



ALL THE THINGS: STATE OF THE METAVERSE FOR L&D, 2023

A goal of the Learning Guild research program is to help members get an understanding of new things they might want to pay attention to, such as emerging technologies. While the fully fleshed metaverse looks to be some years off, improvements in technology and, perhaps more significantly, end-user dissatisfaction with the status quo, are supporting movement toward and readiness for a different online experience.

Researching the idea of the metaverse is challenging as it is, today, still more idea than reality, and extant research per se is either predictive or pulled from studies on disparate technologies such as augmented and virtual reality (AR and VR) and past use of virtual world products like Second Life.

In looking for some thought about what L&D practitioners and educators need to know now, and what realistically the not-too-distant future may bring, I turned to several prominent voices in our community, among them Destery Hildenbrand, XR Solution Architect, Intellezy; Karl Kapp, Instructional Technology Professor, Commonwealth University of Pennsylvania; Steve Howard, Senior Program Manager, Training: Mixed Reality and Multimedia at KLA; Kristin Torrence, Head of Learning Engineering, Tailspin; Betty Dannewitz, Immersive Experience Designer, IfYouAskBetty; and Debbie Richards, President, Creative Interactive Ideas.

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