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Kids Are Already in the Metaverse. How Do We Protect Them?

LearnOn 2022 Breakout Session
July 21, 2022
Kids Are Already in the Metaverse. How Do We Protect Them?

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AGENDA

• WHAT IS THE METAVERSE - what are the opportunities and dangers?
• PANEL DISCUSSION - how do we protect kids?
• RESOURCES - and next steps
Online World & Risks

Mum warns of dangers after son is groomed through online game 'Roblox'

FORTNITEMARE Mum shares video of moment son, five, is ‘asked for sex’ while playing Fortnite

Operation Home Alone: 16 arrested in New Jersey child sex predator sting

Metro mother warns about pornographic material on popular video game

GROOMED ONLINE ‘Minecraft’ game groomed my son’ says mum of teen hacker who sparked 400 school bomb threats

'The kids emptied our bank account playing Fifa'

By Zoe Kleinman (Technology reporter, BBC News)
Anatomy of the Metaverse

Use Case
- Medical, Collaboration, Education, Wellness, Entertainment, Social

Commerce
- NFTs, Services, Marketplaces, Virtual Goods, Cryptocurrencies

Connect
- LMS, Avatars, AI Agents, Digital Twin, Communities, Persistence, BCIs, CRMs, HRMS, Individuals

Create
- Capture, Curation, Animating, Writing, 2D/3D Modelling, Texture Painting, IDEFs, Audio Production

Infrastructure
- CPS, AI, Internet, CDN, IoT, Rendering, Cloud Computing, NDN, Quantum Computing, Blockchain, XR, 5G/6G

Ethos
- Ethics, Rights, Politics, Society, Governance, Expertise, Economics, Standards, Taxonomies

The virtual domain has real-world threats...

- In VR we don’t necessarily share the same physical space, but the experience is often equivalent.
- Being harassed or bullied in VR deeply impacts a child’s psychology.
- Some experiences although billed as empathetic, might be triggering for students with PTSD.
...but it offers new opportunities, too!

XR technologies have the ability to prepare students for the future of work where they can learn everything from decision making, resolving conflict, and even traditional classroom subjects such as History and Science.
Panel Discussion

Kids Are Already in the Metaverse. How Do We Protect Them?
Resources
& next steps...
With constant reality capture, how do we ensure privacy is accounted for?

What about the VR apps getting hacked?
Are third party risks accounted for?

In the era of deep fakes and propaganda, how can we be sure of individual identity in VR?

THE XRSI MISSION
Help Build Safe and Inclusive Immersive Environments.
Kai XR Empowers Educators

We create the tools educators need to develop critical 21st century skills in students preparing them for a rapidly evolving future.

Kid-Friendly Content
Lesson Plans
Metaverse Makerspaces
Professional Development

www.KaiXR.com | @ExploreKaiXR
Resources from ISTE

www.iste.org
Get Digital: Safety in the Metaverse

EVERFI’s new course for fall 2022!

- Totally free for K12 educators & students
- Independent & interactive digital lessons, reinforced with offline materials
- Best fit for grades 8-12

Topic Areas:
- Introduction to the Metaverse
- Safely navigating the Metaverse
- Understanding XR, AR and VR
Thank you! Let’s go Forward Together!

#LearnOn2022

- Access resources at everfi.com/create
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