Actualización educativa: Una revisión bibliográfica sobre las metodologías emergentes en el metaverso [

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text (article)

Analítica

This work explores the incursions of education in the metaverse and conceptually defines metaverses and their types. It also examines the opportunities of educational methodologies in this phenomenon, such as gamification, blended learning, and game-based learning. A bibliographic review was conducted through searches in different databases and open scientific articles, using keyword criteria and the snowball technique for the sample selection of 166 publications, many of which belong to databases such as ACM, Elsevier, Taylor & Francis, IEEE/IEEE Xplorer, FLACSO Andes, among others. It is concluded that metaverses can improve the teaching-learning process in formal education by combining their technological and virtual capabilities with promising pedagogical options such as game-based learning and blended learning

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