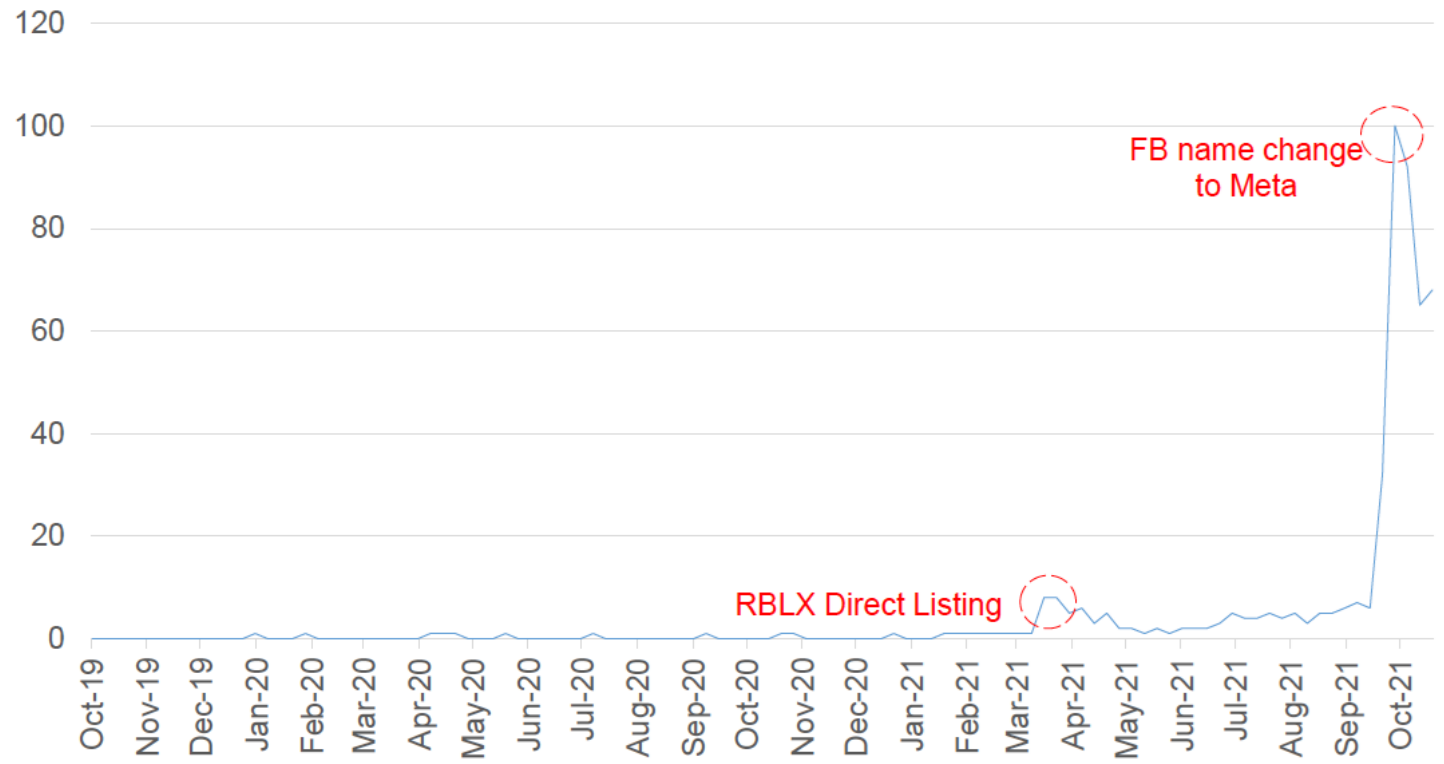
“Artificial Intelligence and Immersion, disruptive technologies for new challenges in educational environments”.

NURIA LLORET ROMERO

Exhibit 2: Metaverse Google Search Interest



Google Trends (https://www.google.com/trends)

Source: Google Trends, Data compiled by Goldman Sachs Global Investment Research

facebook

The Metaverse is the evolution of the Internet with virtual environments linked to each other, where connected people can interact in an experiential experience

The Metaverse will allow movements through an avatar that represents the person and can interact, touch things, move objects. That is, users will be able to influence the environment in different ways.

1

Metaverse will be the new Access to internet

2

The development of the metaverse will be linked to the development of voice command technology

3

Meta Company has been the acelerator of the metaverse

4

Metaverse is virtual and aumented reality

5

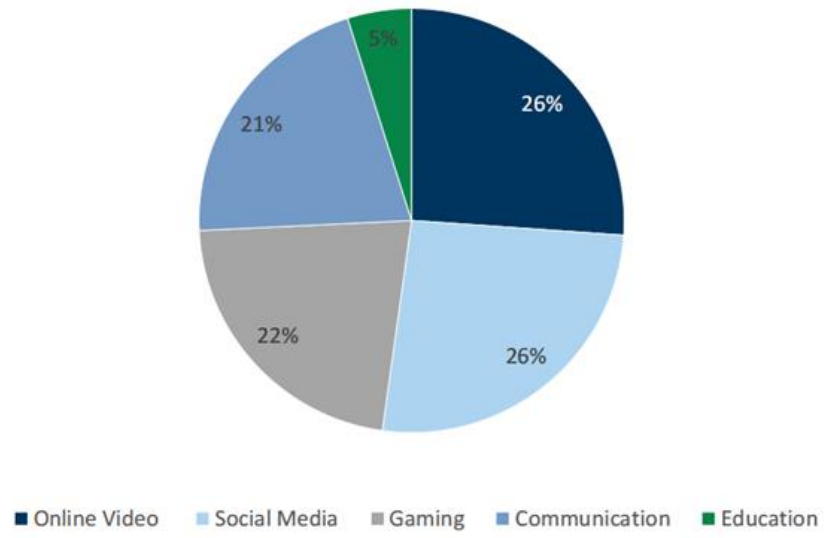
Glases will be the new cellulars access

1

Is a new economic model

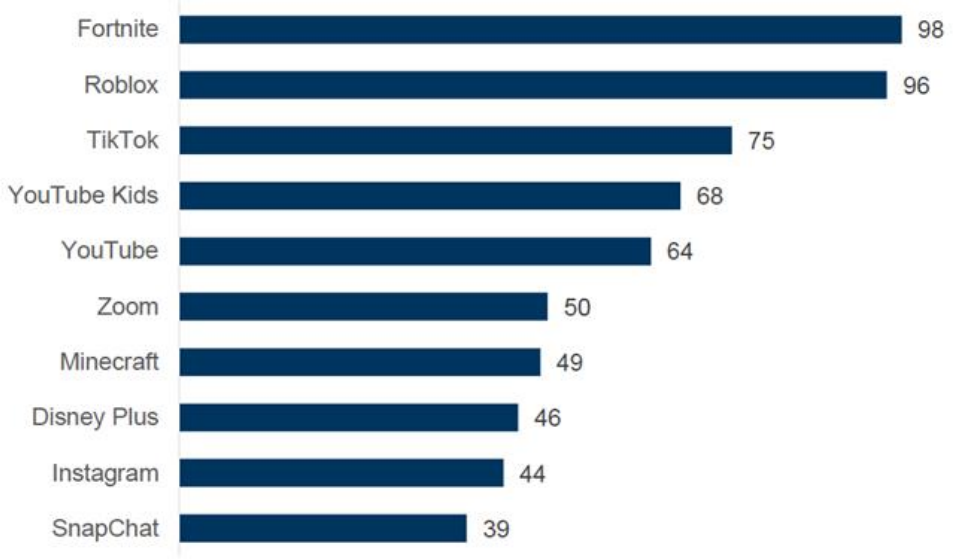
Fuentes: hubpost / Amalia Lopéz Acera / raralvia / Gráfico: LR-GR

Exhibit 11: Time Spent by App Category
%, 2020



Source: Data compiled by Goldman Sachs Global Investment Research, Qustodio

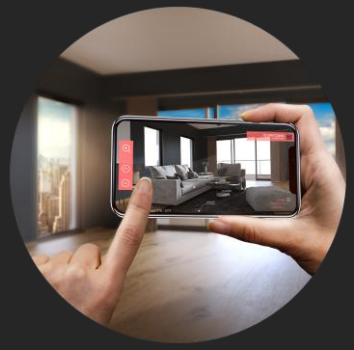
Exhibit 12: Time Spent by App
minutes, 2020



Source: Data compiled by Goldman Sachs Global Investment Research, Qustodio

Tecnologies

Blockchain

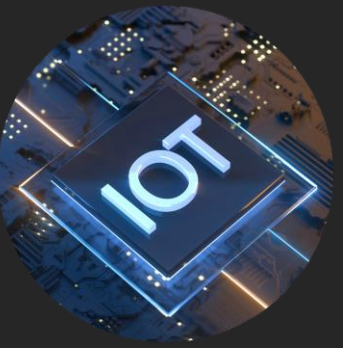


Aumented reality (RA)

Virtual reality (RV)

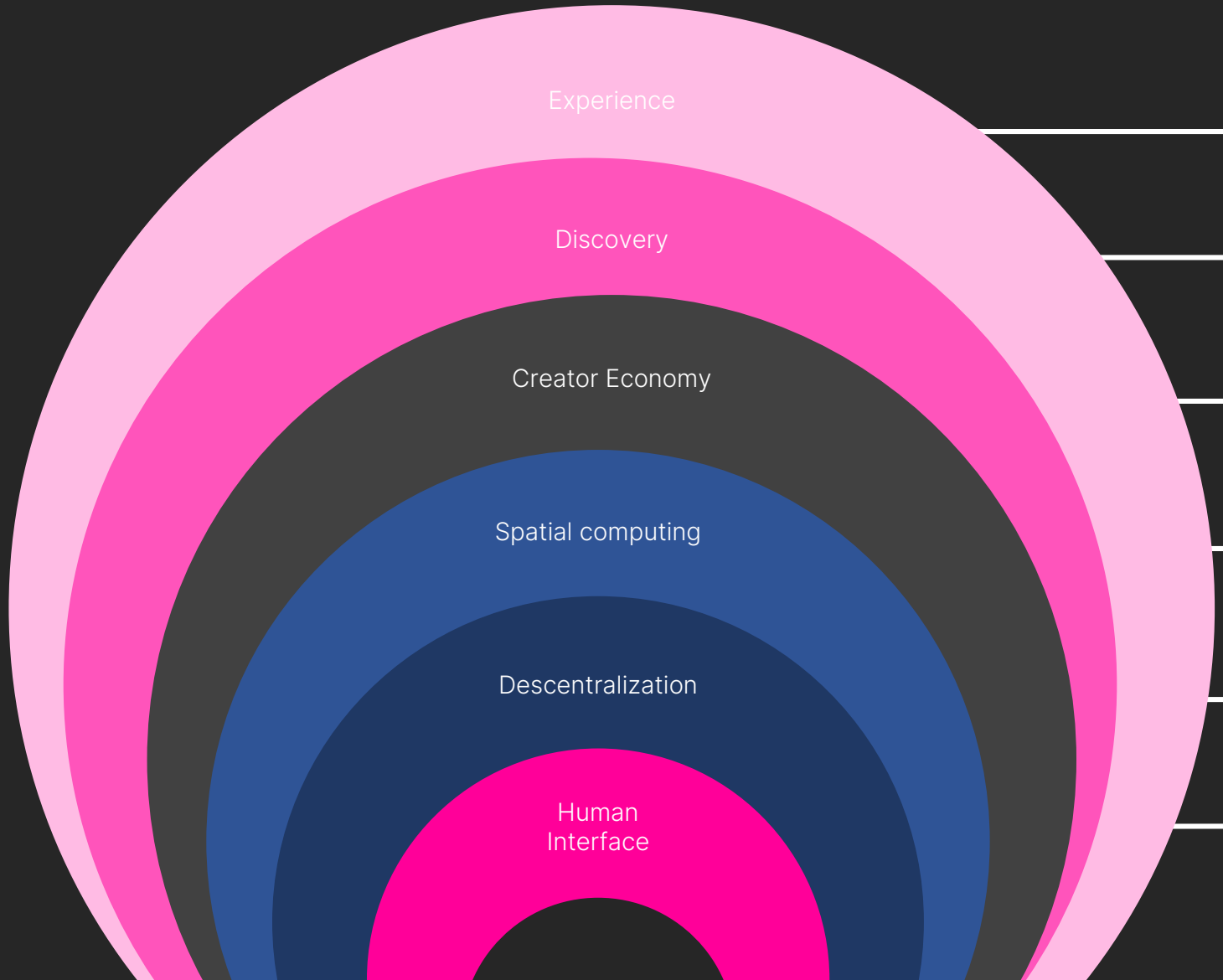
reconstruction 3D

Artificial intelligence (IA)



Internet of thinks (IoT)

The seven layers of the Inmersivity



Games, Social, Esports, Theater, Shopping

Ad Networks, Social, Curation, Ratings, Stores, Agents

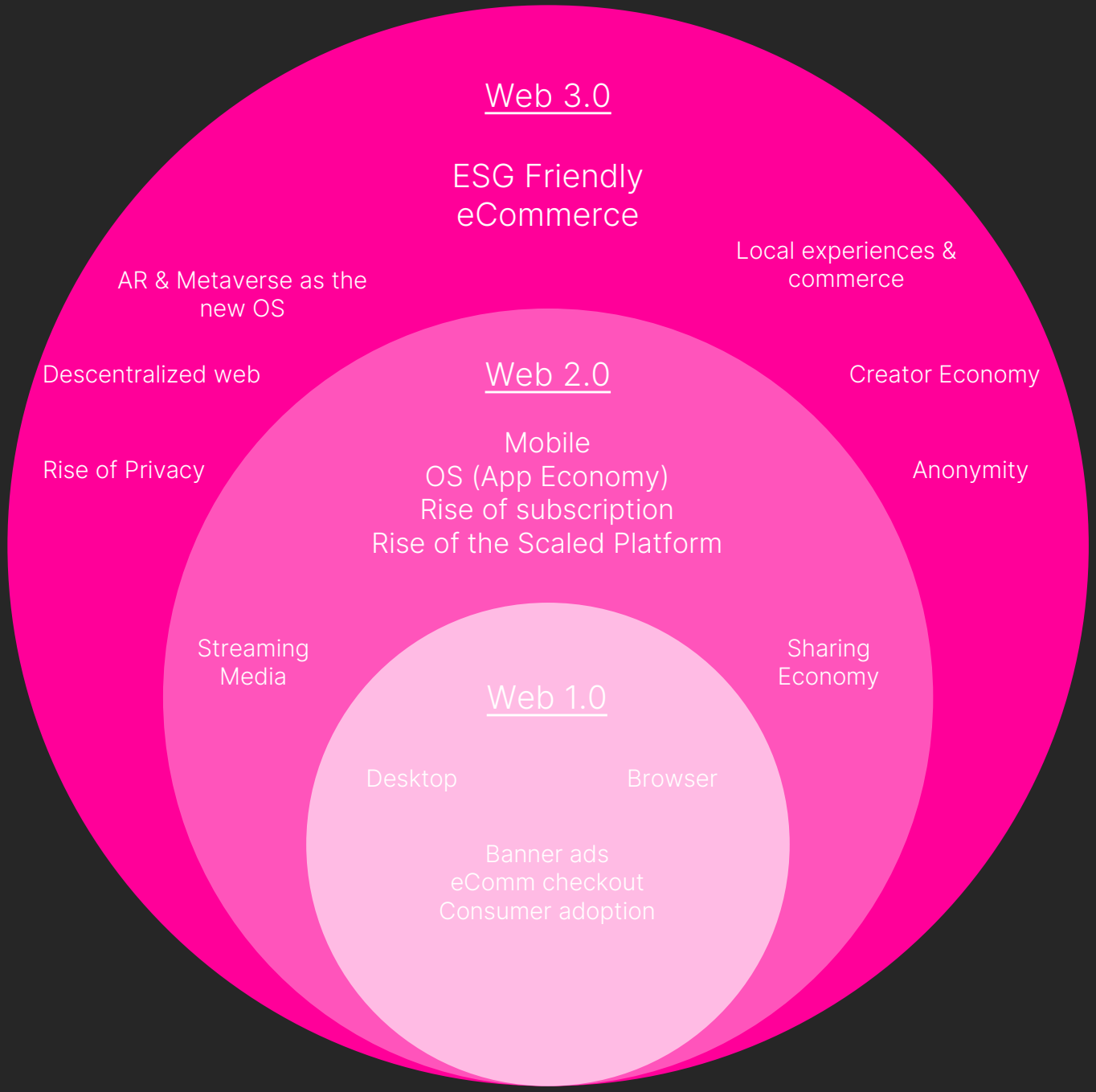
Design Tools, Asset Markets, Workflow, Commerce

3D Engines, VR/AR/XR, Multitasking UI, Geospatial Mapping

Edge Computing, AI Agents, Microservices, Blockchain

Mobile, Smartglasses, Wearables, Haptic, Gestures, Voice, Neural

Fuente: "The Seven Layers of the Metaverse", por Jon Radoff


Web 3.0
ESG Friendly
eCommerce
AR & Metaverse as the new OS
Local experiences & commerce
Descentralized web
Creator Economy
Rise of Privacy
Anonymity
Web 2.0
Mobile
OS (App Economy)
Rise of subscription
Rise of the Scaled Platform
Streaming Media
Sharing Economy
Web 1.0
Desktop
Browser
Banner ads
eComm checkout
Consumer adoption

It is not difficult to find the presence of AI within these layers, thanks to machine learning (ML) algorithms and deep learning (DL) architectures. For example, many ML algorithms with supervised and unsupervised machine learning are applied in classification and regression models for speech recognition and other natural language processing (NLP) tasks that enable user understanding..

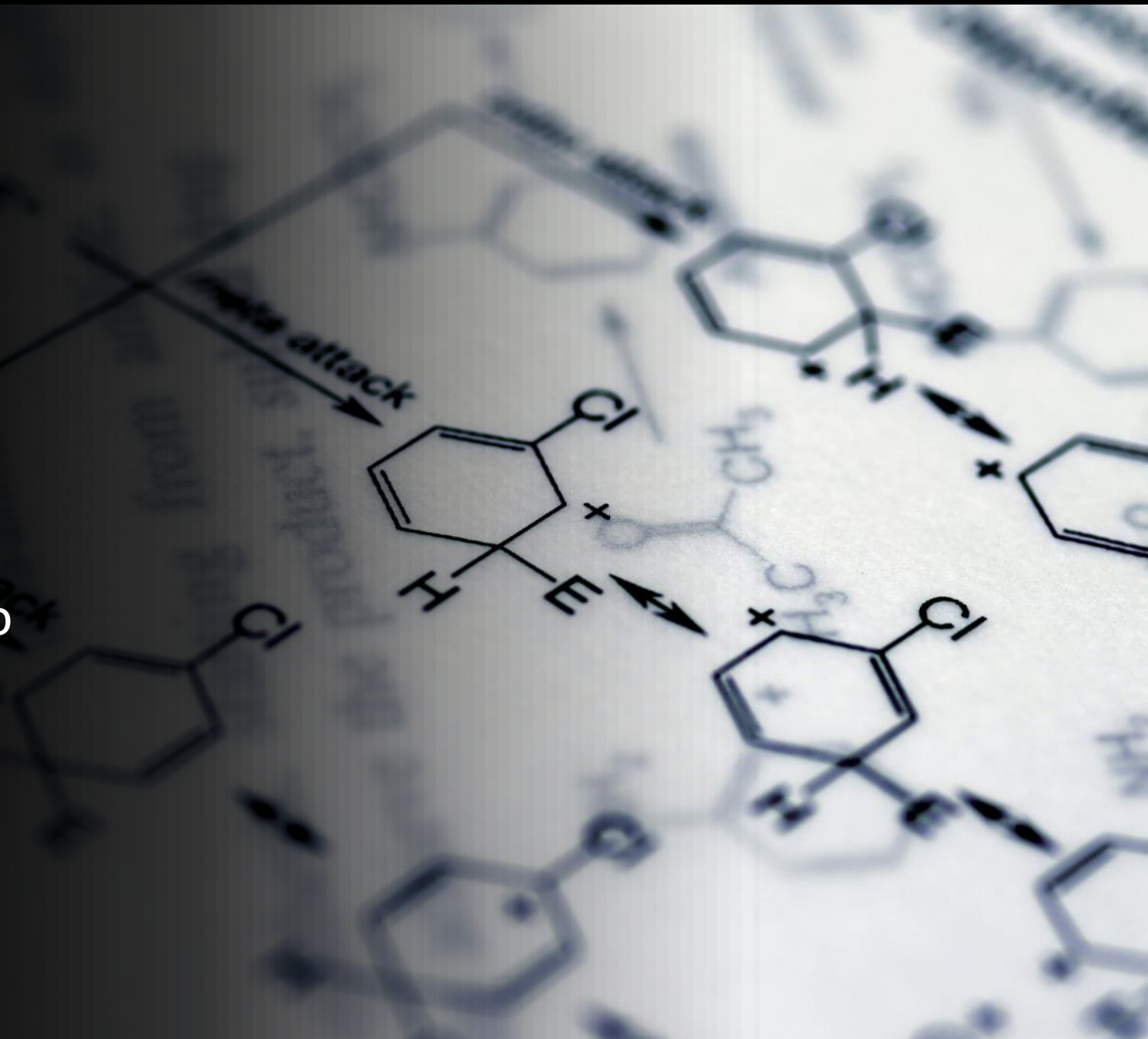
By fusing AI with other technologies, immersive technologies, and the metaverse, you can create secure, scalable, and realistic virtual worlds on a reliable, always-on platform.

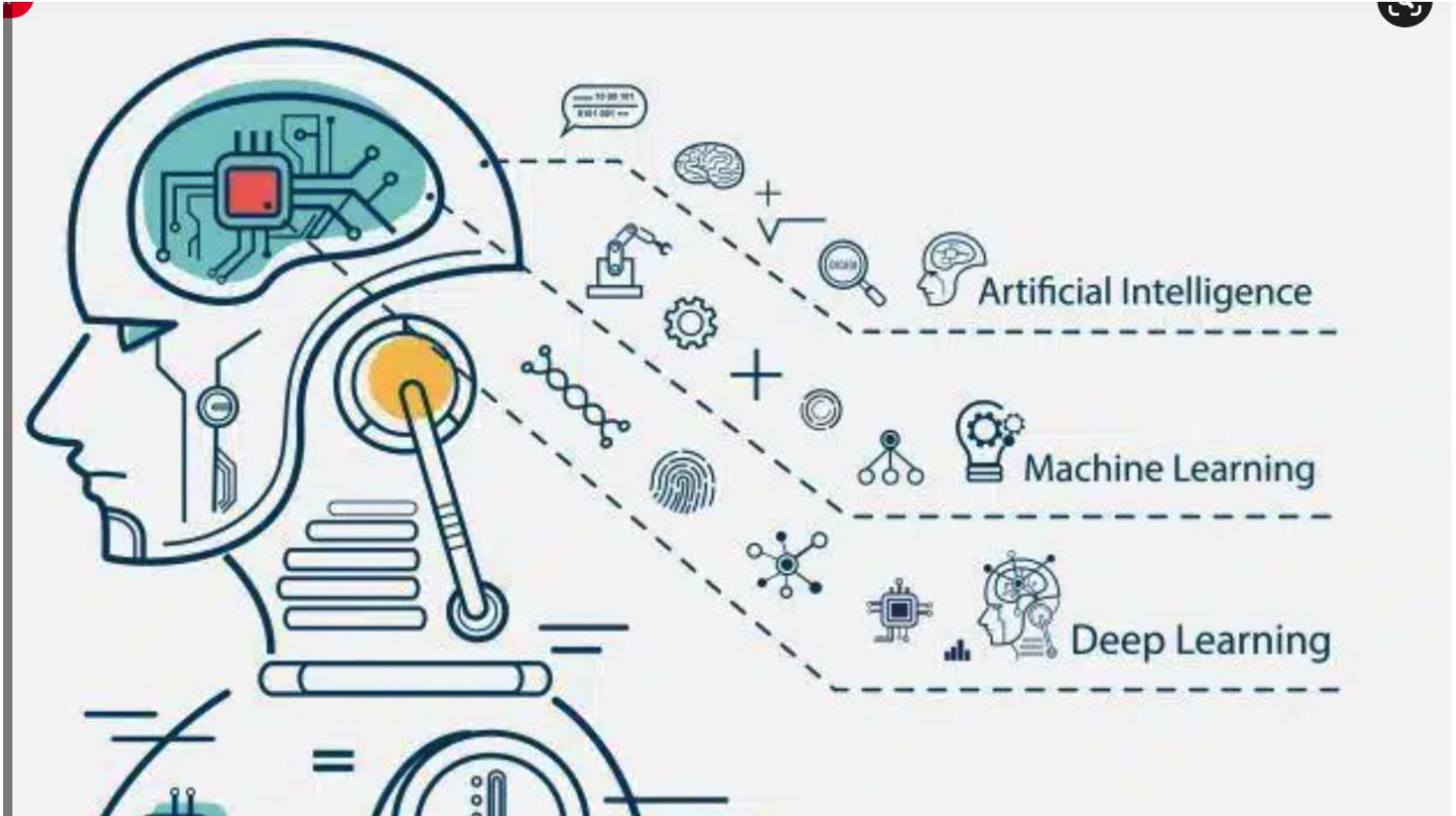
unesco

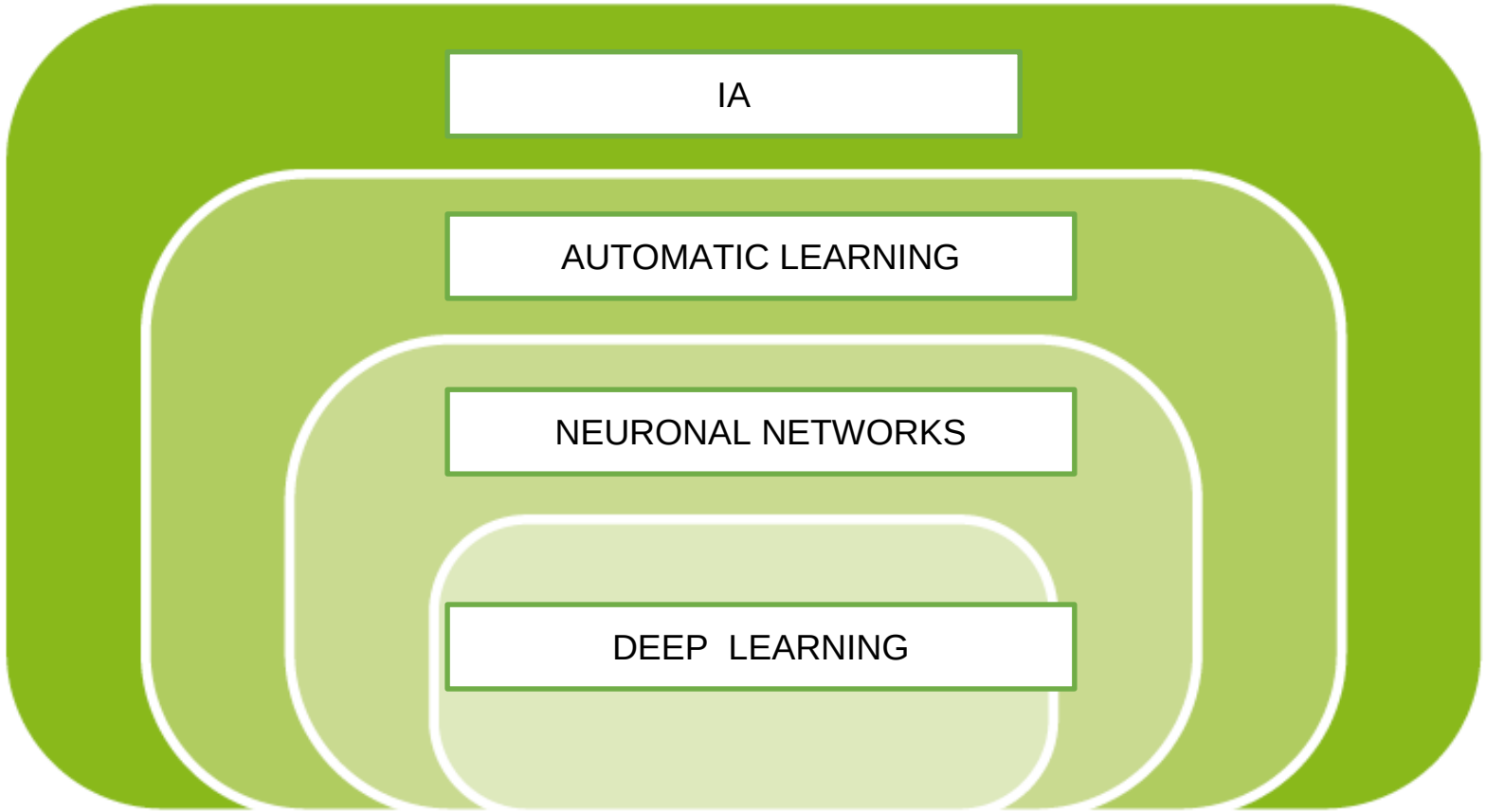
Inteligencia artificial y educación

Guía para las personas a cargo de formular políticas

UNESCO report 'Artificial Intelligence and education. A Guide for Policy Makers' outlines all the opportunities (also possible risks) of AI in education and how, through it, you can achieve the Sustainable Development Goal number 4; which aims to “guarantee inclusive, equitable and quality education and promote lifelong learning opportunities for all”.




Artificial Intelligence
Machine Learning
Deep Learning


IA
AUTOMATIC LEARNING
NEURONAL NETWORKS
DEEP LEARNING

Open Metaverse versus closed Metaverse

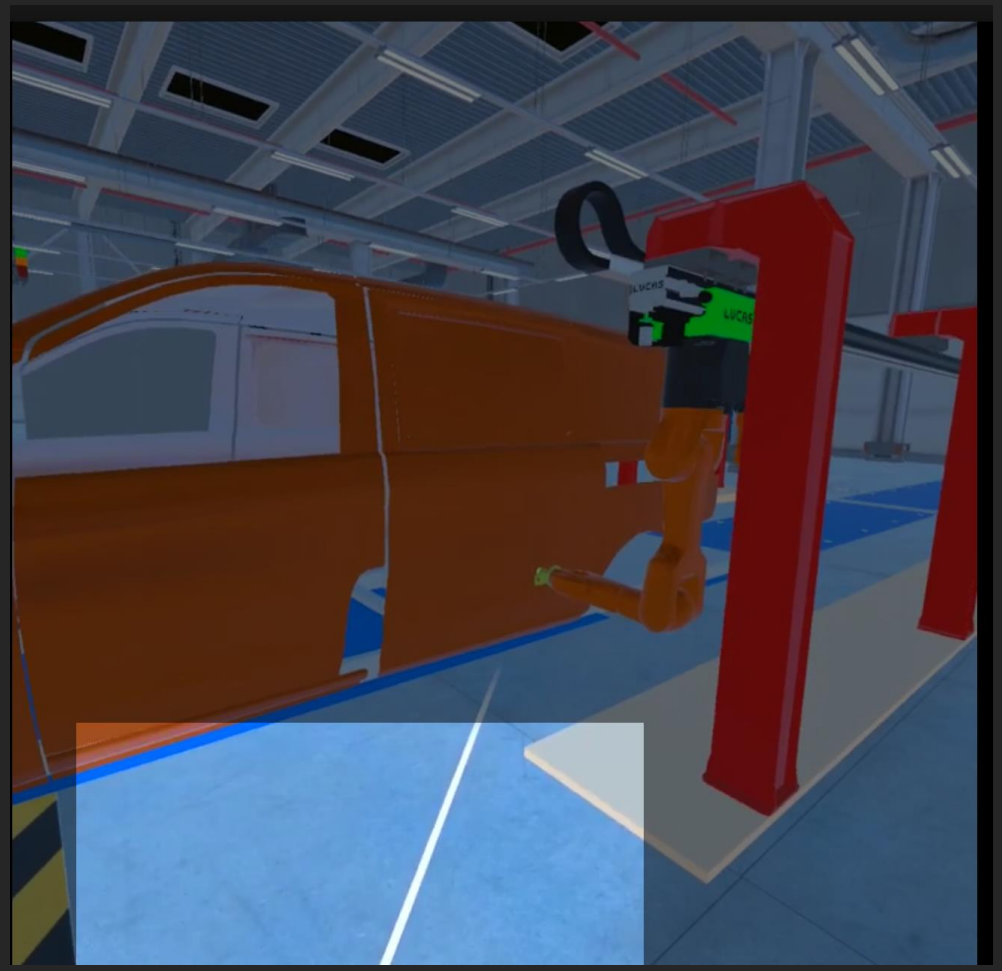
The healthcare industry has begun to exploit some techniques such as virtual reality and data incorporating AI into software and hardware to increase the efficiency of medical devices, reduce the cost of healthcare services, improve operations and expand the service. scope of medical care. Get diagnoses faster to deliver more accurate medical decisions. Support the training of interns and doctors, thanks to the interactive simulation of complex operations.

Juego 01
https://youtu.be/SskBTbFBEb4

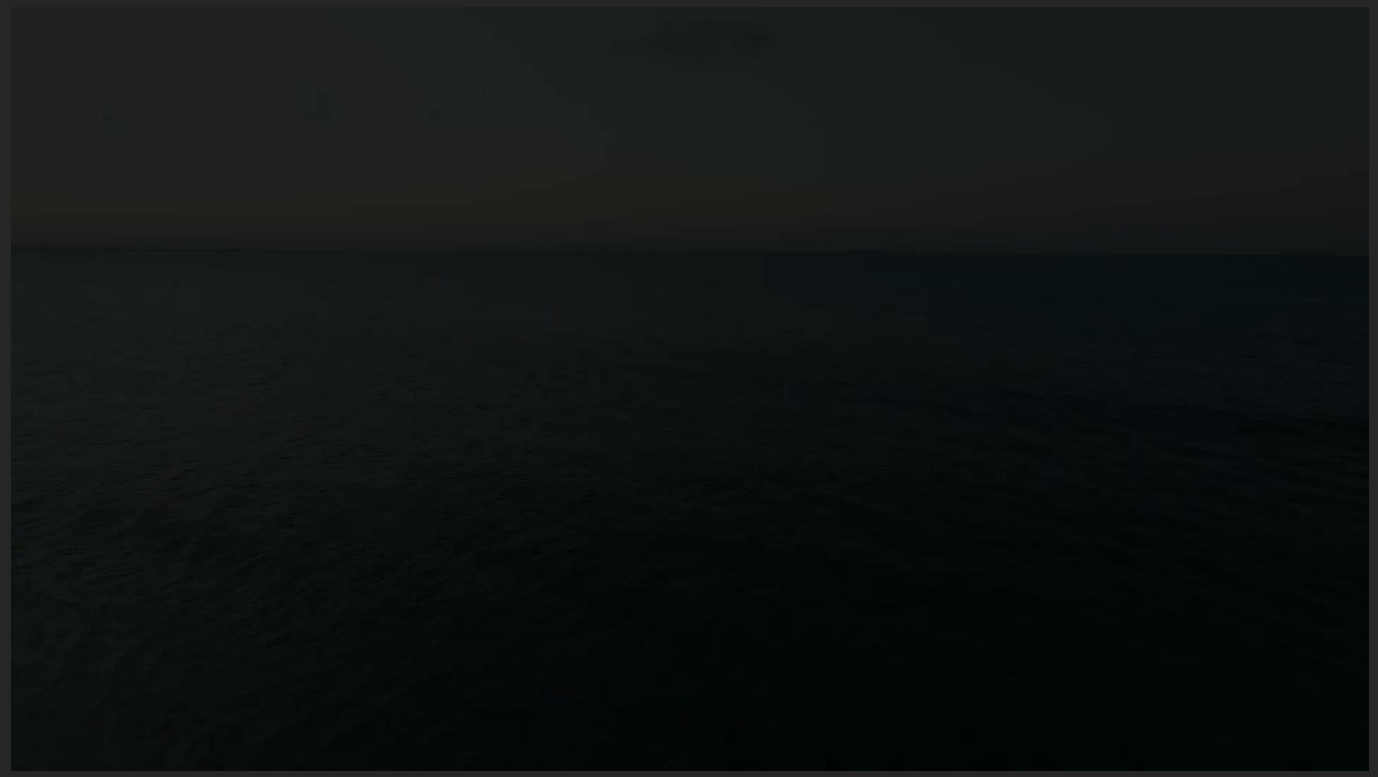
Juego 02
https://youtu.be/U-q5dioMiH0

Juego 03
https://youtu.be/vgw4Dhc_NwA

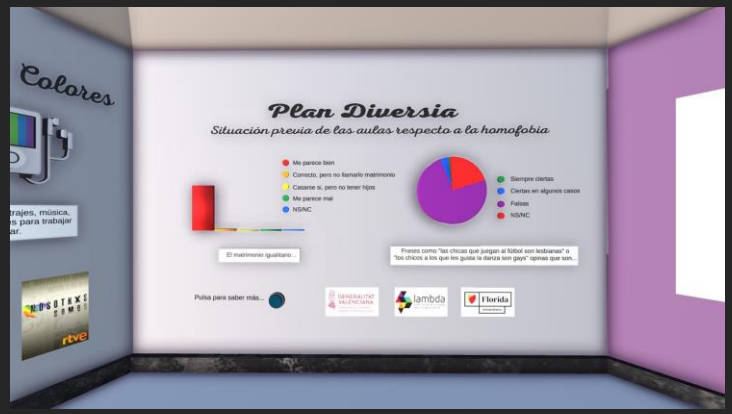
Simulation of industrial training spaces Through virtual industry spaces, industrial manufacturing efficiency is generally improved to speed up production process design, encourage collaborative product development, reduce operational risk for quality control. Training simulation of industrial processes.



Smart cities acquire valuable information about the needs of citizens through the IoT, video cameras, social networks and other sources. Based on user feedback, city governments must make decisions about which services to remove, offer, and improve. Using digital tools and pioneering technologies, smart cities provide intelligent interactive services to citizens through immersive spaces, where data obtained from various sources is displayed in the virtual world with ease of use, such as: intelligent transportation systems (ITS), intelligent management systems for public lighting, automatic parking systems, intelligent community portals and indoor and outdoor video surveillance systems.

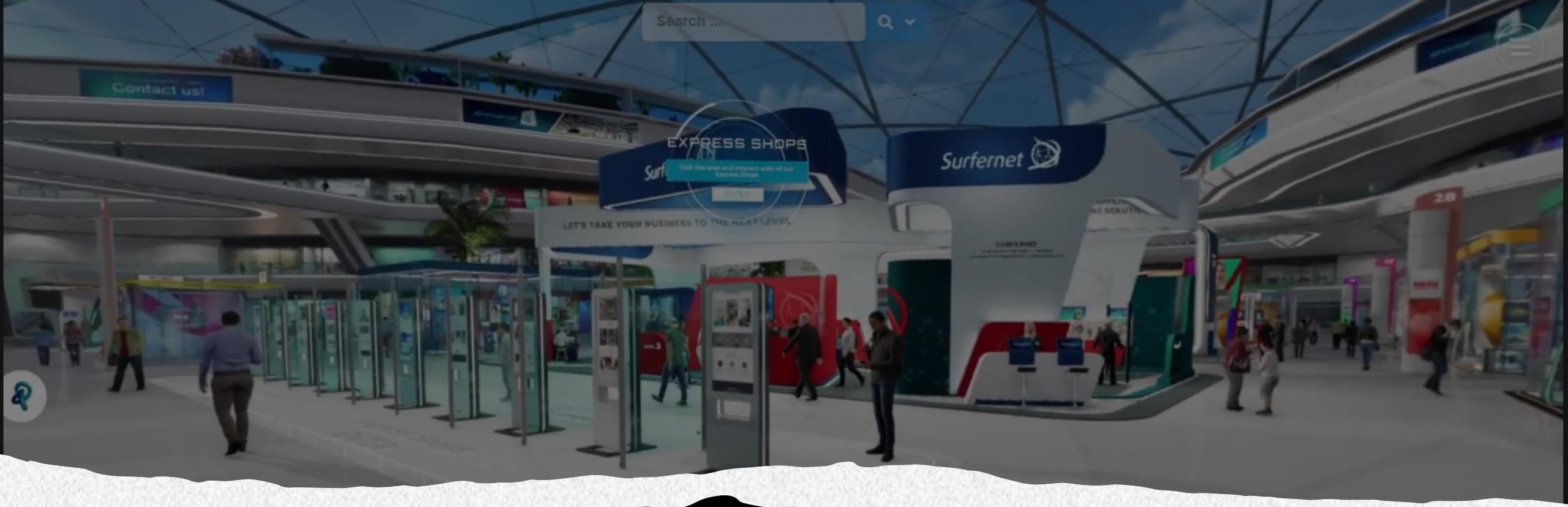


You cannot talk about immersive spaces, without mentioning the video game industry, spearhead of this technology and its evolution to serious games or games for learning. To build more realistic worlds with engaging challenges that can help shape



Escape Rooms

Creation of an Escape Room with Virtual Reality to get to know spaces and times of any kind in an interactive and playful way, attractive for any age and with a series of tests to be carried out. This experience will allow to know important aspects of the space in a more visual way, adapted to different ages and with various levels of difficulty.



ON LINE MARKET

Eco-system digital

From the data of artificial intelligence and through the digitalization of processes, a digital ecosystem can be developed that works in an integrated, modular and scalable way. Such as: management, measurement and user interaction, decision making, creation and management of multichannel transmedia campaigns.

Human Interaction

Immersive streaming

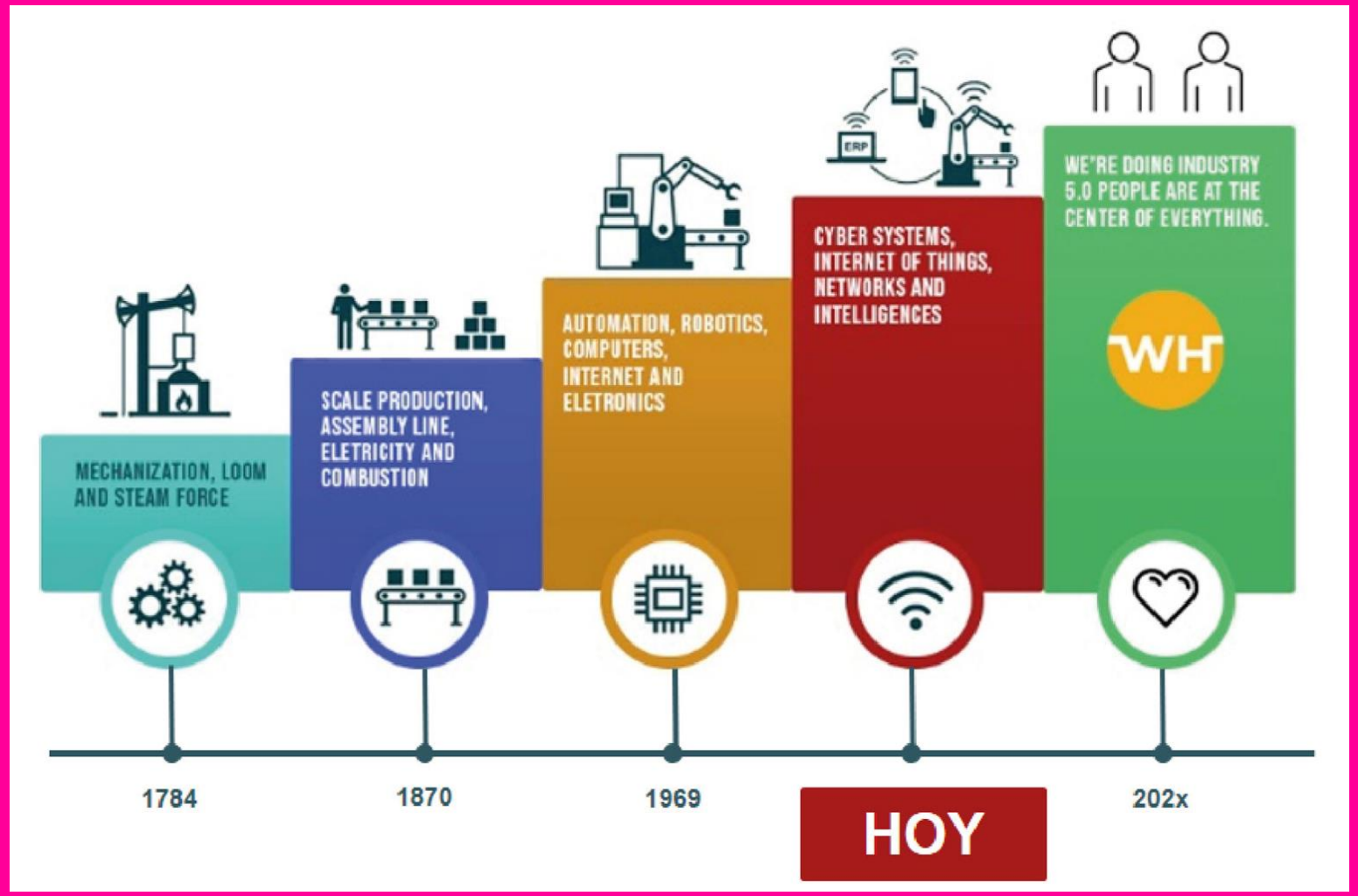
Gamification with AR

Turist routes with AR

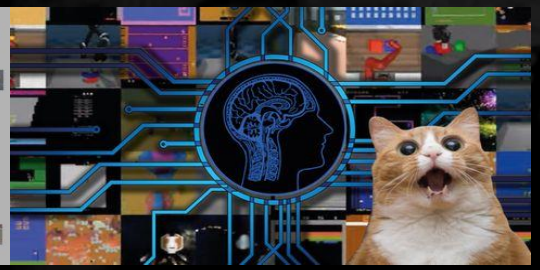
But… Where we are going ???

TECNOHUMANIST
FRENTE A
TRANSHUMANIST

5ª INDUSTRIAL REVOLUTION



DIVERSITY AND ETHICS IN THE INMERSIVE SPACES



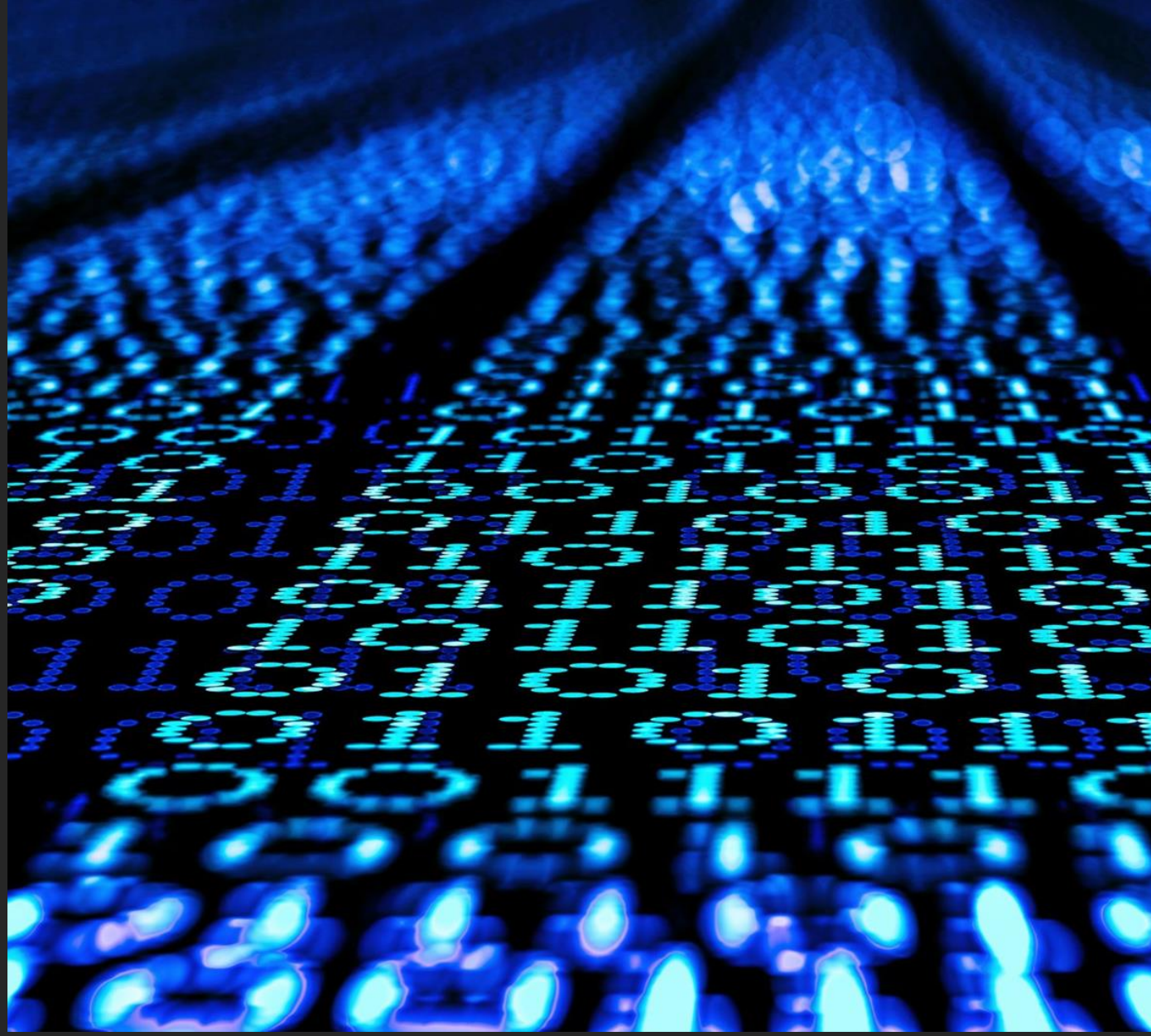
Mind Reading.
NeuraLink - Ellon Musk.

CHALENGES

+ **DIGITAL DIVIDE**

+ DIGITAL LITERACY

+ TECNO-EDUCATION



DIGITAL RIGHTS AND EU

Europe will be the first world power to have its own law on Artificial Intelligence (04-2023). Prohibited AI Practices. The Regulation prohibits AI practices that create unacceptable risk. One of them is social credit. He reckons it's a promotion of mass surveillance. The possibility of using biometric identification systems in real time is only allowed for entities that collaborate with police authorities. The Regulation establishes a specific category for high-risk security systems. This category belongs to those technologies that present a significant risk of causing damage and, therefore, their use is allowed only for specific security controls. This part relates to current EU legislation on product safety and risk management. This includes, for example, credit rating, AI systems related to public infrastructure, medical devices...


VIVERSE
VIVE
ONLINE
15
friday
153
ECG MONITOR

THANKS

NURIA LLORET ROMERO