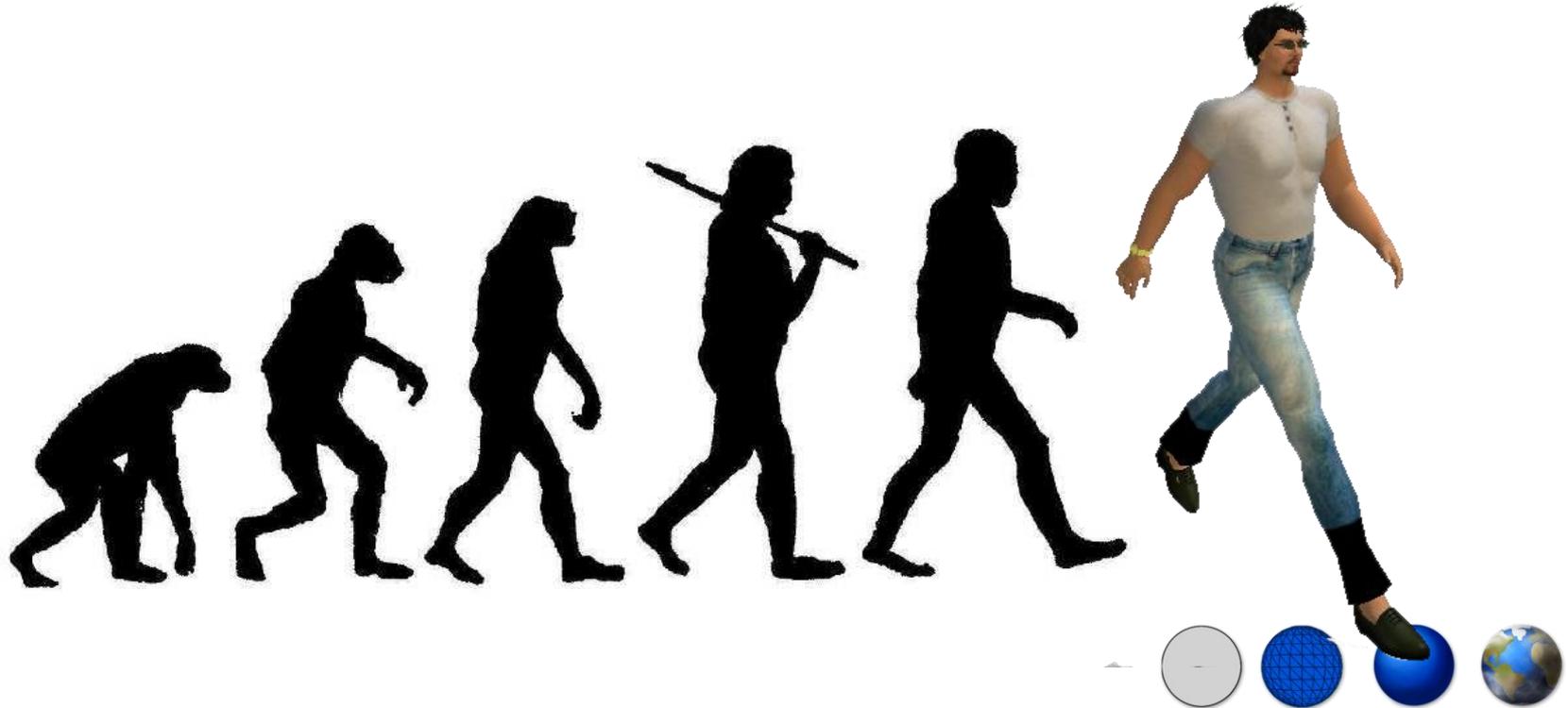


The Evolution of Learning



Learning 2b3d

Principles and Hypotheses

1

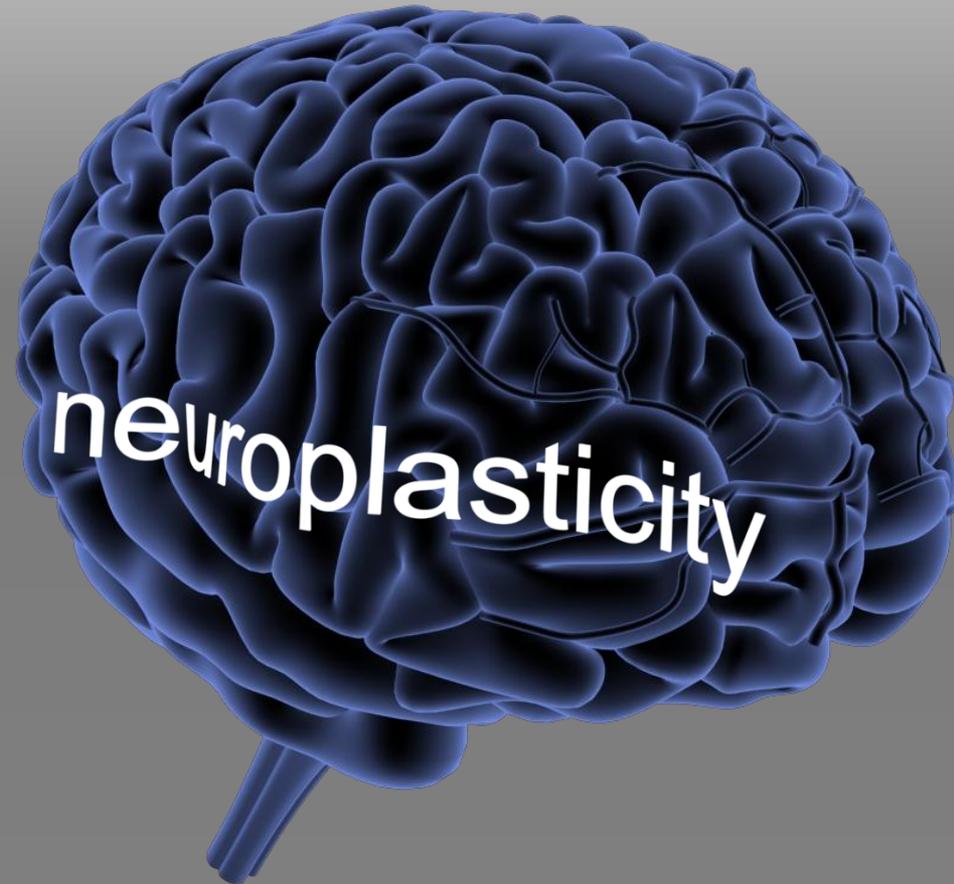
Traditional Web Based Learning (WBL) is based on cognitive reframing and imagery projection.

2

Virtual immersion provides a more intense and engaging world in which to neurologically embed adaptive cognitive/imagery simulations

enhance

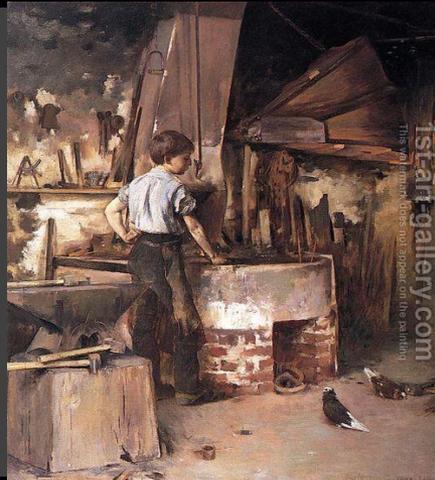
neuroplasticity



Evolution – Inherited traits



Telling



Doing



Sharing

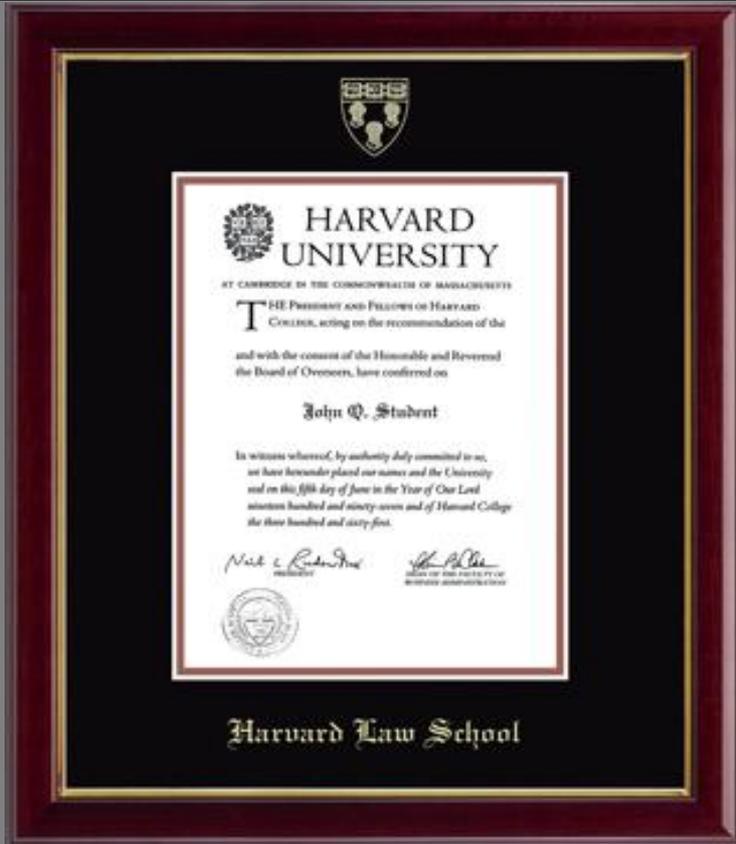


Clanning

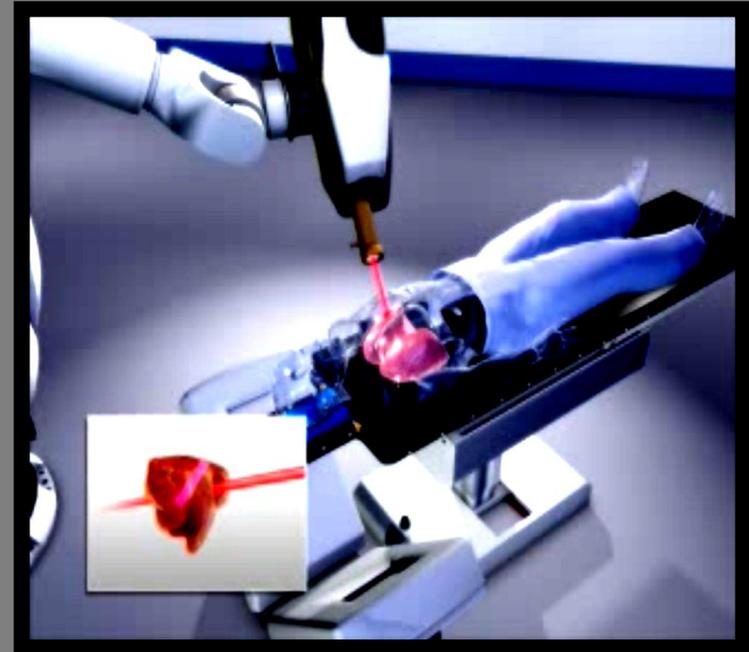
Change in the “learning genetic” material across generations

Accumulative, Generational, Small Changes

Evolution is the product of 2 opposing forces



Support common
variants



Introduces constant
variation

Natural Selection

Transporting an entire SL class into Protosphere

The screenshot displays the Protosphere virtual world interface. The main window shows a 3D simulation environment with a grid floor and several avatars. A large, dark, rectangular object is suspended in the air. The interface includes a menu bar at the top with 'File', 'Locations', 'Tools', and 'Help'. Below the menu bar are icons for 'Campus', 'Classrooms', 'Courseware', 'Users', and 'Dashboard'. The 'LOCATION: SPINE SIMULATION' is displayed in the top left. A 'COMMUNICATION PANEL' at the bottom contains an 'INFORMATION' section, a 'TEXT CHAT' window, and 'EXPRESSIONS' and 'AUDIO CONTROLS' sections.

USERS

VolP	Online Users	Buddies
rjhnrchs		Spine Simulation
Lise Pettigrew		Spine Simulation
Ron Burns		Spine Simulation
RenneEmiko		Spine Simulation
morty		Spine Simulation
Michael Kaligawa		Spine Simulation
Kristi_Palmer		Spine Simulation
KathrynR		Spine Simulation
KHolloway		Spine Simulation
lukeskywalker		Spine Simulation
harris adamski		Spine Simulation
Emerson		Spine Simulation
jumpman proto		Spine Simulation
celestedevaneaux		Spine Simulation
Nafisa Moleno		Spine Simulation
Yari		Spine Simulation
joe_nirvana		Spine Simulation
everart		Spine Simulation
Nemo Westminster		Spine Simulation
MikeAllen		Spine Simulation
seanr		Spine Simulation
athenamenna		Spine Simulation
Burks		Spine Simulation

COMMUNICATION PANEL

INFORMATION

You have joined user 'Ron Burns'.

TEXT CHAT

Public Ron Burns (x)

athenamenna (06:49:23 PM): voice is really bad
lukeskywalker (06:49:35 PM): awesome
rjhnrchs (06:49:54 PM): I haven't seen this much white since my egg shells this morning

EXPRESSIONS

Agree Disagree Raise Hand More Expressions

AUDIO CONTROLS

Speaker Microphone Threshold Mute Speak Lock

Adaptation: Leveraging physics

Treating phobias in virtual worlds



Genetic drift: Gaming inspires recreating a traumatic event

Holodeck for Exposure Therapy (HET)



EVENT HOLODECK

- Enclosures** 
- War Zone** 
- Home Problems** 

Transfer of Genes: IP Management

Managing IP through the value chain



Evolutionary Mutation

Anyone can create a cube with a click



Reproducing with the **fittest**

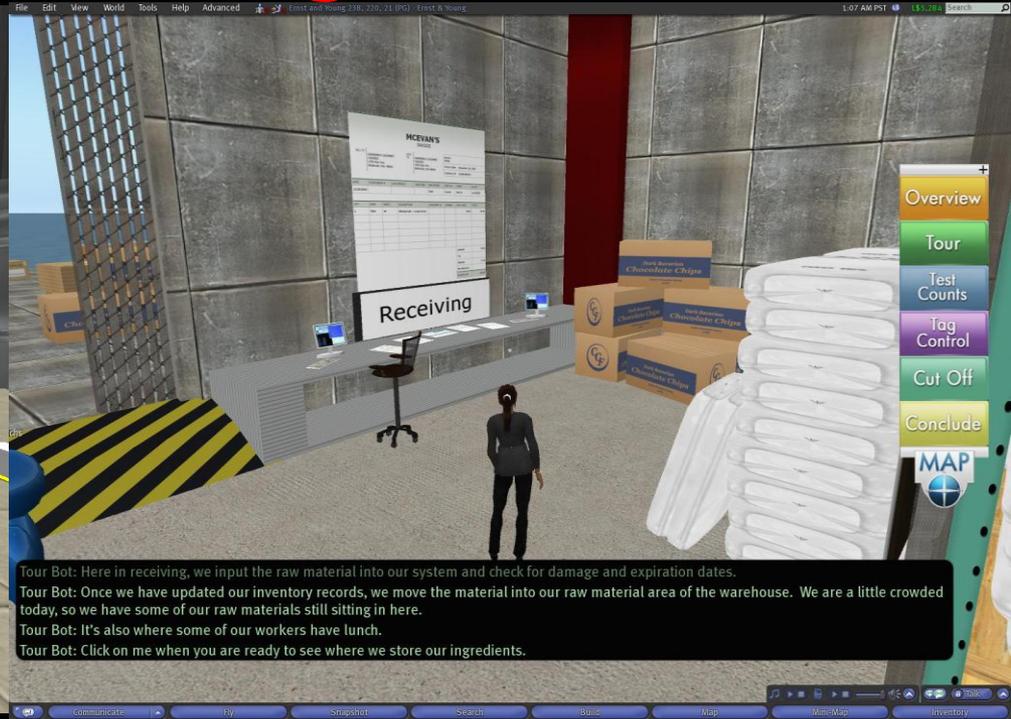


- Commanders
- Agency PMs
- PTSD Experts
- Gvmt Liasons

It's not what is in a virtual world
it's **WHO** is in a virtual world

Mutualism: 2D +3D

Assessment Tracking+ Discovery = Problem Solving



Survival

Either you can perform or you can't



Emergence of a new species



Randy J. Hinrichs

2b3d.net

