

[Open Peer Review on Qeios](#)

Modern Method of Education (MMOE)

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Potential competing interests: No potential competing interests to declare.

Definitions

[AfL](#)

Defined by Joshua Ferdinand

[I/O Variables: The Inputs and Outputs of Personalised Learning](#)

Defined by Joshua Ferdinand

[Collective Teaching and Learning \(CTL\)](#)

Defined by Joshua Ferdinand

A progressive educational framework developed by Atomic Academia LTD, distinguished by its conceptual integrated use of virtual reality (VR) and artificial intelligence (AI) within the context of Assessment for Learning ([AfL](#)), Input / Output (I/O)

[Collective Teaching and](#)

Variables and [Learning](#) ^[1]

This approach creates immersive and highly interactive learning environments, where VR facilitates experiential learning and AI enables the dynamic adjustment of content, challenges, and support based on real-time student data inputs. Such inputs include performance metrics, engagement levels, and personal feedback, which are processed to generate outputs like personalised learning paths, adaptive feedback, and tailored instructional strategies.

The MMOE (Modern Method of Education) model prioritises customisation to each learner's needs, preferences, and learning pace, employing cutting-edge technology to significantly boost engagement, understanding, and memory retention. This framework not only redefines educational paradigms but also prepares students more adeptly for the complexities of the modern world.

Current Phase

[I/O Variables: The Inputs and Outputs of Personalised](#)

[Learning](#)

implemented in traditional educational modules allow for a personalised experience. VR and simulated are being developed and can be built upon the underlying module framework.

Future Phases

With the evolution of AI towards Artificial General Intelligence (AGI), the scope for creating infinitely adaptable and deeply

personalised educational experiences is limitless, promising unprecedented opportunities for growth and learning.

References

1. [^] Joshua Ferdinand. (2024). *Collective Teaching and Learning (CTL)*. doi:10.32388/m176lv.