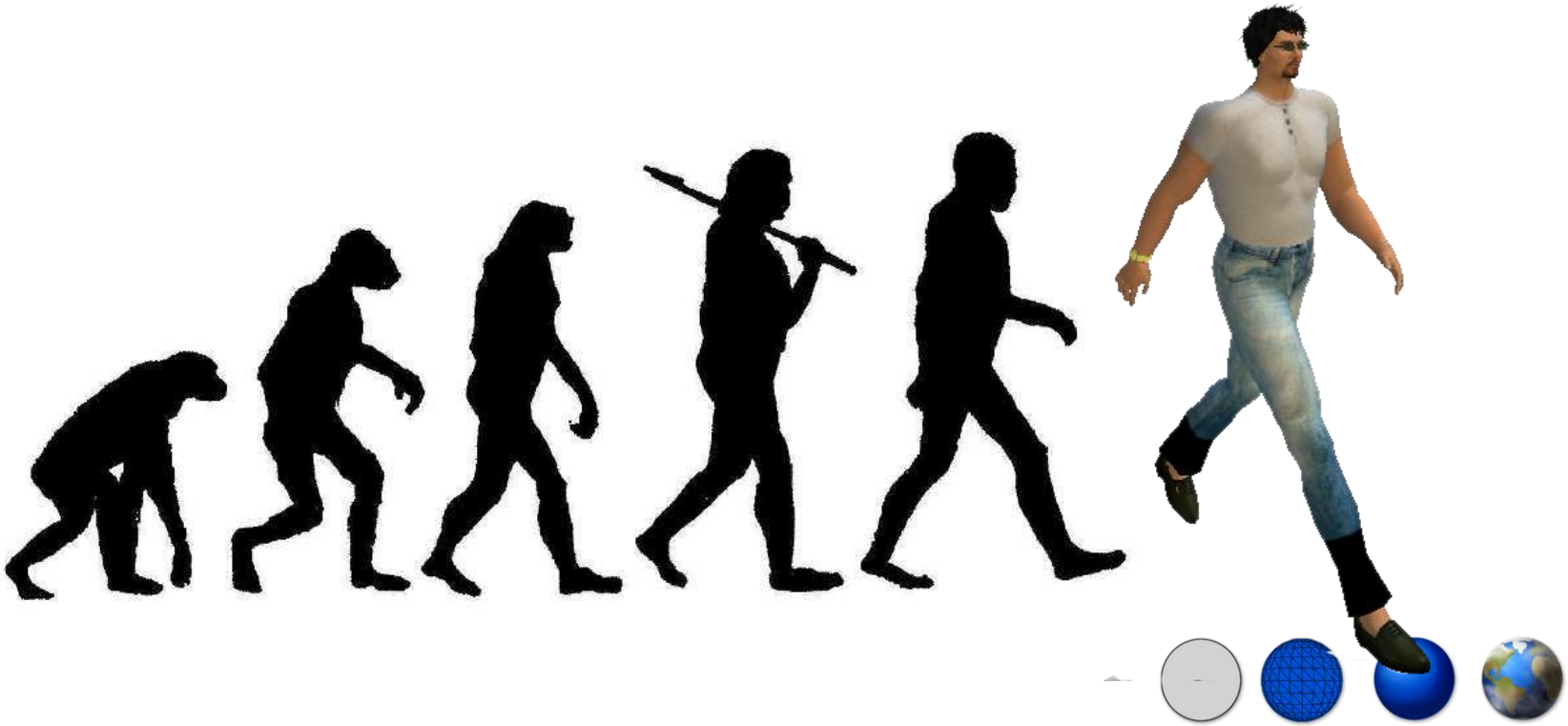
The Evolution of Learning

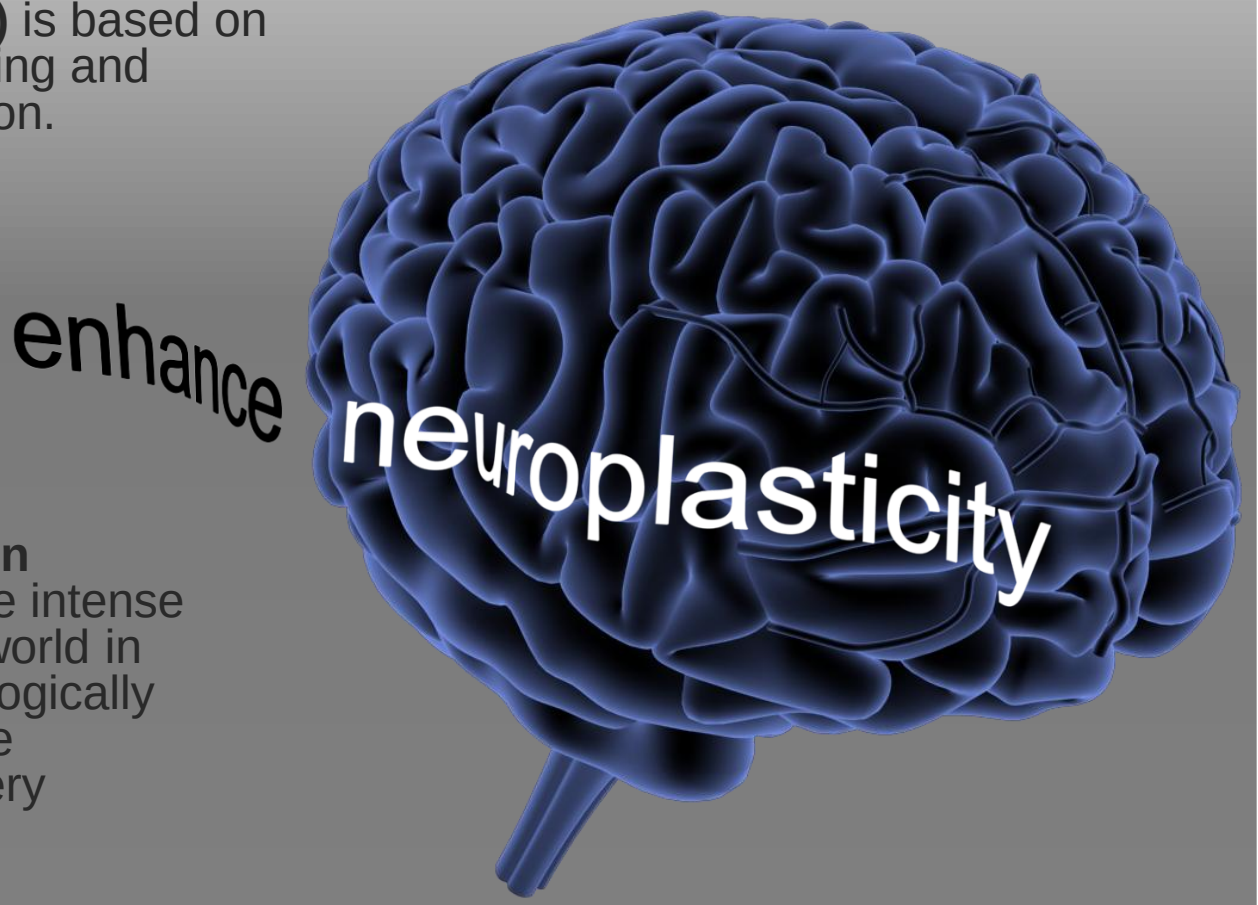


Learning 2b3d

Principles and Hypotheses

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

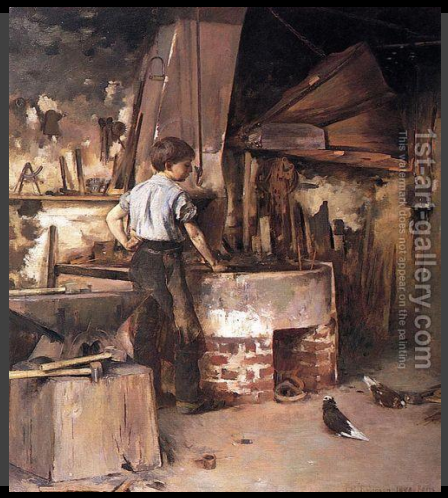
2 **Virtual immersion** provides a more intense and engaging world in which to neurologically embed adaptive cognitive/imagery simulations



Adopted from slides from Bruce Robertson, USN and Beth Anderson, CEO, Arkitek

Evolution – Inherited traits

Telling



Doing

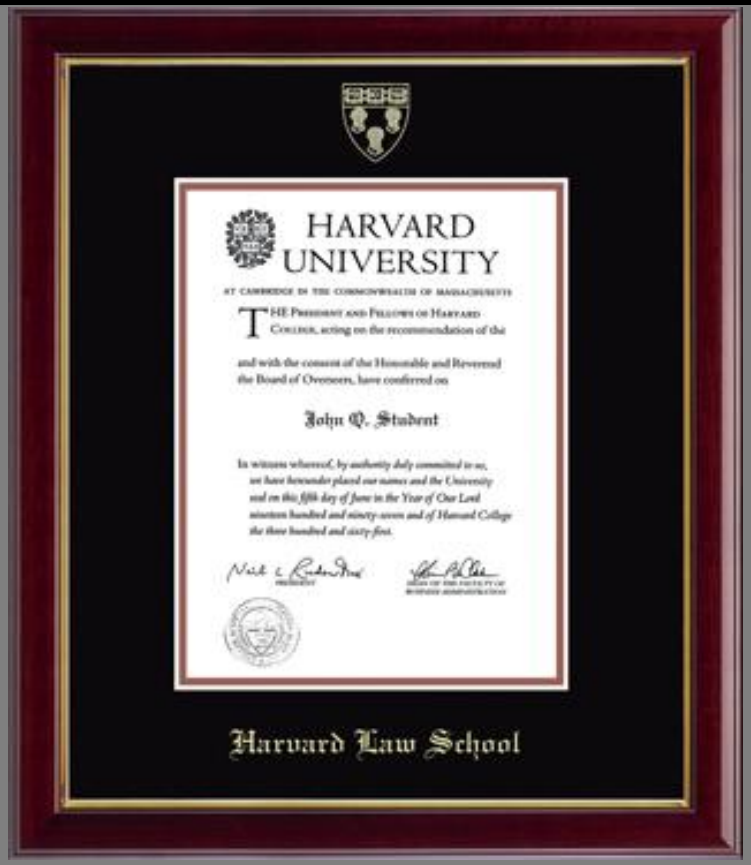
Sharing

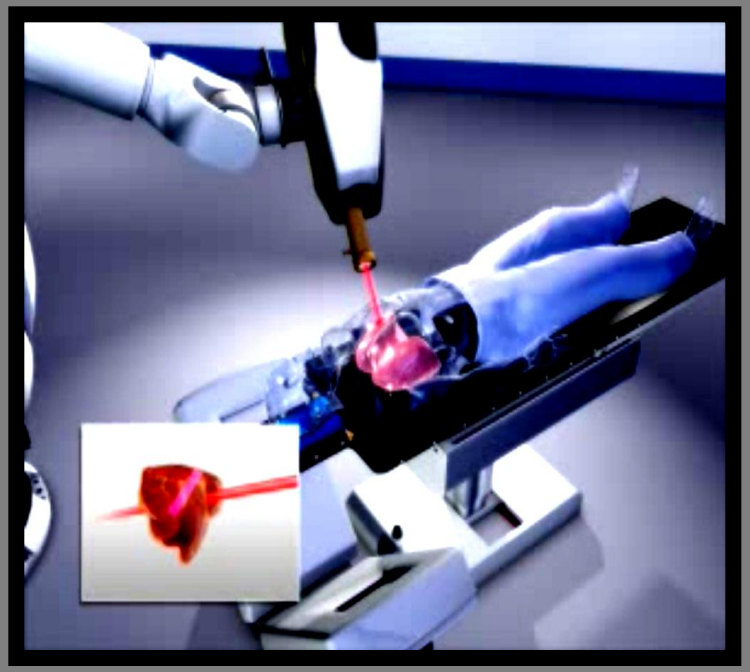
Clanning

Change in the "learning genetic" material across generations

Accumulative, Generational, Small Changes

Evolution is the product of 2 opposing forces





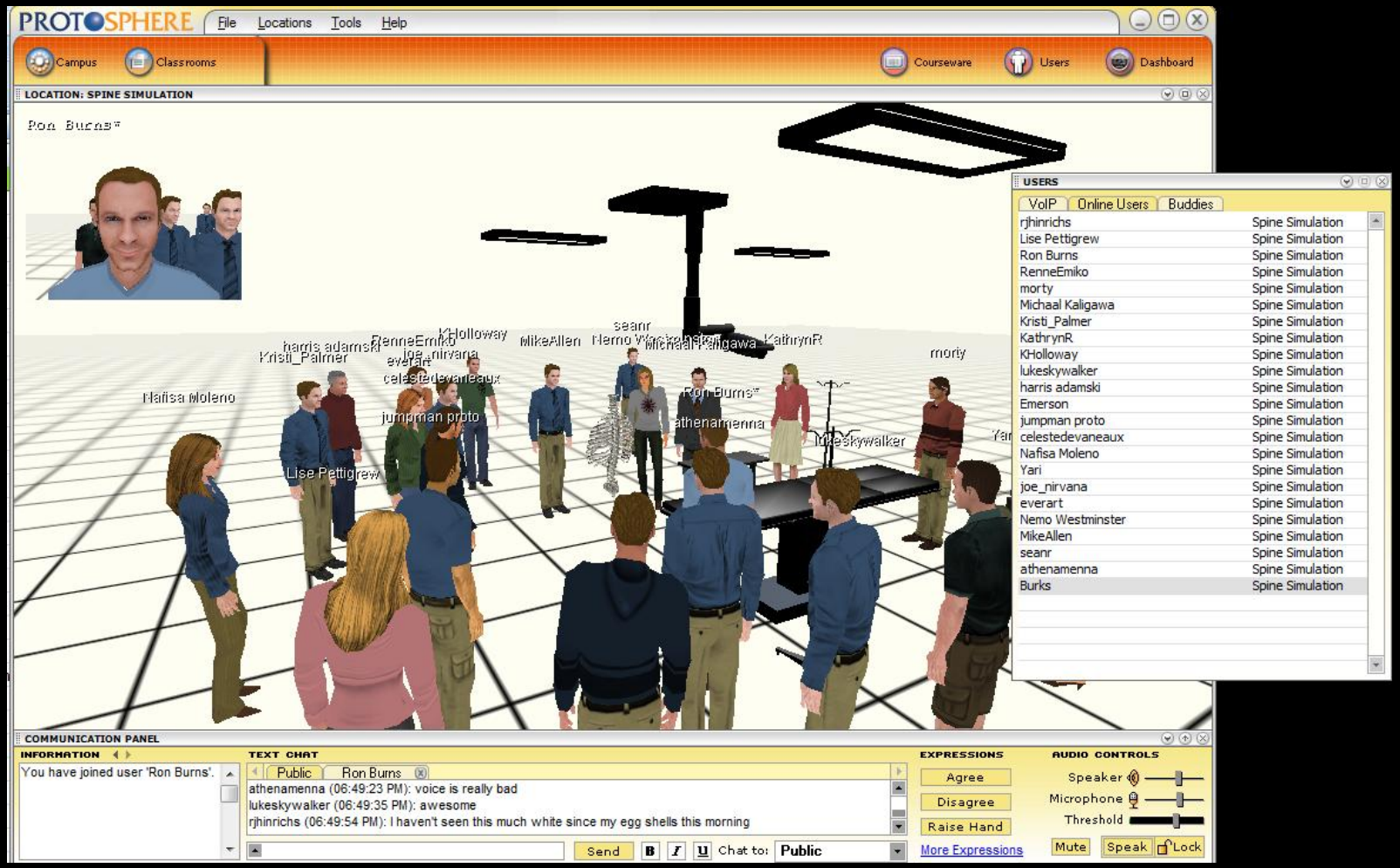
Support common variants

Introduces constant variation

Courtesy of Seattle CyberKnife

Natural Selection

Transporting an entire SL class into Protosphere



Adaptation: Leveraging physics

Treating phobias in virtual worlds

Genetic drift: Gaming inspires recreating a traumatic event

Holodeck for Exposure Therapy (HET)

Transfer of Genes: IP Management

Managing IP through the value chain

Evolutionary Mutation

Anyone can create a cube with a click

Courtesy of Club One Fitness

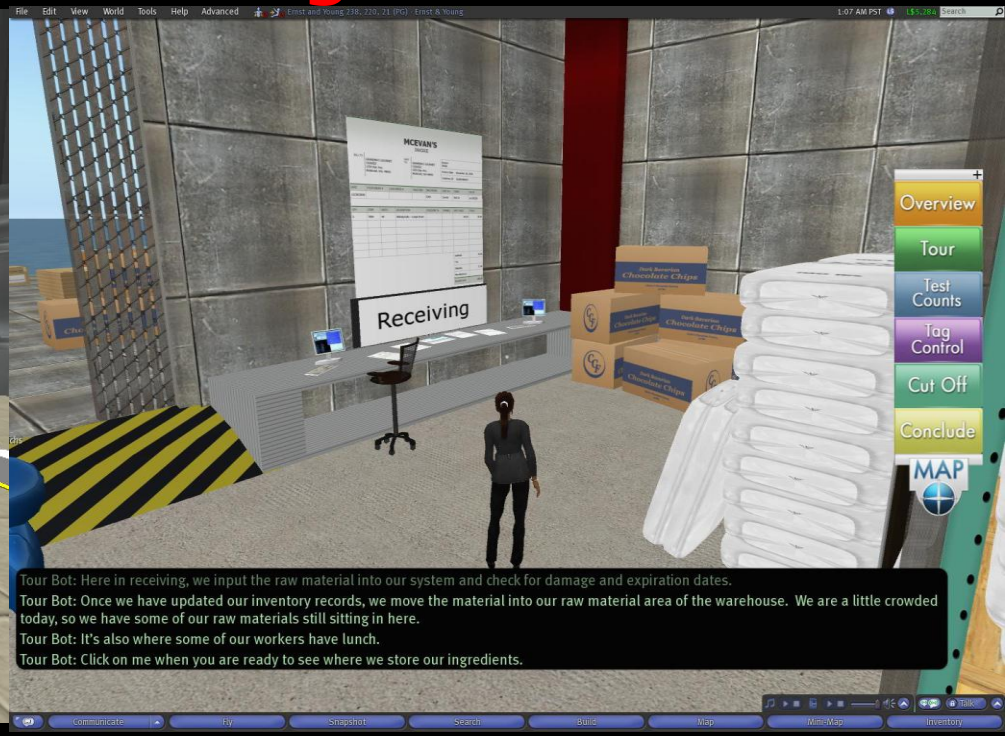
Reproducing with the fittest

- 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



Courtesy of Ernst and Young

Survival

Either you can perform or you can't

Emergence of a new species

Courtesy of Neil Robinson

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2b3d.net