

School of the Ancients

**A learner asks.
The world becomes
a place to explore.**

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Quest 3 mixed reality demo



Cosmos and the Pavilion of the Searchers

Seven Wonders of the New World

“No such thing as a dumb question.”

One-on-one encounters with scientific thinkers,
with room to ask unexpected questions.

School pursues that conversational ideal through AI-guided mixed reality.

A project that evolved over several years

2020

Cosmos

A future world fair with simulated historical figures

2024

First web prototype

Historical Q&A for the Gemini API Developer Competition

2025

AR, AI, and a remixable museum

Ryo Suzuki colloquium; Meta Horizon contest; SOTA beta

2026

Learning meets world creation

V2 experiments, Matrix, and the embodied Professor

The 2025 prototypes

Remixable Horizon museum



Historical characters, props, and a saved world

Socratic web beta



Quests, dialogue, voice, and saved learning

What changed since Matrix Loading Operator

Previous submission

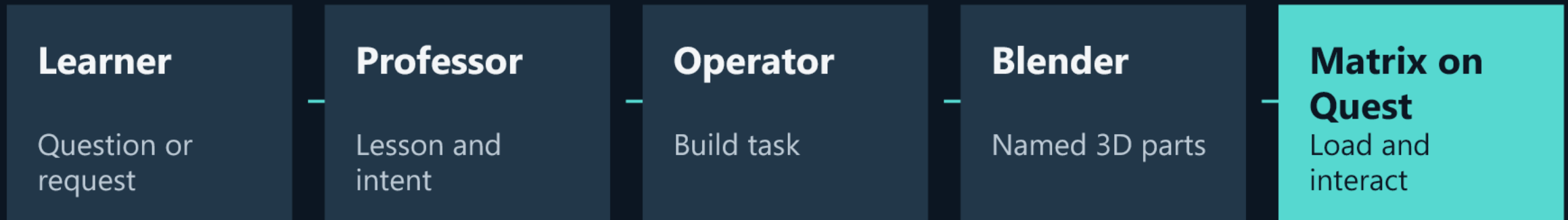
World creation and editing
Voice commands and an Operator
Persistent scenes and imported assets

Project 2

An embodied teacher and learner
record
Exhibits connected to the
conversation
Live voice and part-aware pointing

Matrix remains the world runtime. School owns the learning experience.

How a question becomes an exhibit



Task status and observed scene results return to the conversation.

Reusable assets are also supported. A requested build is not complete until its result loads.

Why this is mixed reality

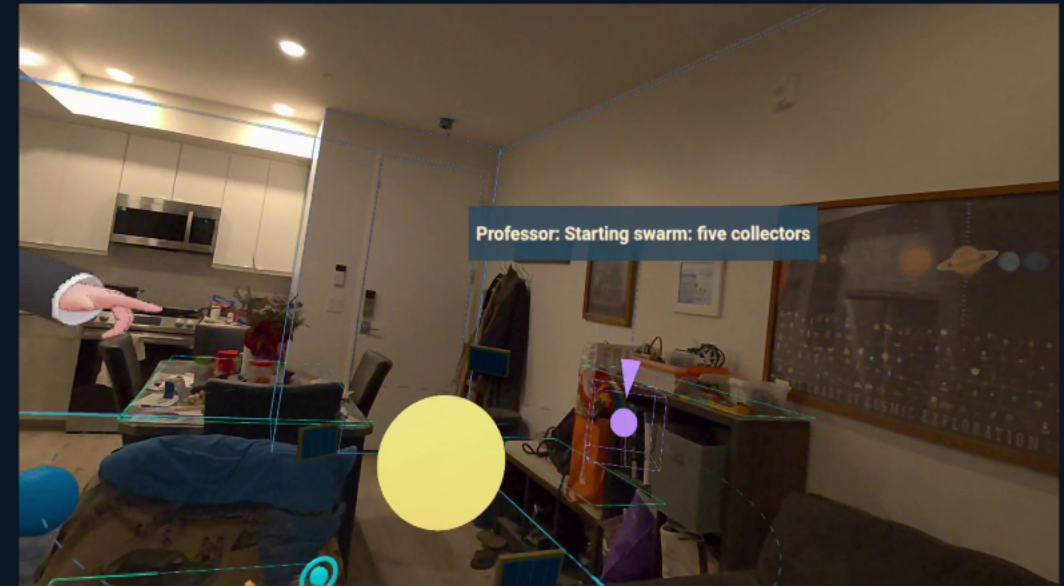


The physical room remains visible while virtual exhibits, pointers, and the teacher occupy it.

Demonstration

Play the 7:53 video

Question → Blender request
Loaded flying machines
Original mode → live voice
Full Tesla conversation



4616-Demo-With-Dynamic-Creation-Intro.mp4

What the demonstration establishes

Visible in the recording

A spoken request followed by loaded exhibits

A teacher explaining and referring to parts

A learner asking follow-up questions in a real room

The demo does not measure learning gains, prove physical accuracy, or show an uninterrupted Blender-to-headset execution trace.

Engineering progress beyond the video

- v1.2** Persistent worlds, input, locks and recovery
- rc.1–rc.5** Embodied teaching, named parts, mini-lessons and rewards
- rc.6** Optional live voice with Decisions-based pointing
- rc.7** Connected lessons, saved voices, independent avatar jobs and remote access

Next steps

Measure response and build latency under comparable conditions

Make setup and recovery easier for another user

Develop reusable, reviewed lessons without blocking free exploration

Study whether learners understand and retain more

The goal is useful learning—not only a convincing performance.

What would you ask it to build?

**A question can become a shared object
that the learner can inspect, discuss, and revise.**

Project history and source
github.com/School-of-the-Ancients

Related work
Ryo Suzuki · Figmin XR · ShapesXR · Khanmigo
Park et al., Generative Agents (2023)