

WHITEPAPER RELEASED

[Click here to read Education in a Multi-User Virtual Environment](#)

Education is a lifelong process. While there is mandatory schooling required in most countries, even after the formal educational process ends the search for knowledge doesn't. In both formal instruction and personal knowledge seeking the amount of knowledge received is directly proportional to the methods of instruction. There are many problems often noted in public schools. Because of the standardization requirements for most education, especially in the K-12 level, many students are not presented with optimized educational tools, whether they are labeled "normal," "gifted," OR "disabled."

When you consider education from a different perspective, using out-of-the box processes, amazing things happen. Labels seem to dissolve. You can appeal to different ways of the learning process, whether it is through visual, audio, or tactile methods. When you consider education from a different perspective, using out-of-the box processes, amazing things happen. Labels seem to dissolve. You can appeal to different ways of the learning process, whether it is through visual, audio, or tactile methods. People can become excited to learn. Progression of lessons can happen at the learner's pace, not limited by a "standard." Many of you can identify with being required to learn something, and not minding the acquisition of knowledge, but rather the way that it is conveyed.

iVersity actively explores conceptual theory with an emphasis in non-standard approaches to convey material via technology. Please continue to explore to see how new platforms can increase learning potential and how integration can provide seamless integration between existing tools and new interfaces!