2025 IEEE Metaverse Grand Challenge for Simulation-Based Learning

IEEE Metaverse
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📜 Submission Materials – Frequently Asked Questions (FAQs)

❓1. What should the 5-slide PowerPoint presentation include?

Answer: Your slides should clearly indicate your chosen theme, explain the implementation design of your simulation, highlight key technologies used (e.g., game engines, additional technological features), and showcase how the simulation enhances learning and engagement.

❓2. How should we structure our PowerPoint slides?

Answer: Use the following guideline:

Slide 1: Introduce your idea (addressing challenges & solution(s))

Slide 2: Explain system design and user interaction

Slide 3: Showcase gamification and learning outcomes

Slide 4: Map your work to evaluation criteria

Slide 5: Conclude with impact, scalability, and platform access

❓ 3. What if our simulation is still in early development, can we still submit?

Answer: Yes, you can submit a **prototype or conceptual version** as long as your slides and video clearly communicate the simulation's core idea, functionality, and learning value.

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❓4. Do we need to include technical implementation details (like code snippets)?
Answer: Only if they help explain your system logic. You are not expected to include source code in your slides, but you can reference your GitHub or platform link on Slide 5.

❓5. How much animation or visual effects should be included in the video?
Answer: Visual polish is helpful, but content clarity is more important. Use screencasts, avatars, or walkthroughs to explain how the simulation works and what users learn from it.

❓6. What is the purpose of the video submission?
Answer: The 5–7 minute video (MP4 format) should walk through your simulation project in an engaging way. It should highlight user interaction, core learning objectives, and demonstrate outcomes, especially how it supports sustainability and immersive education.

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❓7. Should we include user testing or feedback in the submission?

Answer: It is not required, but showing **mock user interactions**, **expected user outcomes**, or **pilot feedback** can significantly strengthen your submission's credibility.

❓8. Can we use storytelling techniques in our slides or video?

Answer: Absolutely! Narrative storytelling can make your concept more engaging and relatable.

❓9. Can we embed live links (e.g., Figma, Unity WebGL, GitHub) in our slide deck?

Answer: Yes. Use Slide 5 to share links to your **demo, repository, or additional resources**. Make sure links are accessible without login restrictions.

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❓10. Can I use pre-built assets or open-source tools in my simulation?
Answer: Yes. You may use open-source or licensed assets, game engines (like Unity or Unreal), and SDKs, as long as you credit appropriately and the final submission is your original team's work.

❓11. How detailed should our system design be in the slides?
Answer: You are encouraged to keep technical details understandable to a general audience. Diagrams or flowcharts showing architecture, feedback loops, or gamification logic can enhance clarity without overwhelming viewers.

❓ 12. What is the best way to show learning outcomes in the simulation?
Answer: Use dashboards, trackers, badges, or challenge progress bars to make learning visible. Explain how users achieve objectives and what educational value each task or decision brings.

❓ 13. Should our simulation be fully functional or just visualized?
Answer: Either is acceptable. A **visual walkthrough** or **concept video** is fine if it convincingly shows how the simulation would function and support learning.

For any questions or concerns, please contact isemv@ieee.org

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