



RESEARCH SEMINAR

## Blended Learning and Intervention in Metaverse (Strategy, Implementation, and Evaluation)



**Dr Peter Ng**

Teaching Fellow

Department of Computing

The Hong Kong Polytechnic University

**Date : 29 August 2022 (Mon)**

**Time : 2:00 pm - 3:00 pm**

**Online via ZOOM**

### Abstract

We started our XR development in 2014 and brought the concept of Metaverse in 2020. Then, the metaverse and GameFi transitioned from being largely unknown concepts to ubiquitous terms on the lips of every major brand or investor.

The evolution of simulated, 3D worlds presents a particularly massive opportunity for education and intervention. The transition from diffused physical spaces into virtual worlds provides us with a new opportunity to provide new experiences to the audience. In this seminar, we will share our experiences with blended learning in Metaverse, intervention in XR, and GameFi in APP development.

### About the Speaker

Dr Peter Ng is currently a Teaching Fellow in the Department of Computing (COMP) at PolyU and he is in charge of Game Lab and deputy programmer leader of FT Broad Discipline of Computing (EIS Steam) in COMP. His interested research areas include artificial intelligence, health application, teaching, APP, game, and mixed reality development. He received his BSc, MSc, and Ph.D. at Hong Kong Polytechnic University in 2004, 2007, and 2013. He has received the best student paper for the fuzzy measure and integral in 2011, the Hong Kong Ani-Com & Games Intellectual Property Awards by Youth Development Fund in 2017, Merit Awards of Teaching by PolyU FENG in 2017 and 2021, Team awards of Teaching in 2021 and 2022, Merit Awards of Service in 2019, Gold winner for the Community Outreach Award (eLFA2021) in 2021, Best ten teachers in the Greater Bay Area STEM Excellence Award 2022 (HKSAR). He directed and participated in 27 research and development projects and obtained over HK\$18.8M funding (PI/CoPI: HK\$5M and Col/Team Member: HK\$14M).