Ambiente Web 3D inmersivo para la educación universitaria [

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Analítica

The metaverse is the next major revolution of the internet, enabling communication between users from a virtual perspective mapped to the real world. This technology has attracted significant interest from students, researchers, and businesses, and has proposed multiple applications in sectors such as education, commerce, health, and others. However, its development is in its initial stages, as it is still under discussion how it will be standardized in the face of new proposed solutions. This article presents the theorical framework of the main components that make up a metaverse (3D modeling, Web 3D environment and communication aspects), the methodology implemented for the development of the metaverse of the School of Systems Engineering and Computing - EISC Metaverse, the architecture, the technologies used, and the prototype developed with the components mentioned in the literature review, in addition to discussing the results obtained in developing these types of emerging technologies
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