

### 3RD SPACE CONNECTIONS TO A METaverse

A metaverse is a 3D virtual world offering people the means through an avatar to establish an embodied and persistent identity for inhabiting and participating in 3rd space connections to a metaverse. 3rd space offers means for supporting a situated digital place for learning along with the benefits of global synchronous communication, content creation tools, and social networking. 3rd space connections to a metaverse can be designed to support contiguous access and mobility, using a wide assortment of mobile devices, to enriched 3D situated places in support of social learning.

**What makes for a metaverse?**

-  Synchronous communication
-  Content creation tools
-  Social networking
-  rendered in three-dimension




### INNOVATIONS AND INTEGRATIONS TEAM

3rd space learning is fundamentally transforming not only how the millennial generation learns but also how people will learn using mobile, social systems for generations to come.

Videos, Research Papers, & Links  
<http://www.au.af.mil/au/a46i/>

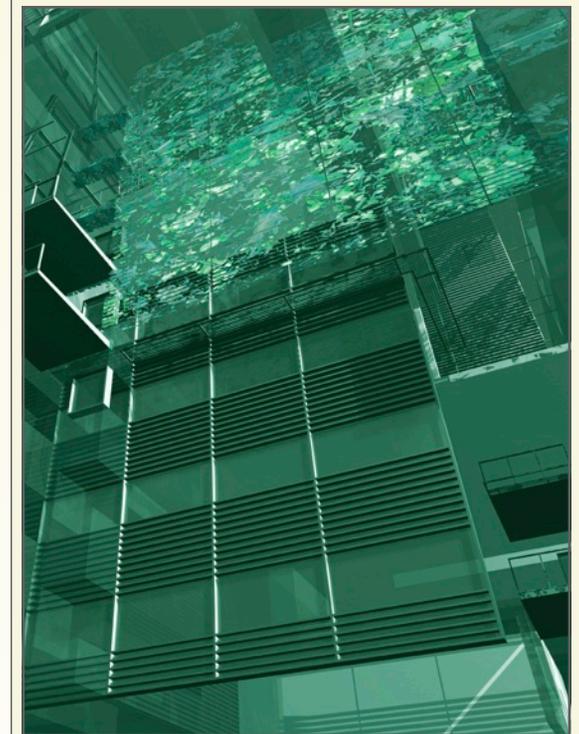
Follow us on facebook  
<http://www.facebook.com/myAUinnovate>

To Visit Us Search  
 "Huffman Prairie" in Second Life

HQ AIR UNIVERSITY A4/6I  
 Innovations & Integrations Division  
 Maxwell-Gunter AFB, Alabama  
 AU.A46I@maxwell.af.mil

# 3RD SPACE

## SOCIAL LEARNING



### UNTETHERED

A future is shaping up wherein people are used to the "always on" of information access and sharing. In this future, learning is increasingly untethered to home, work or school spaces by means of mobile, collaboratively-driven use of digital "third space."



# Learning in 3rd Space

## A NEW LEARNING ECOLOGY

3rd space supports multi-purpose, multi-functional devices and tools for learner-centered design and collaboration in support of social learning.

A social theory of learning places importance on a sociocultural environment, involving a community of learners.

The new ecology of 3rd space learning can also support synthetic reason, intelligent machines, augmented knowledge and culture, networked and mobile devices, computers supporting immersive virtual reality and blended or hybrid virtual and physical environments and systems. Hybrid combinations of learning management systems (LMS), mobile learning apps, and 3D worlds can be designed to maximize benefits of social learning in 3rd space.

## A SOCIAL-LEARNING ARCHITECTURE

Through modern technology and new digital media learners have unprecedented global reach to information resources and instantaneous, or near-instantaneous, communication with others, enabling geographic independence. Thus, "being mobile" is no longer restricted to a matter of traveling, but increasingly reflects the degree to which people can interact with information and others in new configurations of social-learning relationships independent of geographical proximity. 3rd space learning configurations can introduce new social consequences of

mobilization for how people learn and the mobility of the learning place itself. These new configurations are prompting educators to rethink possibilities for expanding the meaning of a situated place for learning.

Social learning in 3rd space involves participating in communities of practitioners, using multi-functional devices and tools, since the mastery of knowledge and skill requires movement towards full participation in the sociocultural practices of a community.



## 3D WORLD DESIGN STUDIOS

3D world design studios are used to prototype 3rd space learning architectures. Collaborative design-build prototyping is used to explore, create, and determine how best to scale innovative uses of 3rd spaces for learning. Prototypes include the design and testing of a variety of means for connecting devices and tools across LMS, mobile devices, and 3D worlds.

