# Transforming learning
with 6G

How will our learning experiences change?

6G has the potential to redefine learning by enabling seamless, immersive educational experiences that go beyond the current limitations of e-learning. Hyper-realistic virtual classrooms, AI-driven adaptive learning, and fully interactive simulations could bridge physical and digital spaces, offering new ways to teach and learn.

As we embrace this transformation, we must also think of who benefits, who is left behind, and what challenges must be addressed to ensure that education remains inclusive, equitable, and empowering for all.

6G4SOCIETY
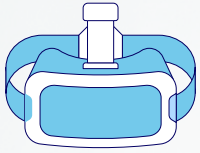
Immersive Learning Environments

With advanced technologies like Virtual Reality (VR), Augmented Reality (AR), and mixed reality, 6G can create engaging, interactive learning experiences. This immersion is achieved by combining sensory technologies (like 3D visuals, spatial audio, and haptics) and IoT devices with a system that ensures everyone sees the same information at the same time while tailoring the experience to the specific needs of each individual. This way, students can enjoy virtual field trips, laboratory simulations, or historical reenactments from their classrooms or homes.
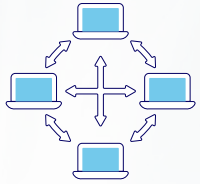
Globally Connected

Through Ubiquitous and Resilient Networks, students in remote locations will be able to access digital classrooms and collaborate on projects and give presentations. By providing seamless connectivity and eliminating barriers to access, 6G has the potential to bridge the digital divide, ensuring that learners everywhere can benefit from high-quality, immersive educational experiences.

OPEN QUESTIONS

Accessibility

While 6G aims to provide global coverage, including remote and rural areas, its initial rollout will likely focus on cities and wealthier regions where building the infrastructure is more cost-effective. This could temporarily widen the gap between early adopters and those still waiting for access.

Cost Barrier

While the vision for 6G includes making broadband affordable, the advanced hardware, subscription fees and 6G-compatible devices may be prohibitively expensive for low-income schools and students, potentially excluding or limiting those from certain socioeconomic backgrounds.

FOOD FOR THOUGHT

→ How can we ensure that AI-driven learning systems do not reinforce social inequailities?

→ Who owns and governs the data collected from immersive learning environments?

→ How can EU policymakers regulate digital education platforms to ensure student privacy and open access?

LEARN MORE AT

www.6g4society.eu

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