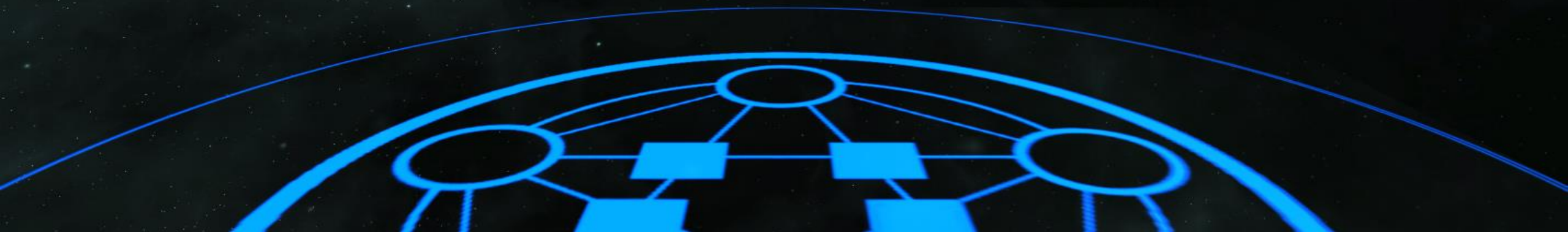WALEX

Metaverse

www.walex.io

WALEX

Mission :

The WALEX project is built to inspire and train Gen-Z toddlers and teens to have a decent mindset of understanding the world and smart skills to cooperate with AI and robots in the era of Cybernetic Revolution.

Check on what our model students -
The Polaris Team (Grade 10) and Raphael Chu (Grade 6) -
have done with their co-learning robots :

❖ https://lestercheng2005.wixsite.com/my-site-2

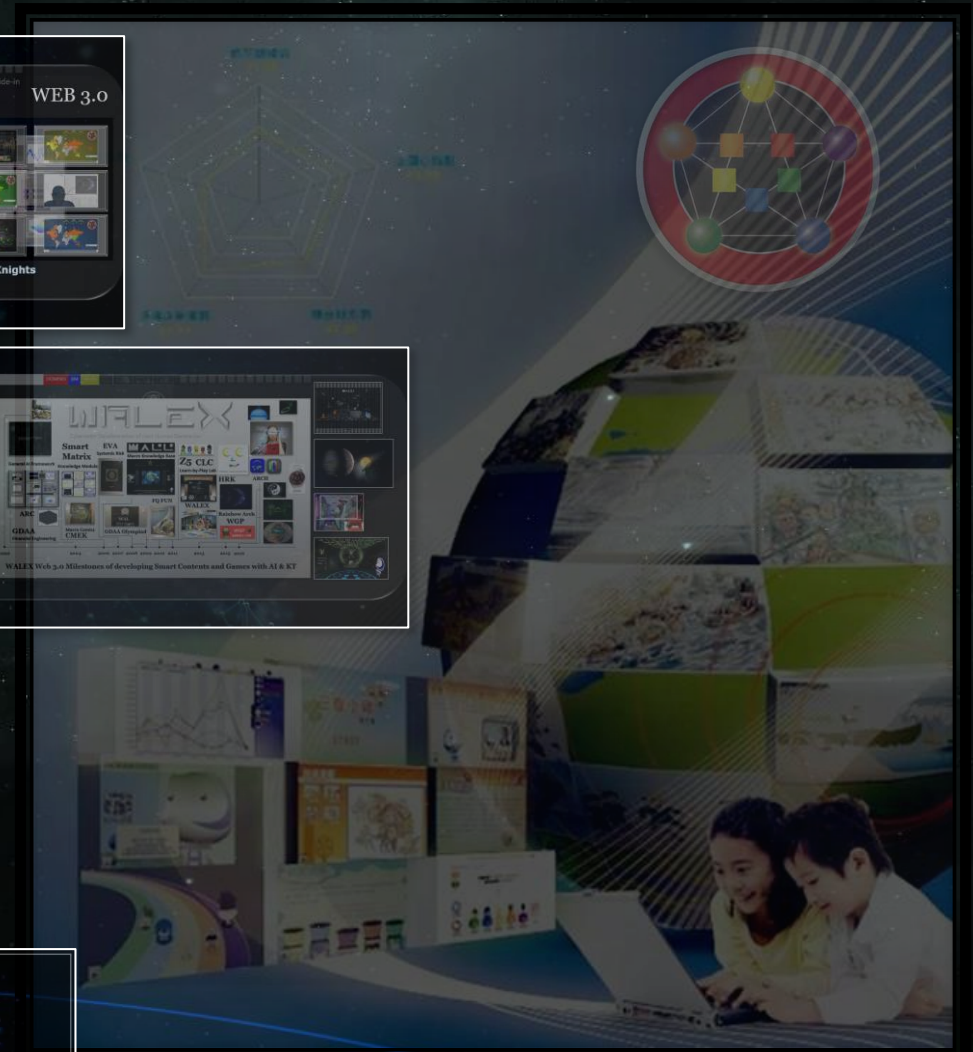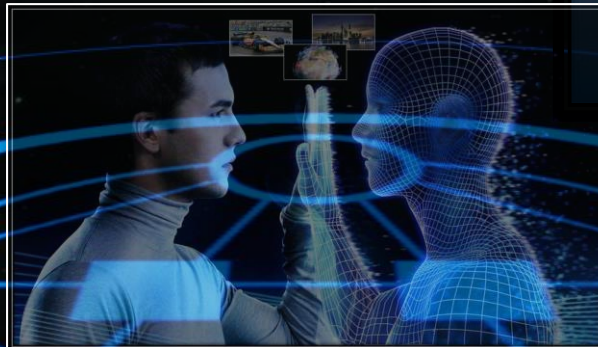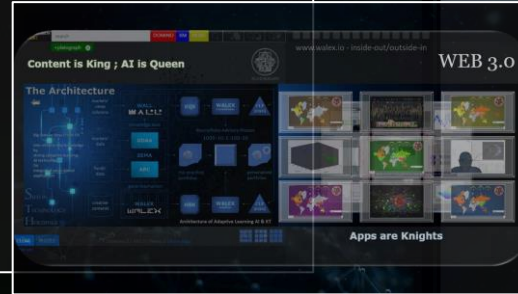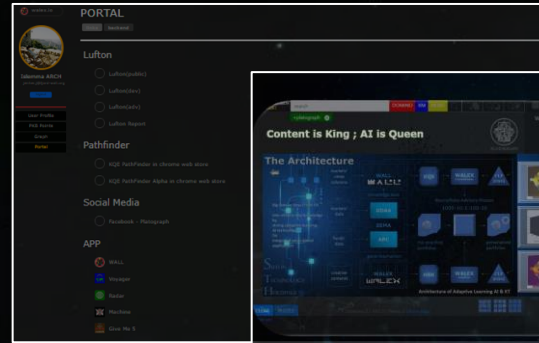❖ https://raphael0205.wixsite.com/raphael

WALEX

Metaverse :

The project has been designed and developed to construct a metaverse of edutainment. The architecture consists of a training platform/portal, an operation system (PKB : Personalized Knowledge Base for avatar), robots (PDA : Personalized Digital Assistant), smart contents, simulation games.

https://www.walex.io

WALEX

Metaphor :

The rich creative metaphoric contents, derived from real events with impacts on our civilization's evolution to inspire kids and teens, had once attracted over 3 million people globally within 2 years on Facebook – all about a modern Plato's allegory of the cave in the Simulation Hypothesis.

Check on the project founder's vision towards 2355AD :

https://www.facebook.com/jenherjeng

WALEX

Mechanism :

With the metaphoric inspiration to shape a beautiful and strong mindset of making the world better, young pupils need to be trained to take challenges for sound decision-making based on our GM5 gamification mechanism of simulating "domino effect" of real-world events.

Check on the research paper on an international journal about the GM5 game :

http://www.davidpublisher.com/index.php/Home/Article/index?id=44288.html

WALEX

Matrix :

For decision-making, knowledge is a puzzle, and there is a big maze of misinformation & knowledge illusion. The Platograph Matrix system allows students to build their personalized knowledge-bases (PKBs) as their virtual brains with the aid of our cloud-based learning PDAs.

See how one can upload thoughts into a super-learning avatar by our training program on Platograph :

https://www.facebook.com/media/set/?set=a.7878878012184340&type=3

CS 294-1: Mesh Generation and Geometry Processing in Graphics, Engineering, and Modeling - Jonathan Shewchuk, EECS UC Berkeley