metaverse® LEARNING

Menu

End Session

METAVERSE LEARNING
Immersive learning experiences

Construction

Early Years

Engineering

Functional Skills

Health & Social Care

And many more...

Transforming education with
immersive learning experiences

"We are here to spark the imagination of the sector as we explore the innovations that will take learning to the next level.

Jason Holt CBE
Co-Founder and CEO
Metaverse Learning

![Metaverse Learning logo]

Why choose
Metaverse Learning?

At Metaverse Learning, we simulate real-world environments so that learners can acquire the skills that they need to succeed.
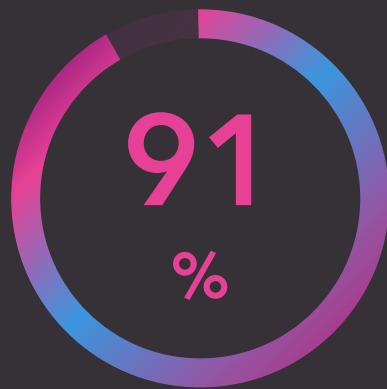
We co-create immersive solutions with education and industry partners to solve current and future challenges and close skills gaps.

Our immersive learning programs are designed to complement existing curriculae as part of a blended learning approach.
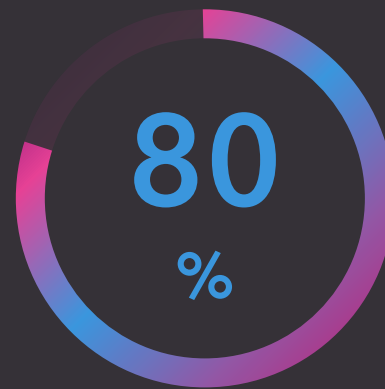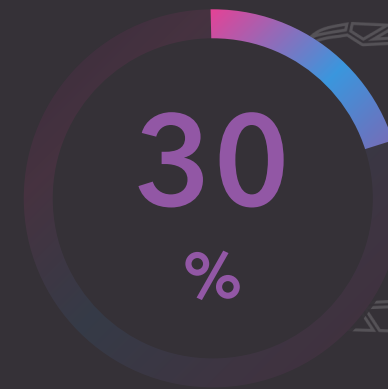
Watch the showreel
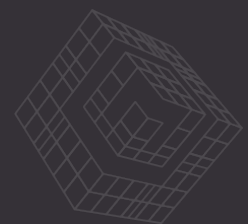
Why use
Extended Reality?

91%

of learners **prefer Virtual Reality training** over standard E-learning.

80%

increase in learner confidence when learning through immersive Virtual Reality or Virtual Environments.

30%

savings on your training consumables when using online training to support your existing courses.

Not just another
e-learning company

At Metaverse Learning, we are unique in our approach to designing, developing and implementing digital learning.

By working in partnership with an organisation like yours, we create programs designed to meet the needs of your learners, supporting them to progress in their learning journey, access employment opportunities, and achieve future success.

We don't just use e-learning. At Metaverse Learning, we blend the use of Virtual Reality (VR), Virtual Environments (VE) and Augmented Reality (AR) to make each learning experience more engaging. Our approach helps to build learner confidence and ultimately support increased learner retention and attainment.

We are trusted by organisations worldwide. **And the list is growing ›**

Jisc   ufi   Department for Business & Trade   worldskills   NCFE

LSBU   early years alliance   LONDON SOUTH EAST COLLEGES   COLEG CAMBRIA   Cardiff and Vale College Coleg Caerdydd a'r Fro

MK College   paragon skills   UmbrellaTraining   the skills network   +80

Developed for you, by you

By listening to the needs of our partners, each scenario gives learners a real-world experience they might not have encountered before in a safe online environment. Here, they can practise their skills, increase their knowledge, and make mistakes without real-world consequences

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Access, improve and succeed

Each program can link to your Learning Management System (LMS), or we have partnerships with a number of LMS providers who can offer additional support.

Once a learner has completed each program element, a learning assessment is provided. As a result, learners can see where they need to address skills and knowledge gaps or where they have been successful.

Accessible learning from anywhere

Our programs are accessible to everyone. You can use Virtual Reality headsets if you have them available, but they aren't necessary. Metaverse Learning programs are available via computers and tablets and are SCORM compatible.

Learners can access their programs 24 hours a day, 365 days a year. In a world where remote learning has become the norm, these programs will help you reach and engage with your remote and part-time learners easily.

Collaborate

At Metaverse Learning, we collaborate with education and industry partners to develop new and innovative immersive learning programs.

We co-create programs with you and other specialists to ensure that we produce the scenarios, experiences and assessments needed to support your learners in a highly engaging way.

By collaborating with multiple partners on each program, we generate a consortia. Each consortia member shares the financial cost of creating the new program and receives a life-long license for that program.

We understand the financial pressures involved with creating new courses and digital learning. The consortia model of working is very effective and will ease that burden and save you money.

Each consortia member also contributes a small amount of time of a subject matter expert who can input their experience and knowledge into the program. Doing this ensures that the content remains relevant to your learners.

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" *The consortium model is so cost-effective and hugely beneficial for any college or organisation to enter into Virtual / Mixed Reality digital solution, you couldn't sit at a board meeting and not recommend it.*

Mike James
Chief Executive
Cardiff & Vale College

Develop

Our team of expert developers at Metaverse Learning take the content provided by our consortia members and turn it into interactive, immersive learning experiences.

You can benefit from our years of expertise in online training development as part of your consortia membership.

The development phase of creating each virtual scenario, online environment and assessment takes place in partnership with the SME's from within the consortia.

From the questions asked throughout the program to the flow of the scenario, each stage is subject to sign off to ensure that we meet everyone's requirements.

Every program is developed to support set qualifications or standards.

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" *Metaverse Learning have provided a game changing solution for any college or provider to include in their approach to blended learning delivery and assessment.*

Dr. Ali Hadawi CBE
Chief Executive Principal and Chief Executive
Central Befordshire College

Share

Through the Metaverse Learning library, we are able to share these programs with the world while each consortia partner receives a license for life.

All our existing programs are available through an annual or lifetime license, which you can activate immediately, so your students can experience the benefits of this additional online learning without delay.

We understand that implementing a new delivery approach can face some challenges, and we are here to support you and help make your learning transformation successful. Each program features a training guide to help you implement the online learning and make it part of your blended curriculum.

Our Customer Success Manager is also on-hand should you require additional support.

Finally, through the sale of licenses we are able to continually invest in our existing programs to ensure that they remain relevant and up to date with the latest legislation and standards.

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❝ *The demand for high quality immersive digital learning is here to stay. The platform, content and outstanding tuition are critical factors in meeting learner expectations.*

Darryl Platt
Vice Principal
Blackpool and The Fylde College

Our growing library of **immersive programs**

Health & Social Care:
- Health & Social Care ›
- Nursing ›

Early Years:
- Early Years Practitioner ›

Electrical Vehicle:
- EV Charge Point Installation ›
- Electric Vehicle (Coming soon)

Construction:
- Bricklaying ›
- Carpentry & Joinery ›
- Painting & Decorating ›
- Plastering ›
- Tiling ›

Engineering:
- Electrical Engineering ›
- Plumbing & Gas ›
- Welding & Fabrication ›

Renewable Energies:
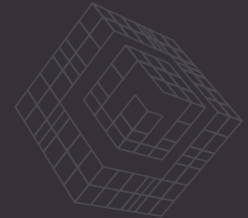- Heat Pumps ›
- Solar PV ›
- Solar Thermal ›
- Retrofit (Coming Soon)

Functional Skills:
- Functional Skills Maths ›

Hospitality:
- Commis Chef ›

Want to join our Metaverse Learning journey?

License our programs or join one of our new program consortia. For more details, please Contact us ›

www.metaverselearning.co.uk | info@metaverselearning.co.uk

![metaverse® LEARNING]

Overview

Scenarios take place across a range of settings including a hospital ward, care home and residential dwelling. Learners will apply skills in communication, procedures and patient care.

Learn more ›

Contents

Virtual scenarios
- ► **Healthcare Support Worker**
- ► **Assistant or Registered Practitioner**
- ► **Domiciliary Carer**
- ► **Registered Nurse**
- ► **Carer**
- ► **Senior Carer**
- ► **Fallen Service User**
- ► **End of Life Care**

Learning outcomes

By completing this program, it is expected that learners will:
- Gain learning and understanding of the practical, emotional and observational elements of health and social care.
- Be given guidance on good working practices and approaches to health and safety, behaviours and communication.
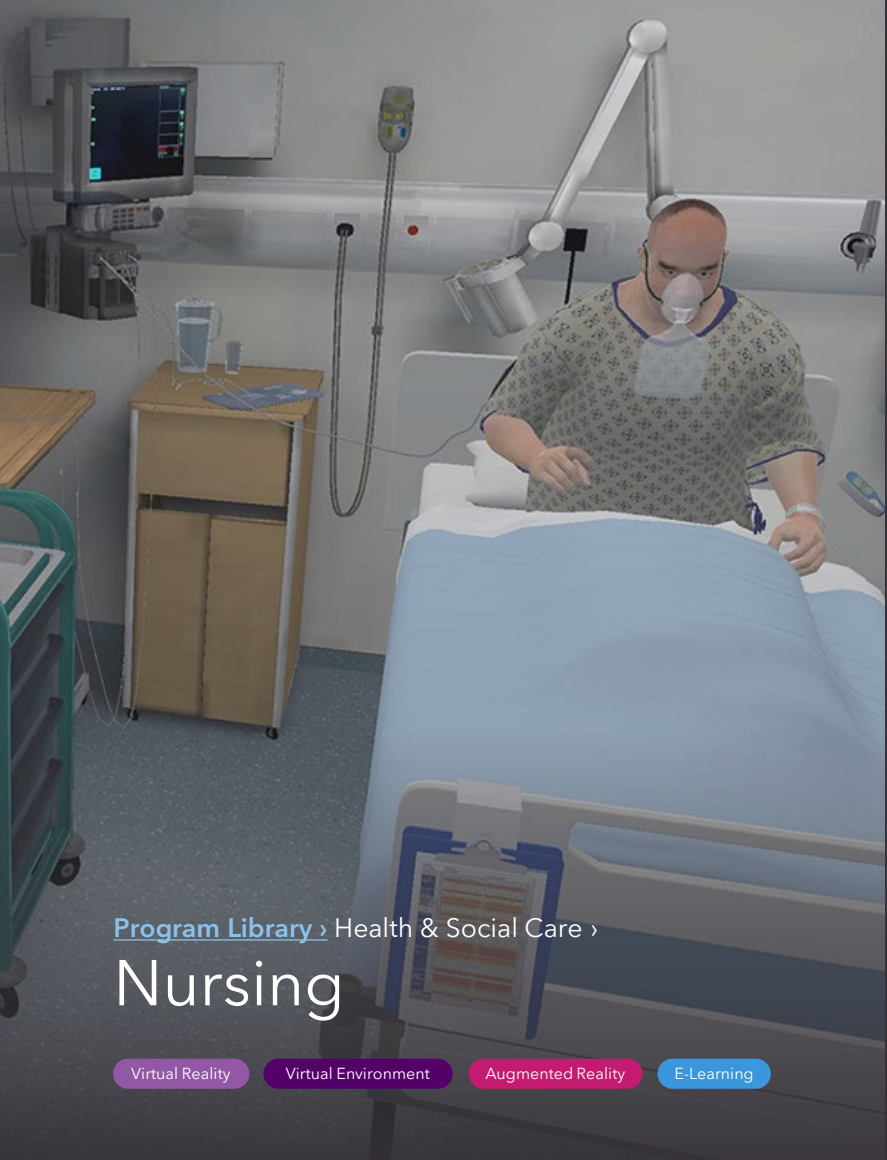
Qualifications supported

This program has been designed by our partners to align with:
- Level 2 Diploma in Care
- Level 3 Diploma in Adult Care
- Technical Level 2 Extended Diploma in Health & Social Care
- Technical Level 3 Extended Diploma in Health & Social Care
- Care Certificate

Program Partners

This program was developed in partnership with the following organisations:

mXreality · BDC Barking & Dagenham College · Coleg Penybont Bridgend College · Cardiff and Vale College Coleg Caerdydd a'r Fro · CENTRAL BEDFORDSHIRE COLLEGE · NCFE · Coleg Gwent · paragon skills · The College Merthyr Tydfil Y Coleg Merthyr Tudful · NPTC GROUP OF COLLEGES · Grŵp Llandrillo Menai · Coleg y Cymoedd

Program Library › Health & Social Care ›

Health & Social Care

`Virtual Reality` `Virtual Environment`

Nursing

Virtual Reality   Virtual Environment   Augmented Reality   E-Learning

Overview

Learners go through the ABCDE approach to nursing, being put at the heart of a scenario with an infectious disease patient while remaining in a safe environment.

Learn more ›

Contents

Virtual scenarios
► **Infectious disease**

E-Learning modules
- Systematic Approach to assessment
- Airways
- Breathing
- Circulation
- Disability
- Everything else
- COVID 19

Learning outcomes

By completing this program, it is expected that learners will:
- Analyse knowledge and understanding in the early recognition and detection of disordered physiology and altered pathology related to acute care.
- Identify and demonstrate a structured and prioritised system of patient assessment in acute care using a systematic approach.
- Apply effective interprofessional communication skills using recognised local and national frameworks.
- Effectively employ clinical decision-making skills in practice to develop and implement an appropriate management plan.

Qualifications supported

This program has been designed by our partners to align with:
- Vocational Qualifications Level 5/6 in Nursing (England & Wales)
- Vocational Qualifications Level 9/10 in Nursing (Scotland)

Program Partners

This program was developed in partnership with the following organisations:

mXreality®   Interactive Healthcare Training

Early Years Practitioner

Virtual Reality   Virtual Environment

Overview

Each scenario in the immersive program are situations that learners need to be prepared for but may not have come across often in real life.

Learn more ›

Contents

Virtual scenarios
► **Dealing with a poorly child**
► **Preparing and storing food**
► **Behaviour management**

Learning outcomes

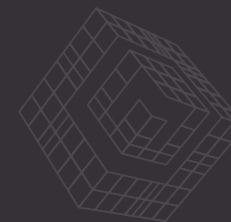By completing this program, it is expected that learners will:
- Have a greater understanding of Early Years principles and concepts.
- Have increased confidence when working with children.

Standards supported

The program has been designed by our partners to align with Early Years Foundation Stages of the Occupational Standards.

Program Partners

This program was developed in partnership with the following organisations:

mXreality   COLEG CAMBRIA   Cardiff and Vale College Coleg Caerdydd a'r Fro   NPTC GROUP OF COLLEGES   early years alliance

![METAVERSE LEARNING logo]

Overview

Learners can apply their knowledge across residential and commercial settings. Working their way through from site surveys to installation, inspection and testing.

Learn more ›

_____

Contents

Virtual scenarios
► **Domestic Installation (Part 1)**
► **Domestic Installation (Part 2)**
► **Commercial Installation**

_____

Learning outcomes

By completing this program, it is expected that learners will:
- Have a greater understanding of Electric Vehicle Charge Point installation principles and concepts.
- Have increased confidence when working with Electric Vehicle Charger installation equipment.
- Develop a systematic approach to inspection and testing.
- Increased competence in successful installation of an EVC that conforms to best practices and industry standards.
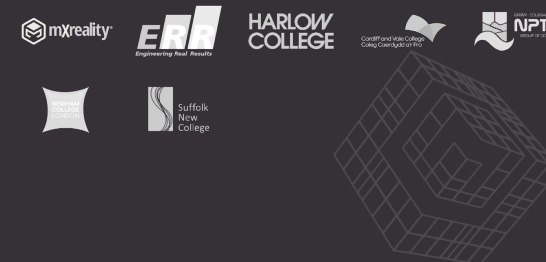
Qualifications supported

This program has been designed by our partners to align with:
- LCL Awards Level 3 Award in the Installation and Commissioning of Electric Vehicle Charging Equipment in Domestic, Commercial and Industrial locations
- City & Guilds: Electric Vehicle Charging Installations
- EAL: Level 3 Award in the Requirements for the Installation of Electric Vehicle Charging Points

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Program Partners

This program was developed in partnership with the following organisations:

[Partner logos: mXreality, ERR Engineering Real Results, HARLOW COLLEGE, Cardiff and Vale College Coleg Caerdydd a'r Fro, NPTC Group of Colleges, Suffolk New College]

Program Library › Electrical Vehicle ›

EV Charge Point Installation

`Virtual Reality` `Virtual Environment`

Overview

Learners are taken through each stage of the bricklaying process and an end assessment using a realistic environment to practice their skills.

Learn more ›

Contents

Virtual scenarios
► **Build to DPC level**

E-Learning modules
- Getting started
- Materials
- Setting out
- Building below ground level
- Building above ground level

Learning outcomes

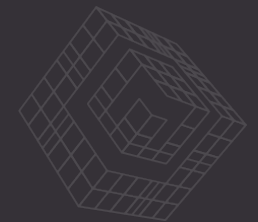By completing this program, it is expected that learners will:
- Have a greater understanding of principles and concepts.
- Understand their position within the construction industry.
- Know how to 'climb the ladder' within the industry.
- Have increased confidence when working with equipment.

Qualifications supported

The program has been designed by our partners to align with Level 2/3 NVQ Diploma in Trowel Occupations.

Program Partners

This program was developed in partnership with the following organisations:

mXreality®   Cardiff and Vale College Coleg Caerdydd a'r Fro   BDC Barking & Dagenham College   COLEG CAMBRIA   HOLDFAST

Program Library › Construction ›
Bricklaying

Virtual Reality   Virtual Environment   Augmented Reality   E-Learning

Overview

This program takes learners through several stages of carpentry, from tools and materials used, to first fix and second fix jobs

Learn more ›

Contents

Virtual scenarios
▶ **Fit a W truss rafter roof and external door**

E-Learning modules
- Getting started
- Tools and materials
- Carpentry below ground
- Carpentry above ground
- Finishes

Learning outcomes

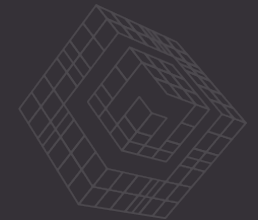By completing this program, it is expected that learners will:
- Have a greater understanding of principles and concepts.
- Understand their position within the carpentry and joinery industry.
- Know how to 'climb the ladder' within the industry.
- Have increased confidence when working with equipment.

Qualifications supported

The program has been designed by our partners to align with Level 2/3 NVQ Diploma in Wood Occupations.

Program Partners

This program was developed in partnership with the following organisations:

mXreality · Cardiff and Vale College / Coleg Caerdydd a'r Fro · BDC Barking & Dagenham College · Coleg CAMBRIA · HOLDFAST

Carpentry & Joinery

Virtual Reality Virtual Environment Augmented Reality E-Learning

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Painting & Decorating

Virtual Reality   Virtual Environment   Augmented Reality   E-Learning

Overview

From preparation to painting and papering, our Painting & Decorating program is an immersive and engaging learning experience.

Learn more ›

Contents

Virtual scenarios
► **Painting and wall papering**

E-Learning modules
• Getting started
• Tools and materials
• Preparation
• Painting
• Hanging wall coverings

Learning outcomes

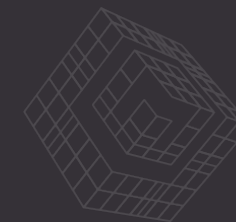By completing this program, it is expected that learners will:
• Have a greater understanding of principles and concepts.
• Understand their position within the painting and decorating industry.
• Know how to 'climb the ladder' within the industry.
• Have increased confidence when working with equipment.

Qualifications supported

The program has been designed by our partners to align with Level 2/3 NVQ Diploma in Decorative Finishing and Industrial Painting.

Program Partners

This program was developed in partnership with the following organisations:

mXreality   Cardiff and Vale College Coleg Caerdydd a'r Fro   BDC Barking & Dagenham College   coleg CAMBRIA   HOLDFAST

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Overview

The plastering program takes the learner through several stages of plastering from tools and materials used to external rendering and internal plastering.

Learn more ›

Contents

Virtual scenarios
► **Plasterboard and plaster a room**

E-Learning modules
- Getting started
- Backgrounds
- Materials
- External rendering
- Internal plastering

Learning outcomes

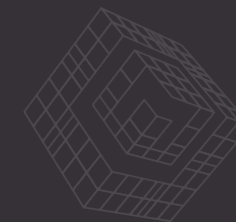By completing this program, it is expected that learners will:
- Have a greater understanding of principles and concepts.
- Understand their position within the plastering industry.
- Know how to 'climb the ladder' within the industry.
- Have increased confidence when working with equipment.

Qualifications supported

The program has been designed by our partners to align with Level 2/3 NVQ Diploma in Plastering.

Program Partners

This program was developed in partnership with the following organisations:

mXreality Cardiff and Vale College / Coleg Caerdydd a'r Fro BDC Barking & Dagenham College COLEG CAMBRIA HOLDFAST

Program Library › Construction ›

Plastering

Virtual Reality   Virtual Environment   Augmented Reality   E-Learning

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Tiling

Virtual Reality   Virtual Environment   Augmented Reality   E-Learning

Overview

This immersive learning experience takes learners through everything they need to know about tiling from tools to application.

Learn more ›

Contents

Virtual scenarios
► **Wall and floor tiling**

E-Learning modules
• Getting started
• Materials
• Setting out
• Applying tiles

Learning outcomes

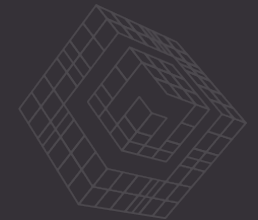By completing this program, it is expected that learners will:
• Have a greater understanding of principles and concepts.
• Understand their position within the tiling industry.
• Know how to 'climb the ladder' within the industry.
• Have increased confidence when working with equipment.

Qualifications supported

The program has been designed by our partners to align with Level 2/3 NVQ Diploma in Wall and Floor Tiling.

Program Partners

This program was developed in partnership with the following organisations:

mXreality   Cardiff and Vale College Coleg Caerdydd a'r Fro   BDC Barking & Dagenham College   COLEG CAMBRIA   HOLDFAST

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Overview

The Electrical Engineering program takes the learner through several stages of electrotechnical engineering from preparation and installation, inspection and testing as well as fault diagnostics.

Learn more ›

_____

Contents

Virtual scenarios
▶ **Visual inspection**
▶ **Fault finding**

E-Learning modules
- Health and safety
- The principles of environmental technology systems
- Overseeing and organising the work environment
- Preparation and installation of wiring systems and equipment
- Planning and selection for the installation of equipment and systems
- Termination and connection of conductors, cables and cords in electrical systems
- Inspection, testing and commissioning and certification
- Diagnosing and correcting electrical faults in systems and equipment
- Principles of electrical science

Learning outcomes

By completing this program, it is expected that learners will:

- Understand the principles and concepts.
- Understand their position within the electrical industry.
- Know how to 'climb the ladder' within the industry.
- Have increased confidence working with equipment.
- Develop a systematic approach to fault finding and analysis.

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Qualifications supported

The program has been designed by our partners to align with Level 3 NVQ Diploma in Electrotechnical Services (Maintaining Electrotechnical Systems).

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Program Partners

This program was developed in partnership with the following organisations:

mXreality   Cardiff and Vale College Coleg Caerdydd a'r Fro   BDC Barking & Dagenham College   CENTRAL BEDFORDSHIRE COLLEGE

Program Library › Engineering ›

Electrical Engineering

Virtual Reality   Virtual Environment   Augmented Reality   E-Learning

Overview

The Plumbing & Gas program provides learners with scenarios on inspecting, installing, commissioning and fault finding on different systems.

Learn more ›

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Contents

Virtual scenarios
- ▶ **Planning and design of pipework**
- ▶ **Installation of an unvented hot water cylinder**
- ▶ **Commissioning a condensing boiler**
- ▶ **Fault finding a central heating system**

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Learning outcomes

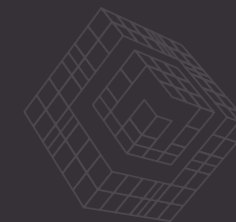By completing this program, it is expected that learners will:

- Understand the principles and concepts.
- Have increased confidence when working with equipment.
- Develop a systematic approach to design, installation, commissioning and fault finding.

Standards supported

The program has been designed by our partners to align with Occupational Standards.

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Program Partners

This program was developed in partnership with the following organisations:

mXreality   Cardiff and Vale College / Coleg Caerdydd a'r Fro   Coleg Gwyr Abertawe / Gower College Swansea   REDCAR & COLLEGE   ERR Engineering Real Results

Plumbing & Gas

`Virtual Reality` `Virtual Environment`

Overview

The Welding & Fabrication program informs the learner about the underpinning knowledge of various welding techniques such as Oxyacetylene, TIG, MAG and more.

Learn more ›

Contents

Virtual scenarios
► **Oxyacetylene design and assembly**
► **Tig welding**
► **Mag inspection and testing**
► **Mag and flux cord arc welding**

Learning outcomes

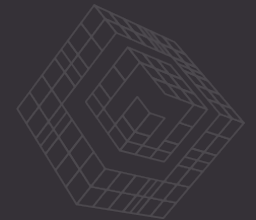By completing this program, it is expected that learners will:
- Have a greater understanding of Welding & Fabrication principles and concepts.
- Have increased confidence when working with Welding & Fabrication equipment.
- Develop a systematic approach to design, planning, setting up, preparation, assembly, tacking, welding, inspection and testing.

Qualifications supported

The program has been designed to align with Level 2/3 of the Fabrication and Welding Engineering NOS and Level 2/3 of the Performing Engineering Operations (PEO) standards Stages of the Occupational Standards.

Program Partners

This program was developed in partnership with the following organisations:

mXreality   Skills & Education Group   Carbon Arc Training and Consultancy   VETERANS SKILLS

Program Library › Engineering ›

Welding & Fabrication

Virtual Reality   Virtual Environment

Overview

From understanding different types of systems to inspections and fault diagnosis, this program will challenge, educate and engage learners.

Learn more ›

Contents

Virtual scenarios
- ▶ **System installation**
- ▶ **System commission and handover**

E-Learning modules
- Overview and considerations
- Health and safety
- Heat pumps type
- Ground source heat collectors
- Air source collectors
- System design
- Installation
- Testing, commissioning and handover

Learning outcomes

By completing this program, it is expected that learners will:
- Understand health and safety issues when carrying out work.
- Explain what a heat pump is and how to calculate the efficiency of a heat pump.

- List the unit components of a heat pump.
- Explain how ground source and air source heat collectors' work.
- List the principles of heat pump selection and system design.
- Explain the preparatory work required for installation and know how to install a heat pump.
- List the requirements and know how to test, commission and handover heat pump installations.

Standards supported

The program has been designed by our partners to align with Occupational Standards.

Program Partners

This program was developed in partnership with the following organisations:

Program Library › Renewable Energy ›

Heat Pumps

`Virtual Reality` `Virtual Environment` `Augmented Reality` `E-Learning`

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Overview

In the Solar PV program, learners apply and test their knowledge on all aspects of the system from components through to maintenance.

Learn more ›

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Contents

Virtual scenarios
► **System design**
► **System maintenance**

E-Learning modules
• Overview and considerations
• Health and safety
• Solar PV basics
• Types of solar PV panels
• System components
• System design
• Pre-installation
• Installation
• PV protection
• Commissioning
• Handover and maintenance

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Learning outcomes

By completing this program, it is expected that learners will:
• Understand health and safety issues when carrying out work.

• Explain what solar PV is and understand the efficiency of different solar PV materials.
• List the unit components of different solar PV systems.
• List the principles of solar PV materials selection and system design.
• Explain how solar PV systems works.
• Explain the preparatory work required for installation and know how to install a solar PV system.

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Standards supported

The program has been designed by our partners to align with Occupational Standards.

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Program Partners

This program was developed in partnership with the following organisations:

mXreality · Cardiff and Vale College Coleg Caerdydd a'r Fro · Coleg Gŵyr Abertawe Gower College Swansea · The College Merthyr Tydfil Y Coleg Merthyr Tudful · REDCAR & CLEVELAND COLLEGE

ERR Engineering Real Results · ENERGY & UTILITY SKILLS

Program Library › Renewable Energy ›

Solar PV

Virtual Reality   Virtual Environment   Augmented Reality   E-Learning

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LEARNING

Solar Thermal

Virtual Reality   Virtual Environment   Augmented Reality   E-Learning

Overview

Learners are taken through several stages of a solar thermal domestic hot water system including a virtual scenario at a residential dwelling where they can apply their skills.

Learn more ›

Contents

Virtual scenarios
► **Specifying a system**
► **Fault finding**

E-Learning modules
• Overview and considerations
• Health and safety
• Solar collector and types and British standards
• Solar thermal store options
• Solar thermal primary circuit designs
• Solar thermal primary circuit controls
• Installation materials and fittings
• Filling, commissioning and maintenance

Learning outcomes

By completing this program, it is expected that learners will:
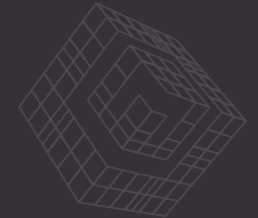• Have a greater understanding of principles and concepts.
• Have increased confidence when working with solar domestic hot water equipment.
• Develop a systematic approach to fault finding and analysis.

Standards supported

The program has been designed by our partners to align with Occupational Standards.

Program Partners

This program was developed in partnership with the following organisations:

mXreality   Cardiff and Vale College / Coleg Caerdydd a'r Fro   Coleg Gwyr Abertawe / Gower College Swansea   ERR Engineering Real Results   ENERGY & UTILITY SKILLS

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Overview

Our Functional Skills Maths program has been designed to enable learners to apply functional maths skills at qualification Levels 1 and 2 across a range of occupations and job roles.

Learn more ›

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Contents

E-learning modules
• Home
• Travel
• Shopping
• Environment
• Engineering
• Construction
• Health and Social Care

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Learning outcomes

By completing this program, it is expected that learners will understand how to apply maths to a range of situations and scenarios:
• Home
• Travel
• Shopping
• Environment
• Engineering
• Construction
• Health & Social Care

Standards supported

The program has been designed by our partners to align with Level 2 and 3 qualifications across a range of occupations and organisations.

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Program Partners

This program was developed in partnership with the following organisations:

mXreality®

Functional Skills Maths

E-Learning

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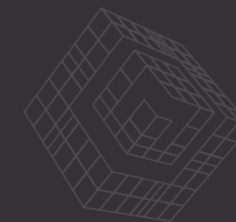
Overview

The Commis Chef program is aligned to Level 2 qualifications and informs the learner about preparing food and carrying out basic cooking tasks in every section of a kitchen under the supervision of a senior chef.

Learn more ›

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Contents

Virtual scenarios
► **Kitchen induction**
► **Prep, cook, finish spatchcock chicken**
► **Pre, cook, finish potatoes and carrots**

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Learning outcomes

By completing this program, it is expected that learners will:
• Gain learning and understanding of food safety, allergen control and Health & Safety requirements in the context of a professional kitchen as a Commis Chef.
• Gain insight into the basics of Commis Chef skills and knowledge such as selecting the correct equipment for use.
• Gain an awareness of requirements when selecting the correct ingredients and portion sizes for each dish in line with recipe specifications.

• Gain learning and understanding of the importance of food storage requirements, sustainability and reducing wastage.

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Standards supported

The program has been designed by our partners to align with Occupational Standards and Level 2 qualifications.

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Program Partners

This program was developed in partnership with the following organisations:

mXreality®   UmbrellaTraining   Skills & Education Group
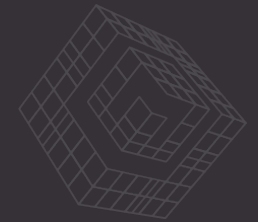
# Commis Chef

Virtual Reality   Virtual Environment

Create your own space with **Metaverse Campus**

Imagine creating your own world without walls where you can reach and engage with your existing and prospective learners.

From attracting learners to your place of education to supporting them through their learning journey, our sister company, Metaverse Campus, delivers a virtual space where you can promote, collaborate and communicate. The possibilities are endless when you are creating your own space!

What will you create with your own branded space? Speak to our team today and step into the Metaverse with Metaverse Campus.

Watch the showreel
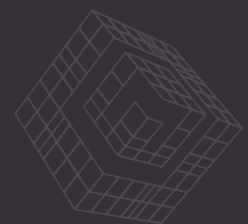
Create a digital academy

You can create your own virtual academy for learners and lecturers to access remotely. We can link to your own resources including class notes, videos and course information. An online academy delivers an immersive and engaging learning experience where lecturers and learners can build relationships, which can help improve student attainment and retention.

Create immersive open days

You can interact with learners online by creating an innovative open day, industry day or careers day. Learners appear as avatars to walk through halls or rooms and visit online exhibition stands to watch videos and collect information. Our virtual theatre allows for presentations to take place and be recorded and shared. You can reach more prospective students through an online or hybrid day which demonstrates your innovative approach as an education provider.

Create a prospectus with a difference

Prospective learners can look at the qualifications and courses that you offer in a space designed by you. We can include links to your resources such as brochures and videos. A Metaverse Campus prospectus is the perfect showcase for all you have to offer and a fantastic opportunity to engage with prospective learners in a way that makes you stand out.

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immersive learning experiences

Get in touch, we'd love to help

Book an appointment now to find out more about Metaverse Learning or arrange a demonstration of any of our programs.