



PROJECT INFORMATION SIMPLE

Project's title	Sustainability Issues Metaverse for building Participatory Learning Environments
Project's partner/ collaboration	Đại học Cần Thơ
Sponsor/Donor	IRD VietNam
Total budged	281.859,40 Eur
Project's period/duration	48 months
Principal Investigator (PI)	Dr. Huynh Quang Nghi
Co-PI	
Project's member	Phan Phuong Lan, Truong Xuan Viet, Truong Minh Thai, Truong Chi Quang, Phan Kieu Diem, Cu Vinh Loc, Lam Hoai Bao, Le Van Lam, Nguyen Cong Danh, Nguyen Trong Hong Phuc, Phung Thi Hang, Huynh Ngoc Thai Anh, Pham Nguyen Hoang
Overall objective	SIMPLE will develop, with partner schools in the Lower Mekong countries (Cambodia, Laos, Thailand, and Vietnam), a set of “sustainability metaverses”, i.e., educational solutions based on the integration of immersive virtual reality environments (virtual universes, or VU) with serious games and scientific simulations. These can be used as short modules for workshops with young students or as integral components of the curriculum for high school students. SIMPLE will also be as inclusive as possible to vulnerable children, female students, and rural communities by providing an integrated learning environment called the Mobile Metaverse Learning Lab (M2L2) that can be deployed quickly and provide a complete virtual reality playground for classes, even in remote locations with limited Internet bandwidth.
Specific objectives	Attend corporate meetings online and offline Developing partnerships with schools in the area Design models and images in the virtual universe Designing interactive scenarios of virtual universes (Metaverse) Build and install simulation, modeling for Metaverse choh. Support in organizing and facilitating a series of seminars in schools Support development, technical organization and facilitate teaching sessions Support training sessions for teachers, educational actors in charge at participating schools Support project promotion and actions. Preparation of interim progress reports and final performance reports (see Article 4 of the contract); Contributing to third-party monitoring/evaluating and driving results

	<p>(expected support for third-party progress/outcomes assessment, on the basis of summary tables provided by the project team) , participate in review meetings, contribute to proposed actions/remedial measures, assist in driving results);</p> <p>Contributing to the project's advocacy activities</p>
Contents	<p>In the light of the complex sustainability challenges facing ASEAN countries, the key to designing effective mitigation and adaptation policies increasingly lies in the active engagement of citizens alongside policymakers and scientists. This requires raising awareness on questions that are sometimes difficult for non-specialists to grasp, and this is what SIMPLE aims to do by focusing on educating young ASEAN citizens on environmental and climate change issues using a unique combination of digital and pedagogical innovations.</p> <p>SIMPLE will develop, with partner schools in the Lower Mekong countries (Cambodia, Laos, Thailand, and Vietnam), a set of “sustainability metaverses”, i.e., educational solutions based on the integration of immersive virtual reality environments (virtual universes, or VU) with serious games and scientific simulations. These can be used as short modules for workshops with young students or as integral components of the curriculum for high school students. SIMPLE will also be as inclusive as possible to vulnerable children, female students, and rural communities by providing an integrated learning environment called the Mobile Metaverse Learning Lab (M2L2) that can be deployed quickly and provide a complete virtual reality playground for classes, even in remote locations with limited Internet bandwidth.</p> <p>The virtual universes developed in SIMPLE will be based on calibrated scientific models validated in well-documented case studies, ensuring the realism of the development scenarios that participants will be able to explore. Furthermore, in contrast to recent controversies about the dangers and potential unethical values of metaverses, SIMPLE will highlight the tremendous potential of this technology to engage younger generations, as it will allow students to collaborate virtually in real time to explore solutions to sustainability issues together. Indeed, this dynamic, highly interactive, and realistic content can engage young people in meaningful ways and provide a good foundation for the playful learning processes meant to nurture the “6Cs”: communication, collaboration, content, critical thinking, creativity, and confidence, all of which are essential qualities for future ASEAN citizens concerned with the sustainability of their countries.</p>
Expected outcome	<ul style="list-style-type: none"> - 04 Vietnamese schools, 04 Thai schools, 02 in Laos and 02 in Cambodia are allowed to experience SIMPLE virtual universe, raising awareness of environmental protection. - 06 VU (virtual universe) built, 12 sets of M2L2 integrated equipment developed and installed. - 1200 turns of students/students, 100 turns of lecturers, 100 turns of

	<p>officials and 30 turns of leaders and managers trained and trained.</p> <p>- 12 learning and training events held in Vietnam, Thailand, Cambodia, Laos.</p>
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Some activities/implementation photos	<div></div> <div></div>