



Understanding the MetaVerse for Education

Case Study:
**Online
Homework
Help in
Canada**

Mon - Thurs
5-8pm

Tech  AdaptiKa
VCILA



Tech  AdaptiKa

VOILA

Contact

Hosni Zaouali

HelpTheChildren@voilalearning.com

Raphaëlle Houdot

HelloFuture@adaptika.tech

Anywhere in Canada & in the USA

1 (866) 900-0658

VoilaLearning.com

AdaptiKa.tech

Toronto office

3 Lower Jarvis

Toronto, ON

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Meeting R...

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Parents, Students & Gaming:

Students & parents play more **online games** than ever before!

Video games have become an intrinsic part of our everyday lives. Moreover, during the pandemic, online gaming has become increasingly dominant. Children under the age of 12 are playing and learning using online games.

70%

70% of parents believe video games have a **positive influence** on their children's lives

67%

67% of parents play video games with their children at least once a week

2.5B

There are more than **2.5 billion** video gamers around the world

\$230B

The gaming industry is expected to reach **\$230 billion** in revenue by 2021

Source: Market Research Future

Roblox

Roblox is currently one of the most popular games in the industry amongst school children.

Within this virtual world, students collaborate, problem-solve and communicate with each other.

202M
monthly users
(worldwide)

13%
13-16
yrs old

29%
9-12
yrs old

25%
under
9 yrs old



Combining Gaming and Education in the MetaVerse

Following the recent escalation of interest for the metaverse, we have witnessed a drastic change in the VR environment. Voilà & AdaptiKa's Virtual Reality solutions used to be seen as an alternative approach to education and human interactions online. Due to this shift in the environment, our concept is now acknowledged by all: **the future will be in the MetaVerse.**

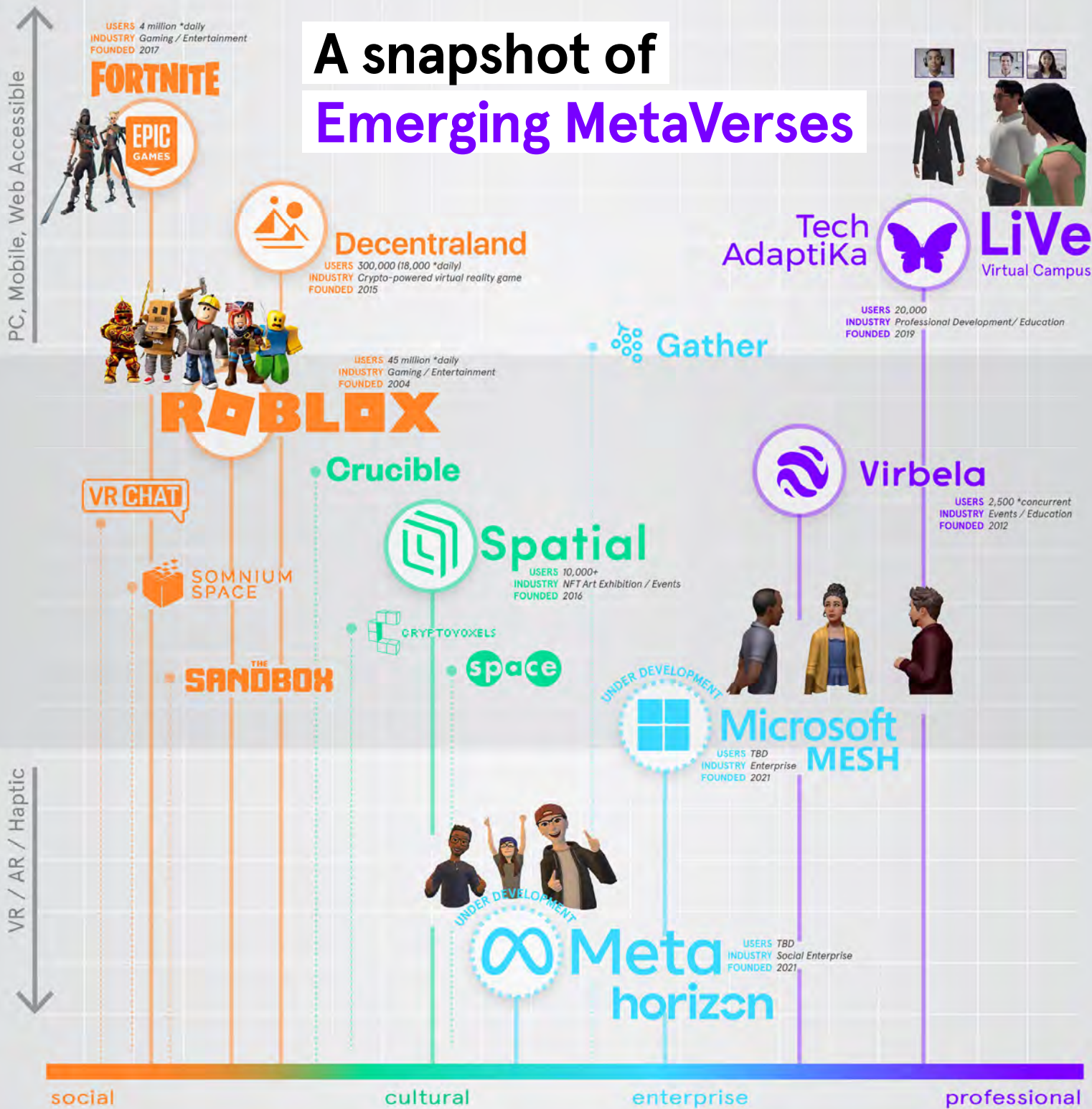
Voilà/AdaptiKa is leading the way!

Voilà/AdaptiKa has been working on virtual reality solutions at the service of education since 2017. Specialising in online human interaction, we dig deeper into the emotional aspects of online users. The company was founded on the premise of transforming education and providing quality learning to as many people as possible, anywhere in the world.

Watch: the science behind the
MetaVerse for education
<https://adaptika.tech/about/>



A snapshot of Emerging MetaVerses



What is the MetaVerse for Education?

Using the same principles from Roblox and other multi-player games, Voilà/AdaptiKa has created the first ever MetaVerse for Education. In this immersive virtual campus, students can personalize their avatars and interact with one another, no matter where they are in the world. Just as in real life, students can catch up with classmates, interact with their teachers, and speak and collaborate with other students.

Students find the MetaVerse engaging as it promotes instant connections and natural interactions fostering healthy collaboration.



Combining with the LMS (simple Access to D2L, Blackboard)

moodle D2L
Blackboard

MetaVerse for
Education

Voilà/AdaptiKa

Metaverse Training for Educators

Preparing your staff

The workshop aims to provide a deeper understanding of the Metaverse and its impact on education. Successful completion will help you to understand how your students are using the Metaverse today and how the education world is currently leveraging it. In other words, this workshop will give you a significant advantage in the newly emerging digital transformation.

Explore various ways to engage
your students in the Metaverse

Explore different
Use Cases of the Metaverse

Get free access to a Metaverse

\$6,490.00 USD per workshop

➤ Register at AdaptiKa.Tech

About the Speaker



Hoss, Hosni Zaouali

is the founder of Voilà/AdaptiKa - the MetaVerse for Education. He facilitates three courses at Stanford University and is an advisor to the African Development Bank and the United Nations on the future of education.

Previous Keynotes



Case Study: Online Homework Help across Canada



From Monday to Thursday,
from 5:00pm - 8:00pm,
French, English and Math
Teachers are available to help
thousands of students play
educational activities on the
MetaVerse.



Over the past 6 years, Voilà/
AdaptiKa has run the Online
Homework Help Program,
available to ALL Canadian
students registered in the
public school system.

The program is free for
students and parents as
long as the schoolboard
registers.



Gamified

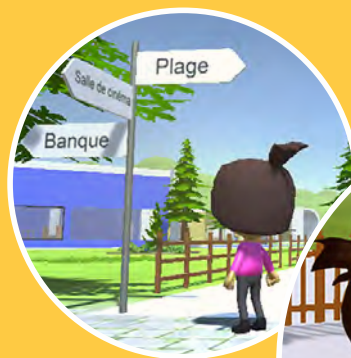
Practice

Even when students don't have homework, they are encouraged to practice with our teachers to build their confidence and fluency in French, English and Math. They can revise concepts together, and practice reading, writing and speaking in the Virtual Campus (MetaVerse).

Since 2017, our teachers have been leading continuous communication and action-based games. Students are spending more time on the MetaVerse, maximizing the time they spend immersed in the language, all while having fun.

Homework help in French, Math and English

Kindergarten to Grade 12 students and parents can send their homework ahead of time to homework@voilalearning.com. We work with students to make them autonomous learners - we want them to learn to complete their tasks themselves!



Our Reach

Canada and World Wide

Military Families

Canadian Parents for French members

France (B

British Columbia

Conseil Scolaire Francophone de la CB

Alberta

Foothills SD 38

Saskatchewan

Northwest School Division 203

Ontario

Brant Haldimand Norfolk Catholic District School Board (BHNCDSB)

Hamilton-Wentworth Catholic District School Board (HWCDSB)

Hamilton-Wentworth District School Board (HWDSB)

Kawartha Pine Ridge District School Board (KPRDSB)

Lakehead District School Board (Lakehead Public Schools)

London District Catholic School Board (LDCSB)

Ottawa-Carleton District School Board (OCDSB)

Ottawa Catholic School Board (OCSB)

The Northwest Catholic District School Board (TNCDSB)

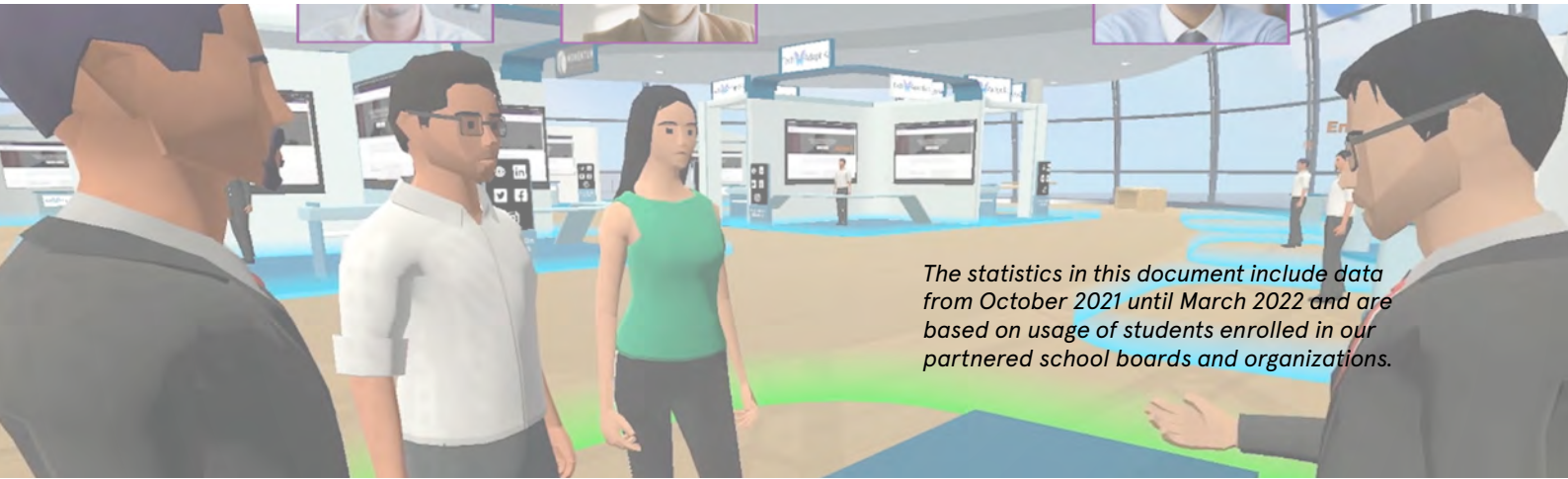
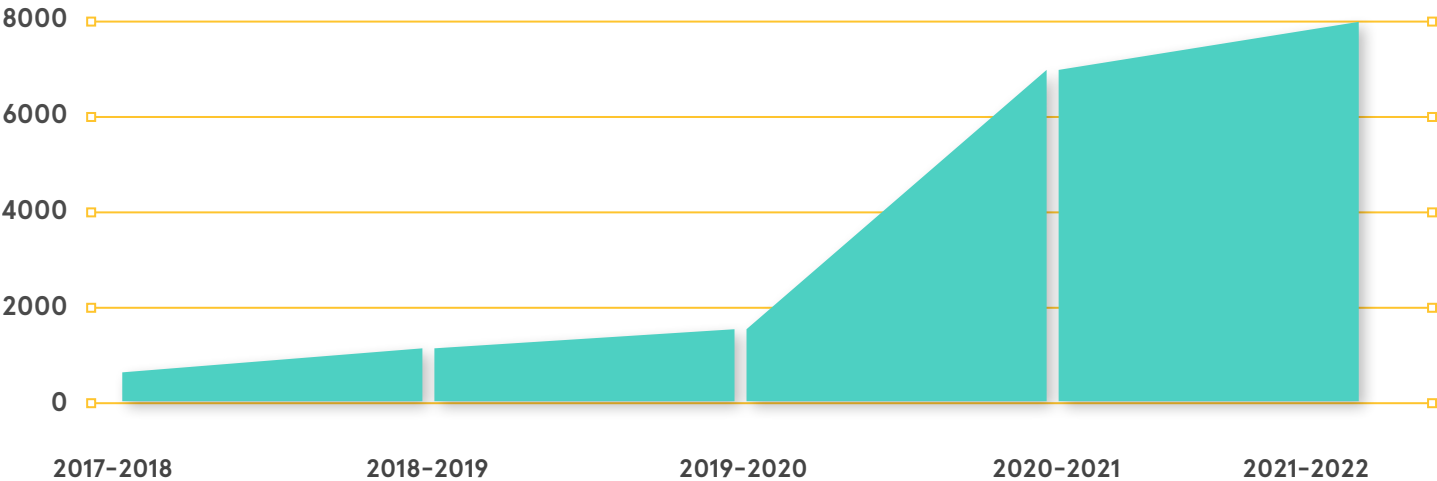
Toronto Catholic District School Board (TCDSB)

York Catholic District School Board (YCDSB)

Voilà/AdaptiKa has helped 7980 families in the 2021-2022 academic year. We continue to welcome new families to the community.

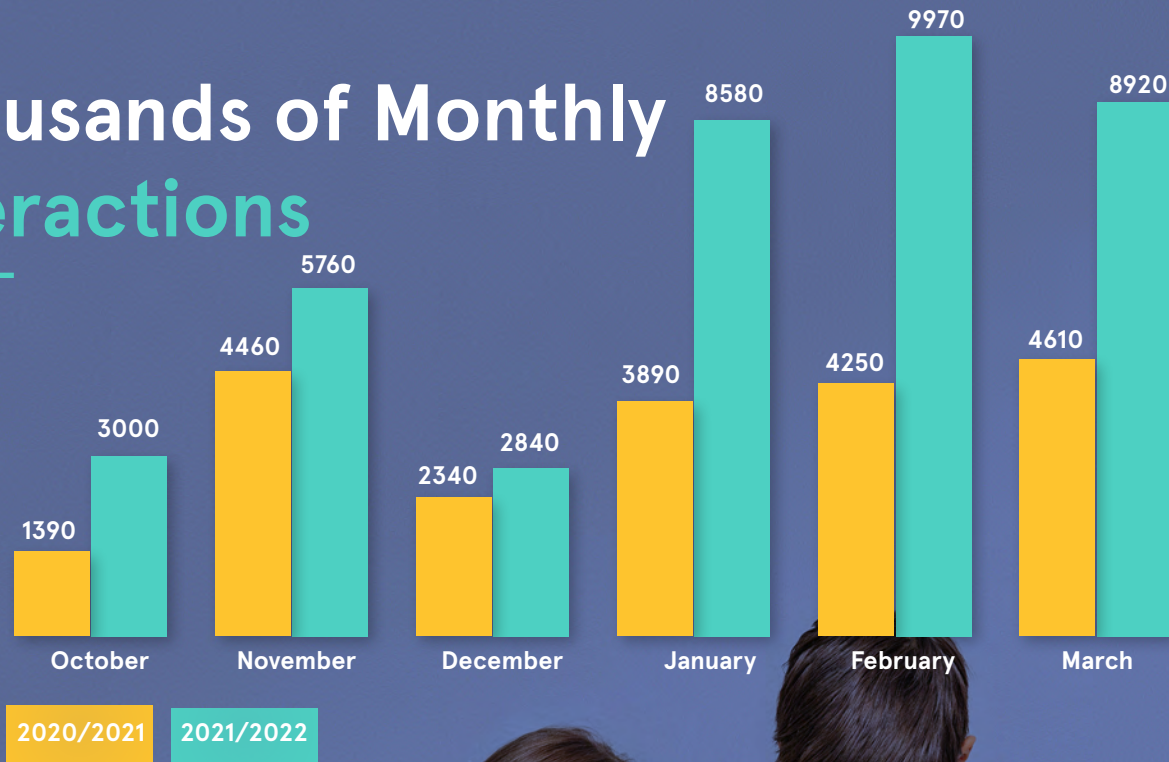
Yearly Family Registrations

(up to 7980)



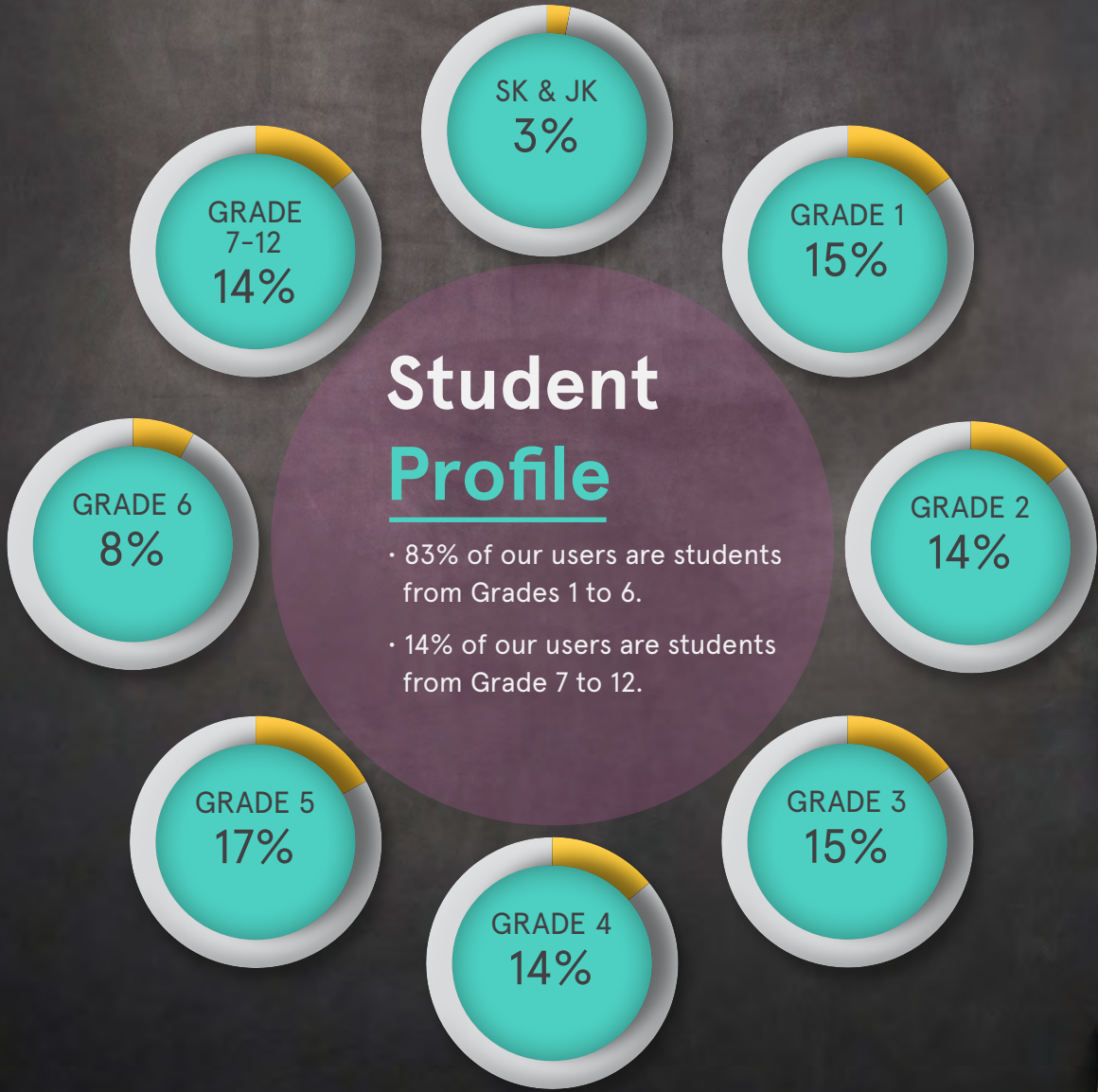
The statistics in this document include data from October 2021 until March 2022 and are based on usage of students enrolled in our partnered school boards and organizations.

Thousands of Monthly Interactions

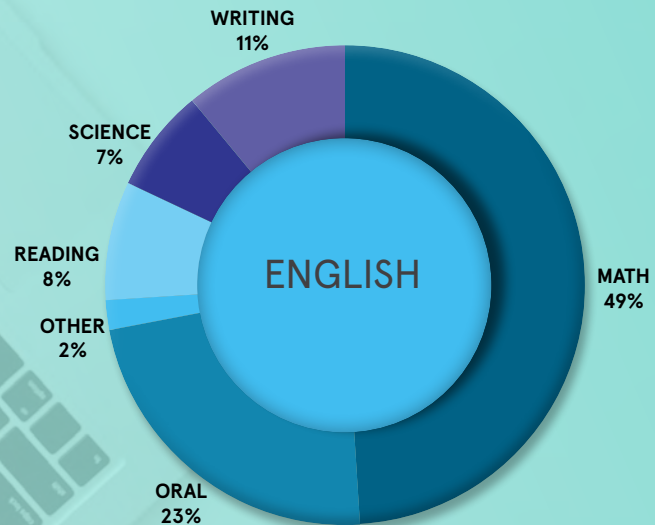
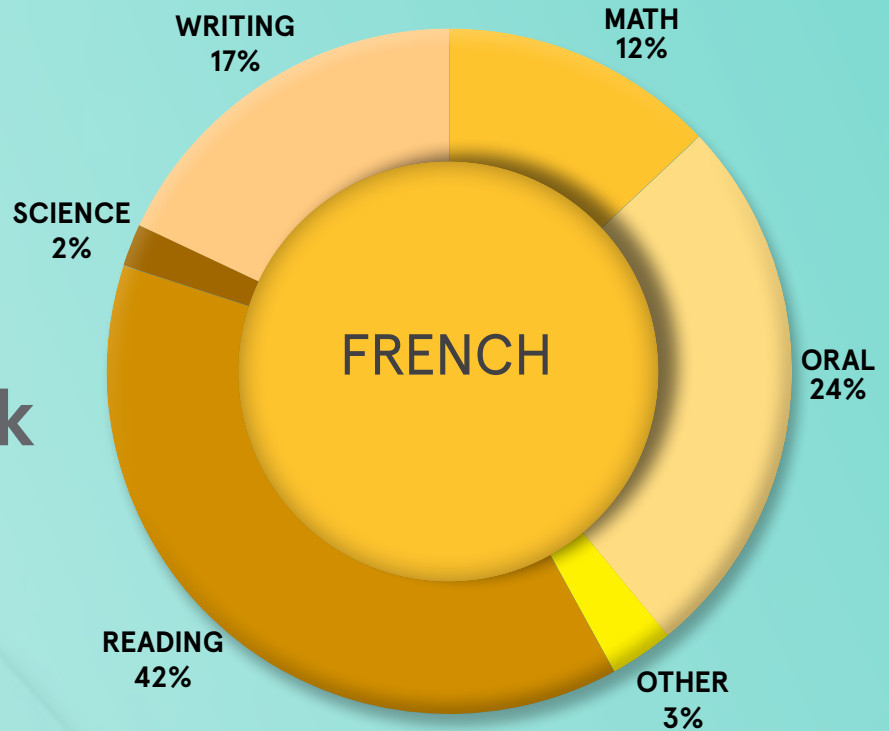
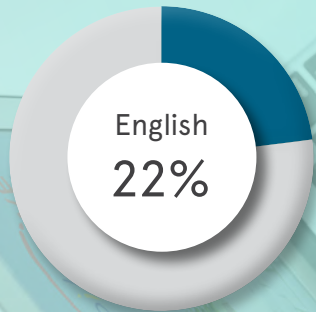
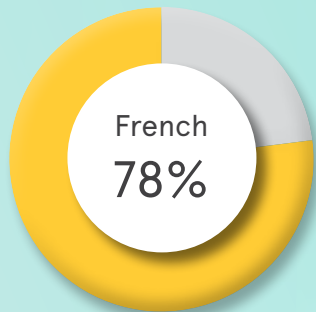


The increase in student participation since last year and over the school year reflects increased student engagement. Our team began leading regular communicative games in January 2018.

Note that the program was closed for the Winter and March break.



How We Help Students with Their Second Language and Their Homework



How Long Do Students Interact on the Virtual Immersion Campus?

(Homework + Practice)

**32.00
minutes**

On average, a student receives one-on-one homework help from a tutor for 25 minutes.

How Long are Students Engaged in Their Second Language?

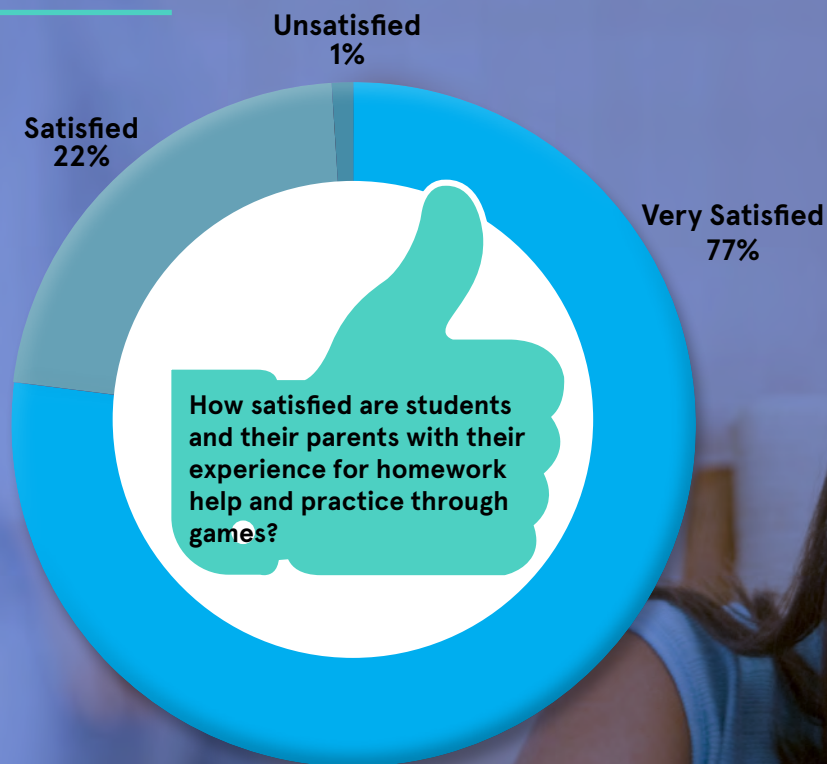
38%

of the students connected to our platform are learning French by playing games.

**45
minutes**

These students spend on average 45 min every evening learning French through games.

Satisfaction Index



"Natalie has improved tremendously in French, thanks to Voilà Learning. I don't know a single word in French and cannot help Natalie doing her French homework."

Natalie, also signs in to the campus to play French games and practice speaking and reading.

I really appreciate Voilà Learning because it is free and live help for my daughter!"

Roumenda., Natalie's mother
(Grade 4 French Immersion)
Ottawa Catholic School Board)

"Whenever I have projects, assignments or homework I can always rely on the tutors to help me. They have (...) helped me feel comfortable while I learn. The fun part of the Virtual Immersion Campus is that now there are very cool games. I feel it has helped me a lot and I cannot wait for this help in the future."

Devonna, student
(Grade 8 French Immersion)
Toronto Catholic District School Board)

In the News!

Voilà/AdaptiKa has been featured in several national and international News networks. [Click on an icon below to watch the News sequence.](#)



Pricing Options

Our English, French and math teachers are available from Monday to Thursday from 5pm to 8pm to help students learn in groups and interact with each other.

Options to make the service available from 1pm to 4pm is also possible.

Pricing Options for schoolboards

• Up to 2,000 students	\$4,900.00 + tax
• Up to 4,000 students	\$6,856.00 + tax
• Up to 6,000 students	\$8,459.00 + tax
• Up to 8,000 students	\$10,900.00 + tax
• Up to 10,000 students	\$12,210.00 + tax
• Up to 20,000 students	\$23,590.00 + tax
• Up to 40,000 students	\$41,210.00 + tax
• Up to 80,000 students	\$76,310.00 + tax





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