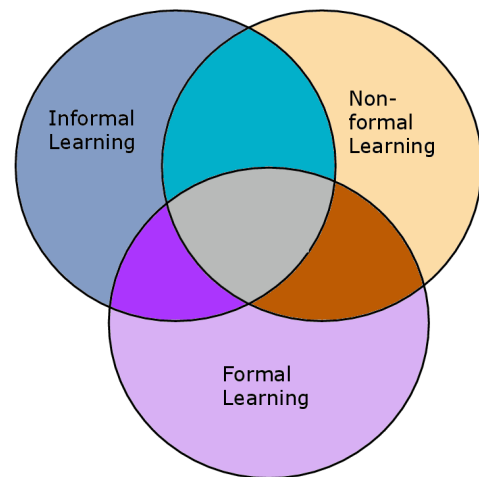


3b

Formal, Non-Formal, Informal Education.

Learning and Personal Development

Adapted from: H. Ainsworth, Sarah Elaine Eaton (2010)



Create a NEW 3D Matrix for Education in The Metaverse

Integrating new concerns form immersive Environments in a 3D Matrix:

