

A Frank Discussion about Meta Quest 2/3 for Education



Who made this presentation?

A teacher since 1989, and VR in education specialist since 2016

1. A huge proponent of VR in education.
2. Sees the value of VR as being able to grab the attention of students, lock out distractors, allow for interactive learning (*learn by doing*), and promote focused concentration on the topic at hand.
3. Is troubled by the rush to 6 DoF, and the non-monetary costs of that device.
4. Perplexed by why people have seemingly chosen the Quest as the device of choice for education.

He needs help to get there.

NOTE: *This presentation has nothing to do with gaming or entertainment, with respect to the Quest. The only motivation is to find the best device for education, as that world has **nothing** to do with gaming or entertainment. They are extremely different worlds, with very different needs.*

A quick look at 3 vs 6 DoF

Both offer immersive learning, but 6 DoF has greater immersion and promotes student movement

1. Movement means greater chaos in the classroom.
2. Movement needs tracking, introducing privacy issues.
3. Movement requires a larger, dedicated space. Gym?
4. Movement discounts the reality of special needs students.
5. 2 controllers requires finer manipulation, which is difficult for some.
6. Management of content is an issue. Requires 3rd party intervention.



<https://youtu.be/FuAsstN-ICc>

What's the incremental value in having 6 DoF, and what about these issues?



Meta Oculus Quest

Key points in favour of the Quest

- 1 Wonderful device
- 2 Fantastic price
- 3 Available in different regions (off the shelf)
- 4 Backed by a known entity (\$B corp)



Quest setup

Gaming and entertainment device not made for education

A very condensed look at what is involved with setting up a Quest.

If designed for education, personal data would not be requested, by a social media company.

- Open the box, connect to the WiFi, adjust the headset and controllers (*all very reasonable*).
- Download and install the Oculus app on your phone (iOS or aOS).
- Provide the company with your name, email address, phone number and date of birth.
- Create a PIN, to protect purchases from the Oculus Store.
- Add a credit card or PayPal account (for Store purchases).
- Manually set up Guardian (the area in which the device will be used). Oculus recommends a space that's at least 6.5 feet by 6.5 feet. You can also touch the ground to set the floor height. If you move to a new area (new classroom), you can do this all over again... each time.

A different phone and different account for **each device.**

Dummy accounts

Use deception to manage this device (the best example for our students?)

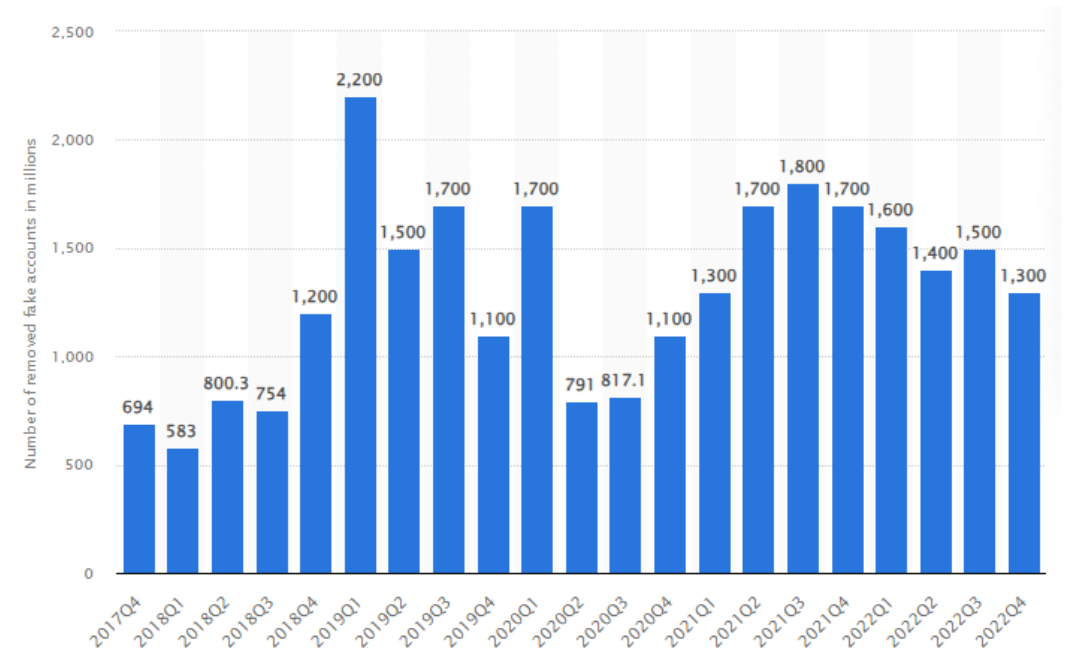
No Facebook account needed!!

But yes, you need a Meta account, and full functionality only exists when it's connected to an active Facebook/Instagram account.

- Create a fake name and fake email address.
- Fake phone and fake phone number?
- Lie about your date of birth.
- Register these, then use your fake phone to download the app.

Number of fake accounts removed by FB, by quarter, worldwide (in the millions!).

Is your school next?



@ Statista 2023



Content concerns

Gaming and entertainment device not made for education

How is content, specifically curriculum-aligned educational content, dealt with on the Quest?
If this was designed for education, this would be an easy question to answer. But it's not, and it isn't.

App Lab

- Meta decides whether you are able to use what you want, on ***your*** device.
- A submission process is required.
- Teacher and student created projects need not apply.
- Not a commercial option for organizations with an abundance of content.

SideQuest

- 3rd party application required to use apps on ***your*** device.
- May not exist tomorrow.
- You need to hack your way onto ***your*** device to be able to use it.
- ***“Simple”*** steps for using SideQuest *(requires another slide)*.

Individually purchase each content piece, on each device?



SideQuest

Simply not scalable

1. Sign up for an **Oculus Developer Account** (they need your personal information before allowing **you** to access **your** device).
2. Put your Quest into Developer Mode, to allow access into the device.
3. You need a mobile phone for this step.
4. Connect that phone with the device, make sure it is paired with the correct device (with multiple devices, this is an extremely difficult and tedious task).
5. Go to Settings and change to Developer Mode.
6. Remember to Allow USB Debugging on each headset (a pop-up which will appear once you have plugged in).
7. You will need to find your content in Unknown Sources.
8. When you add a 360° image or video, you need to switch **OUT** of Developer Mode and then load those onto the device.
9. When you want to access your own apps again, you need to start over and do the entire process again, so that you can access the Unknown Sources section where your apps now reside.
10. Repeat for **ALL of the devices** you have, each and every time you wish to do something different.

Grove XR & others

Can you rely on 3rd party solutions to manage content?



Written in 2021



Dear Grove XR Customers,

We are sorry to inform you that we've shut down the Grove XR product and site, effective **May 15th, 2022**.

It's been an incredible journey since we started serving classrooms and organizations in 2019. We are still firm believers in the future for VR in education, training, and beyond — Grove XR will just no longer be part of that exciting future.

This decision comes after careful consideration of the long-term sustainability and viability of our business. A combination of technical challenges, evolving competitive landscape, and VR reduction/shutdowns brought on by COVID have led us to this unfortunate point.

We understand viscerally how important it is for you to manage your headsets effectively, and we're happy to discuss other options for those that reach out — at this point, we'd recommend [ManageXR](#) and [ArborXR](#) as excellent alternatives to our software.

Thank you for growing with us. We wish you the absolute best.

The Grove XR Team

CMS (content management solutions)

- May not exist tomorrow. Then what?
- Every one of them is an online solution which relies on extremely high connectivity, and once again shifts the burden to the school.
- Financial **burden** to the school or district (standard version is \$120/device/yr)(\$5760/yr for one school I delivered to in Montreal, with 48 devices).
- Usability **burden** placed on the teacher, who now has to manage content on and off multiple devices, all of which **must be online**, and must transfer extremely heavy content pieces. Good luck!



Pricing

Have they been existing on hardware subsidies?

The Quest 2 is considerably cheaper than anything else on the market... why?

We urge critical thinking among our students. We should expect nothing less from ourselves. Hardware subsidies by Meta needs to be looked into, and considered.

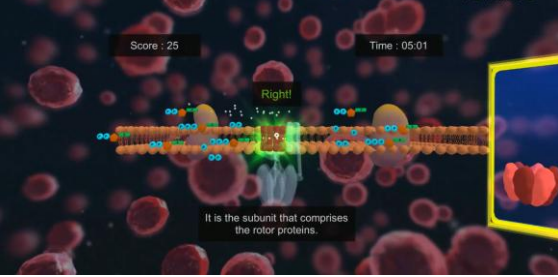
Consumer
\$299

Business
\$799

** plus \$180/yr fee*

1. Meta/Facebook is a data-driven company, utilizing user data for advertising, and other means.
2. PCs and phones afford a certain level of data collection, whereas the VR creates a far richer set of data (eye-tracking, movement, hand gestures).
3. The two versions are identical, although the **Business** model allows for some extra management features. Even if those features were valued at \$180, there is still \$319 unaccounted for. Why?
4. A (personal) Meta/Facebook account is mandatory. Why?
5. If a world exists where a Meta/Facebook account is not necessary, this is still a problematic device for all the other reasons presented.
6. Pricing may have changed over the years, but model has not.

Rapacious collectors of user data



Meta (Facebook)

Discouraged, if not banned, in schools all over the world

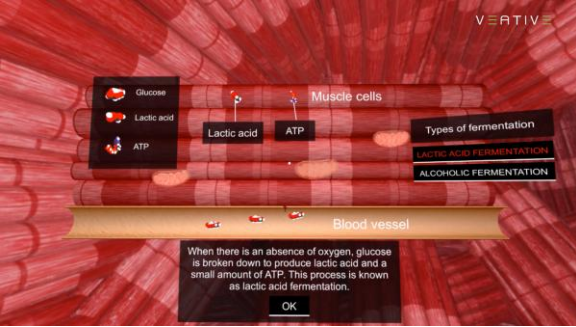
Whether a Meta/Facebook fan or detractor, we must admit that this platform plays a role in our world. I make no value judgment on that role. But it would be naïve to suggest that Meta/Facebook doesn't gain significantly from each and every additional user it brings onto the platform, or each and every method of interaction it encourages.

We are not the customers of Facebook, we are the product. Facebook is selling us to advertisers.

Douglas Rushkoff

From the Oculus Terms of Service

1. Anyone under the age of 13 is unauthorized, unlicensed and in violation of **Oculus Terms of Service**.
2. (3.3) Permission to use your name, profile picture, and information about your actions with ads and sponsored content. You give us permission to use your name and profile picture and information about actions...
3. (4.1) We, at our sole discretion, may remove, delete or restrict access to content that we determine to violate such terms and policies...
4. Section 8 of the Commercial Terms... We do not warrant that an Oculus Product can be commercially used in any specific regulated field or sector (for example, government, healthcare, financial services, or **educational** fields)...



Privacy

The elephant in the room

Written in 2021

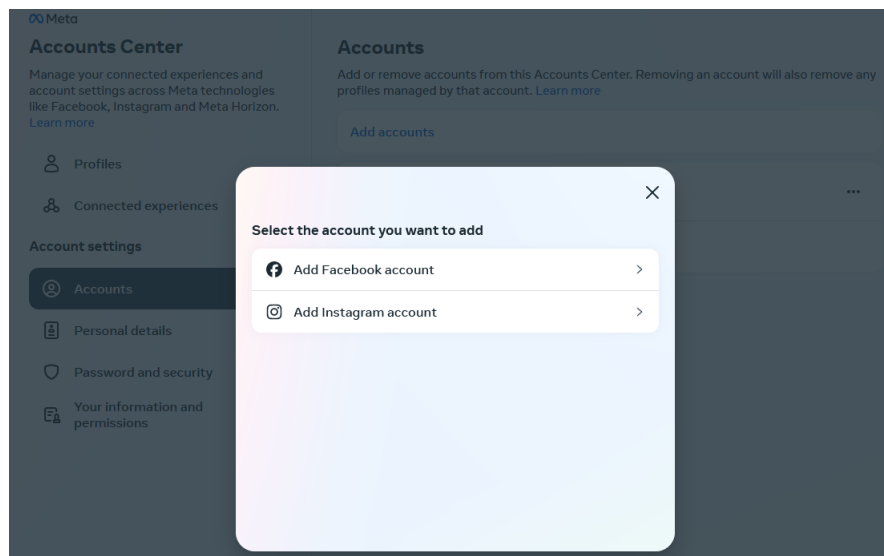
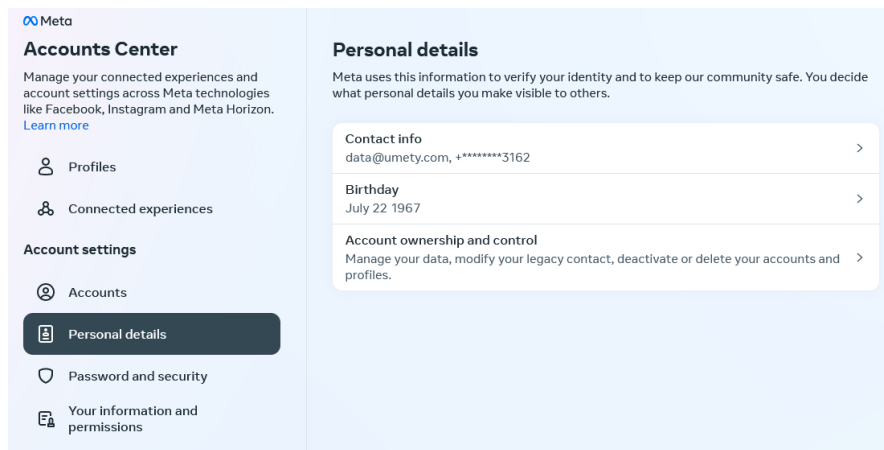
Meta/Facebook has faced a number of privacy concerns over the years, and continues to be excoriated for uses and abuses. These stem partly from the company's revenue model that involves selling information about its users, and the loss of privacy this entails. As a result, individuals' identities have sometimes been compromised without their permission. This is true even when the selling of data is in clusters.

All students are using Facebook, Instagram and SnapChat already, so what's the harm?

Anonymous teacher

1. It's not true. The majority may, in some places, but absolutely not all.
2. What right do any of us have to make that determination for all academic users, exposing their personal data because *"I don't think it's a big deal."*
3. The mandated requirement for a Meta/Facebook account was always going to be met with opposition, so **why** is this so important to a company to take such an unpopular stance? It **must** be worth it to them financially. As of Aug, 2022, the Facebook requirement has simply changed to a Meta account. More on that in a later slide.

The business model is to harvest user data

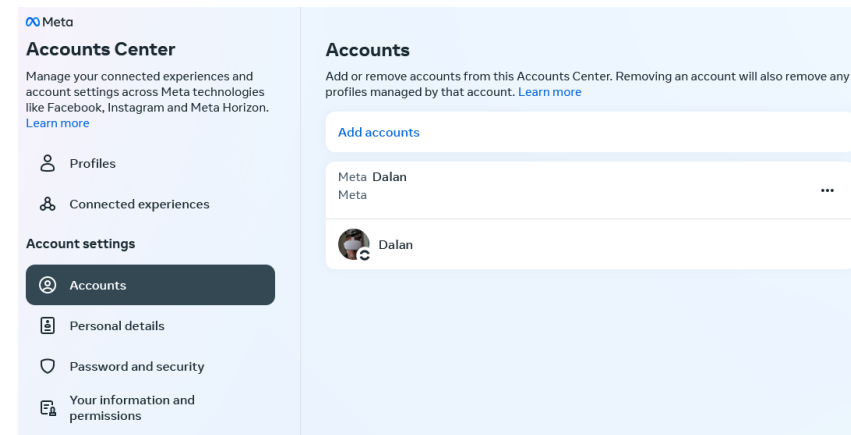


Privacy

February 2024



<https://youtu.be/FuAsstN-ICc>



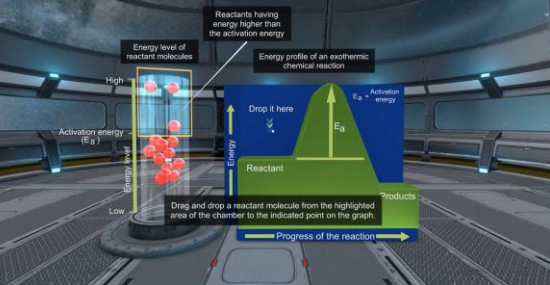
It's disingenuous for people to suggest that "a Facebook account is no longer required!"

This Quest 2 was purchased in 2023 (summer). To continue using it, personal data is being requested, in February 2024. The push is to tie it to a Facebook or Instagram account.

The only logical reason is to gather more and more personal data.

Do you want this for your teachers, students, and school?

The business model is to be rapacious collectors of data.



Back to the future

A case study in how NOT to be in education... from Oculus

This is not the first time through this exercise. The Oculus Go experience offers a very telling exploration of the Meta/Facebook approach to education, support, trust, and dependability.

Fool me once, shame on you. Fool me twice, shame on me.

Proverb



1. A very good device at a very good price. Sound familiar?
2. Over 2 million devices sold, though hard to get numbers specifically for education.
3. Required all apps to be acquired through the Go Store. Must have a phone connected to this device. Same hoops.
4. Decided in Spring 2020 that they would no longer support this device, and that the Store would close in Dec 2020.
5. Modules made for the Go could not be used on the Quest. Many Oculus Go devices began to collect dust.
6. Cheaper is not always better.

Update: Meta Quest 1 users will start losing features on March 9, 2023, and all support in 2024



Real-life problems

Issues being faced every, single day



Bertie Millis @Bertaroo · Aug 2

Replying to @Bertaroo

I have 45+ students that use the headsets and they need access to the store to download content. We use a shared account so all content is available to the students on the course.



1



1



5



Bertie Millis @Bertaroo · Aug 2

OfB is not feasible because no app store and we don't have the capability or number of staff to reach out, license and upload every desired .apk to the OfB platform.



1



3



Kojiro Yano/VR Educator

@kojirovr

...

Terrible situation... That's why I can never recommend Quest to educators.



Bertie Millis @Bertaroo · Aug 2

The facebook account I use for work just got flagged and now I can't log in until I pass "verification".

There has to be a better way to make this work when someone has multiple @oculus headsets and it's for work.

We don't meet the criteria for OfB so that's not an option.

[Show this thread](#)

12:09 PM · Aug 3, 2021 · Twitter for iPad

** OfB = Oculus for Business

Meta/Facebook **Oculus Quest**

Problematic for education



- Made for gaming and entertainment (not edu), so no curriculum-aligned content available
- Why the Quest is not good for edu ([read this article](#))
- Not convinced, read more ([read this article](#))
- Tied to **Meta/Facebook** (you have **NO** choice)
- The product for sale is not the VR device, but you, your students, and every person you and they have ever known (the value of which is made expressly clear by the far-below-market price of the Quest)
- Banned in Germany, as a start
- Privacy issues ([read this article](#))
- Watch this video (<https://youtu.be/f05b2Fogfto>)

META Oculus Quest

Is this really a good idea for education?

Trevor Ward, a self-described "Unicorn for hire," summed it up well:

"Wait, so the same company that has been:






- Robbing us of our privacy,*
- Destroying our mental health,*
- Spreading misinformation like wildfire,*
- Proliferating a new type of addiction,*
- Stealing intellectual property, and*
- Inciting violence and hate speech*




*Is building a digital world where we'll work, play, create, socialize, shop, and, essentially, live?
Sounds promising!"*



META Oculus Quest

Is this really a good idea for education?



  Educators In VR   




 **Rob Theriault** 
Admin • Jan 14 at 3:39 AM · 

Just an FYI...we have over 200 VR headsets and close to 500 students learning with VR. Sadly there isn't a single VR headset maker that has an education model. And, as many of you know, Oculus-Facebook has made working with the Quest 2 almost impossible since you can't put multiple headsets on a single account (not interested in hearing about the work-arounds. We have tried them all and found solutions, but no long term solutions). We have started to pivot to the Vive Focus 3 but this headset has no future for VR for distance learning as it is cost prohibitive.

The potential for VR in education is incredible and I am still optimistic that Meta, Vive and others will at some point recognize that fact. As educators we need to make it known to headset manufacturers that they need to solicit the advice of educators to come up with an education-friendly model. I have had many conversations with managers, directors and CEOs and from what I've seen, their only interest is in consumer and enterprise level.

Rant over.

  104 63 comments

 Like  Comment  Send



This is an amazing case study. Here's a recap:

- A Canadian college, investing (money and time) heavily into VR in education, for strong pedagogical reasons.
- An expert educator with a passion for this type of learning.
- They have gone for the “obvious” answer (which many, many others have followed), which is Oculus.
- They have tried fixes, patches, work-arounds and every form of gymnastics to make this work.
- End results (thus far)? Frustration and exhaustion.

Are you looking for the same?

META Oculus Quest

Is this really a good idea for education?



Don't be held hostage.

- I cannot verify the validity of this claim, nor the history behind such action, but it is not the first time to hear of someone being locked out by Meta.
- Teachers and schools who have tried to do things such as having multiple users on one account, or tried to subvert the requirement for full usage of all of your personal data, have run into such issues.

 **Kojiro Yano/VR Educator**
@kojirovr

One of the worst things which can happen to you as a person in VR industry. Absolutely horrible.
[@MetaQuestHelp](#), please do something.

 **Ryan Burningham** @ryanburning · Feb 3
Facebook blocked me from purchasing any games, headsets, and cancelled my pre-orders/subscriptions.

Its devastating. This happened even though my company is an official vendor w
@MetaQuestVR, and we work with 50+ VR game studios.

Please retweet for help w @MetaQuestHelp

[Show this thread](#)

11:49 AM · Feb 4, 2022 · Twitter Web App

META Oculus Quest

Losing money in a big way (hardware subsidies?). Why would they do that?



Meta's VR division lost \$3.3B on \$877M in revenue in Q4



Is this a long-term strategy for your school?

- **\$3.30B loss** in Q4, 2021 (\$877M revenue)
- **\$2.09B loss** in Q4, 2020 (\$717M revenue)
- **\$8.3B loss** (so far!) in the metaverse, which is just beginning
- Meta is losing overall users, worldwide, for the first time in their history. Losses in one country were offset in other countries, but no longer.
- There is a major backlash against Facebook/Meta, and it would be difficult to factor that into your long-term needs, within a school.

META Oculus Facebook

Meta being sued again, over privacy



TECH • FACEBOOK

Texas sues Facebook-parent Meta for allegedly collecting the 'most intimate data' of users

BY JONATHAN VANIAN
February 15, 2022 9:29 AM GMT+9



FACEBOOK

Facebook to pay \$550 million in one of largest privacy settlements in U.S. history

BY DANIEL STOLLER AND BLOOMBERG
January 30, 2020 9:15 AM GMT+9

TECH

Meta says it may shut down Facebook and Instagram in Europe over data-sharing dispute

PUBLISHED MON, FEB 7 2022 9:34 AM EST | UPDATED MON, FEB 7 2022 9:13 PM EST

Sam Shead
@SAM_L_SHEAD

SHARE f t in e

REUTERS

Meta's Facebook to pay \$90 million to settle privacy lawsuit over user tracking

Jonathan Stempel

Wed, February 16, 2022, 1:19 AM · 2 min read

By Jonathan Stempel

(Reuters) - Facebook agreed to pay \$90 million to settle a decade-old privacy lawsuit accusing it of tracking users' internet activity even after they logged out of the social media website.

A proposed preliminary settlement was filed on Monday night with the U.S. District Court in San Jose, California, and requires a judge's approval. The accord also requires Facebook to delete data it collected improperly.

Users accused the Meta Platforms Inc unit of violating federal and state privacy and wiretapping laws by using plug-ins to store cookies that tracked when they visited outside websites containing Facebook "like" buttons.

Facebook then allegedly compiled users' browsing histories into profiles that it sold to advertisers.

META Quest

Meta no longer requires a Facebook account, but still requires personal data...

Hello,

We've updated our [Developer Data Use Policy](#) which will take effect on August 23, 2022. The policy helps you understand your obligations with respect to the receipt, collection, use, and processing of User Data. We've made changes to the following sections, as well as a few new additions:

- **Section 4:** Permitted Uses of User Data
- **Section 5:** Prohibited Uses of User Data
- **Section 6:** Sharing User Data
- **Section 7:** Security and Deletion
- **Section 8:** Data Check Up
- **Section 9:** Enforcement

To ensure you are compliant with our policy, please review the [Developer Data Use Policy](#).

Best Wishes,

- The Meta Quest Team



<https://developer.oculus.com/policy/data-use/>

The Quest does need a new Meta account now, which still requires quite a bit of information like address, email, date of birth and payment details. Meta does say this is not a social profile, but with Meta moving more towards metaverse environments, it does need you to create a Meta Horizon profile.

Meta's social VR interface — the Horizon profile — will appear both in VR and “other surfaces, like the web.” It will have an avatar and show the number of followers etc. But unlike Facebook, you can create multiple Horizon profiles using different Meta accounts.

These accounts can also share apps on the same device using Meta's App Sharing feature and have the option to link to Instagram or Facebook accounts.

META Quest

... and personal data can always be abused



Facebook helps cops prosecute 17-year-old for abortion

Devin Coldewey @techcrunch / 8:25 AM GMT+9 • August 10, 2022

 Comment



 Image Credits: TechCrunch

<https://techcrunch.com/2022/08/09/facebook-helps-cops-prosecute-17-year-old-for-abortion/>

April 2021: Personal Data for Over 530 Million Facebook Users Leaks in Online Forum

In April 2021, [a trove of data](#) pertaining to over 530 million Facebook users was publicly posted in an online hacking forum. The leaked data appears to have been scraped from Facebook in 2019, when a group of hackers exploited a vulnerability in Facebook's contact importer.

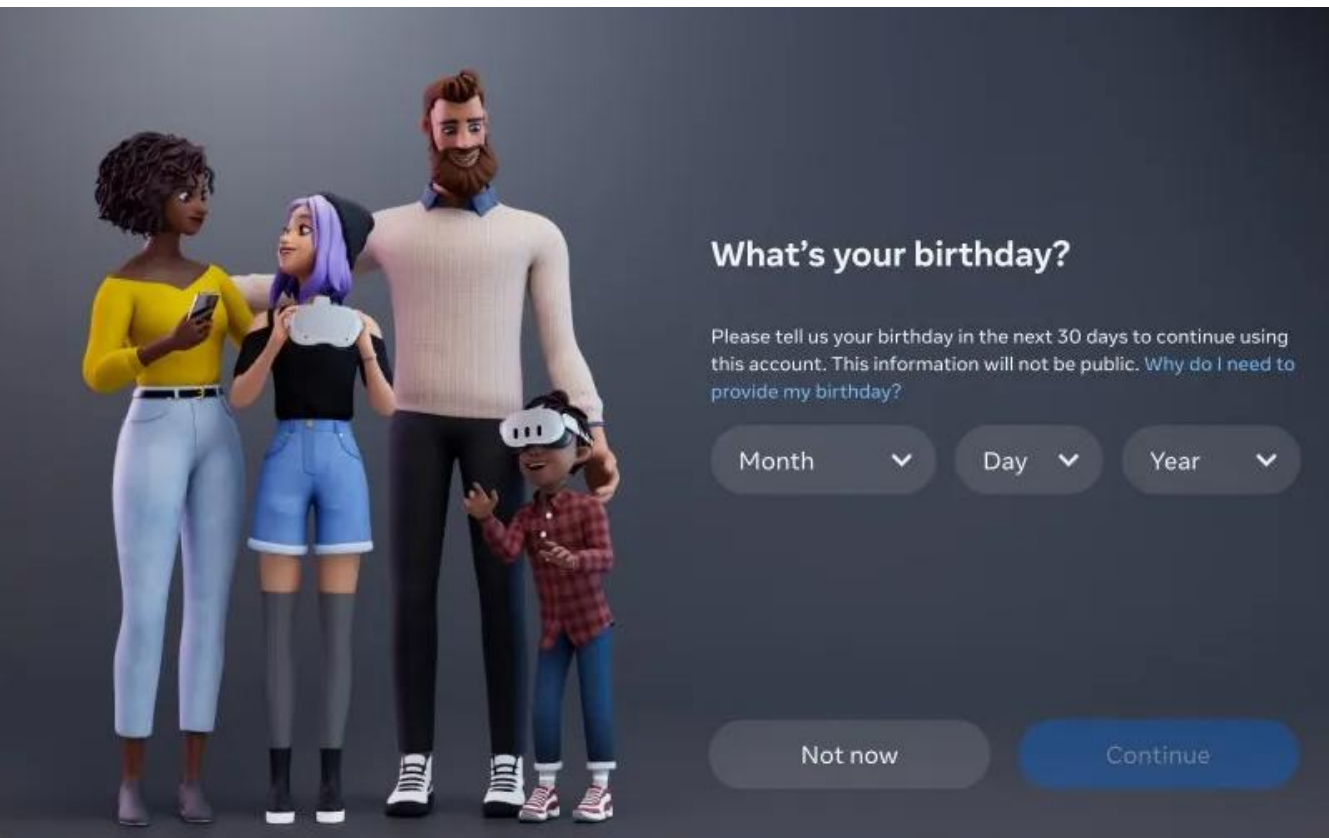
Back then, users could readily find people on Facebook by entering phone numbers into a contact importer. In violation of Facebook's terms of service, hackers scraped users' profile data by exploiting this tool. Most of the scraped data was tied to users' phone numbers, and only 2.5 million email addresses were obtained.

Facebook fixed the vulnerability by September 2019. But they decided against notifying the 530 million users whose [personal data](#) had been scraped.

In [an internal memo](#), Facebook dismissed the incident as a data scraping issue, unavoidable for social media platforms: "We expect more scraping incidents and think it's important to both frame this as a broad industry issue and normalise the fact that this activity happens regularly."

META Quest

When's your birthday?



Meta now requires users to verify their age to use its Quest VR headsets

Lauren Forristal @laurenforristal / 12:27 AM GMT+9 • April 3, 2024

Comment

Summary:

Meta is now requiring users of its Quest 2 and Quest 3 VR headsets to confirm their age by re-entering their birthdate. This is ostensibly to provide appropriate "experiences, settings, and protections" based on age groups like teens (13-17), preteens (10-12), and adults. For teens, their profiles will automatically be set to private and parents can use parental supervision tools. For preteens, parents must set up the account and control which apps the child can access. **Users have 30 days to confirm their age or their account will be temporarily blocked.** Meta says it may require ID or credit card verification if users accidentally enter the wrong birthdate initially. Starting in March 2024, Meta will also require developers to identify the intended age group for their apps. Developers can use new APIs to report if a user is too young for their app. The concerning aspect from a privacy perspective is that Meta is now collecting and verifying birthdate/age information from all Quest users, including adults. This raises privacy issues around a company like Meta having and utilizing this personal data across its ecosystem of services and targeted advertising capabilities. Requiring ID or payment verification for age disputes only amplifies these privacy concerns. For school-issued or owned Quest devices used by students, this could mean schools are effectively compelled to provide their students' birthdates and potentially other verification data to Meta, creating privacy risks. Overall, Meta's approach prioritizes content moderation and parental controls over user privacy.

META Quest

Quest 1 discontinued



Notice to Quest 1 Developers

As we [announced last year](#), we are implementing important changes to Quest 1. Beginning on April 30, 2024, we will discontinue support for new Quest 1 apps. This means that new apps created after this date cannot list Quest 1 as supported hardware:

- You will not be able to upload builds for new apps that only support Quest 1
- Builds for new apps that support other Quest devices along with Quest 1 will be able to be uploaded, but Quest 1 support will be blocked
- New apps will not be listed in the catalog of Quest 1 apps in the Meta Store
- Quest 1 users will not be able to search or purchase new apps created after April 30, 2024

As a reminder, we will continue to maintain the system software with critical bug fixes and security patches through August 2024.

We thank you and the entire Quest 1 community for your efforts in growing this ecosystem.

META Quest News

It never ends!!

POLITICS

Meta agrees to \$1.4 billion settlement in Texas biometric data lawsuit over Facebook images

PUBLISHED TUE, JUL 30 2024 10:12 AM EDT | UPDATED TUE, JUL 30 2024 12:25 PM EDT



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KEY POINTS

- Meta agreed to pay \$1.4 billion to settle a facial recognition data lawsuit by the state of Texas.
- The lawsuit related to the Facebook owner's unauthorized use of the personal biometric data of users from uploaded photos and videos on the social media site.
- Texas Attorney General Ken Paxton, who sued Meta in 2022, is continuing to press a similar lawsuit involving biometric data against Google owner Alphabet.

"Unbeknownst to most Texans, for more than a decade Meta ran facial recognition software on virtually every face contained in the photographs uploaded to Facebook, capturing records of the facial geometry of the people depicted," Paxton's office said.

The office said that Meta did this despite knowing that Texas' Capture or Use of Biometric Identifier Act bars companies from capturing biometric identifiers of Texans without first informing them and obtaining their consent.

Meta in late 2021 said it was shutting down its Face Recognition system on Facebook, citing "growing concerns about the use of this technology as a whole."

The legal settlement with Meta, filed in Texas state district court in Harrison County, is the largest ever obtained as the result of an action by a single state, according to Paxton's office.

Meta will pay out the \$1.4 billion to Texas over five years, the office said.

"This historic settlement demonstrates our commitment to standing up to the world's biggest technology companies and holding them accountable for breaking the law and violating Texans' privacy rights," Paxton said in a statement Tuesday on the Meta case.

SOCIAL Media

Families, school districts and governments are more actively getting involved



Surgeon General's Social Media Warning May Impact School District Legal Surge

What this week's dire warning from the Nation's Top Doctor means for families and school districts suing social media companies

May 25, 2023



Surgeon General Vivek H. Murthy testifies during a Senate Finance Committee hearing titled "Protecting Youth Mental Health: Part I – An Advisory and Call to Action," on Capitol Hill. (Getty Images)

"We are in the middle of a national youth mental health crisis, and I am concerned that social media is an important driver of that crisis – one that we must urgently address," Murthy said in a statement.

According to Murthy's report, even as 95% of teens and 40% of 8-12 year olds use social media, there is no evidence platforms are "sufficiently safe." Spending more than three hours daily doubles their risk of poor mental health, including depression and anxiety symptoms, the report states. The average daily use for teens is three and a half hours, research shows.

The surgeon general also noted push notifications, infinite scrolls, and public like lists are particularly enticing and concerning for youth in early adolescence who frequently compare themselves to peers.

Citing many of the same concerns Murthy identified, more than 100 school districts nationwide have sued companies including TikTok, Snap, YouTube and Meta for their allegedly addictive algorithms that they say harm students.

US Privacy Laws

Getting stricter in 2024/25



Kids Online Privacy Protections – Finally – Set to Pass Senate

July 25, 2024

Cantwell's years of leadership instrumental in getting COPPA 2.0 and KOSA to Senate floor

Together, bills would give parents new tools to protect their kids online & ban targeting online advertising to children under 17

*Social media companies **earned** \$11 billion in U.S. advertising revenue off children & teens in 2022*



According to a Harvard University study, social media companies generated \$11 billion in revenue from advertising directed at children and teenagers in 2022, including nearly \$2 billion in ad revenue derived from users age 12 and under.

The Children and Teens' Online Privacy Protection Act (COPPA 2.0) bans online companies from collecting personal information from users between 13 and 16 years old without their consent. It bans targeted advertising to children and teens and creates an eraser button for parents and kids to eliminate personal information online. The bill also establishes a Youth Marketing and Privacy Division at the FTC. In February, Sen. Cantwell joined as a bill cosponsor.

The Kids Online Safety Act provides children and parents with the tools, safeguards, and transparency to protect against online harms. It establishes a duty of care for online platforms and requires them to activate the most protective settings for kids by default, providing minors with options to protect their information, disable addictive product features and opt-out of personalized algorithmic recommendations.

Taiwan Laws

Email to users, November 6, 2024



Taiwan ratings are now available. We are reaching out to you to update your International Age Rating Coalition (IARC) certification to continue distribution of your app in Taiwan. What You Need to Do If you created your IARC certification after July 24, 2024, you must submit a new IARC certification to be in compliance with the Taipei Computer Association (TCA). A TCA rating is required to have your title remain available for download and/or purchase in Taiwan. By renewing your IARC cert, your app will be assigned a TCA rating. IARC certification is fully facilitated by our metadata submission process and should take no longer than 10 minutes to complete.

If You Do Not Respond

Failure to update your IARC certification by December 23, 2024, will result in your app being removed from the Meta Horizon Store in Taiwan. Please note that all compliance violations are independent of one another and must be resolved separately. If we previously emailed you about another violation, all deadlines still apply, and each violation must be resolved to maintain compliance with their respective policy.

Next Steps:

Here are the steps you need to follow in order to renew your IARC certification and obtain a TCA rating:

1. Log into the [Developer Dashboard](#)
2. Select the title and create a new metadata submission
3. On the Content Ratings tab, click on "Replace Certificate" and select "Request New"
4. Complete the IARC process
5. Submit metadata for review

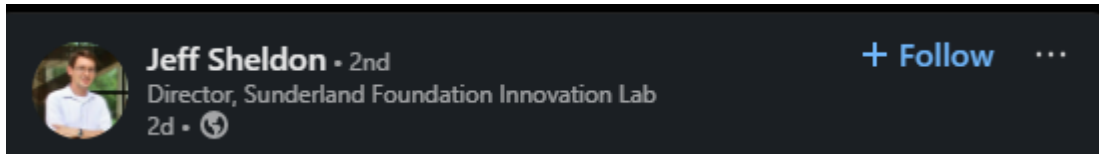
We understand that time is of the essence and we want to ensure you have all the necessary information to submit your IARC certification in a timely manner. If you have any questions, please reach out to your Meta account manager or [contact Developer Support](#). Kind regards,

Thanks,

The Meta Quest team

(HMS) Horizon Managed Services

March 10, 2025



A year ago, my education rep at [Meta](#) acknowledged past missteps, saying, “Mark’s trying to make right with the education sector and win back trust.” Last week, that trust was shattered.

While prepping 40 Quest 3 headsets for an event, I received an email from [ArborXR](#) the popular third-party management platform I chose over Quest for Business. Despite my active contract with them, I was informed that continued use of their services would now require an additional payment to Meta for its new Horizon Managed Services (HMS) licenses—effectively rendering my existing licenses useless unless I paid thousands more. Other vendors, including [ManageXR](#) issued similar statements, all signaling the same message: Meta had implemented a mandatory paywall for managing headsets, blindsiding institutions like mine.

With only 24 hours before deployment, my team had to factory reset all 40 headsets and reconfigure them from scratch. We pulled it off, and the event was a success. But this experience has fundamentally changed my stance on VR in education. I once saw it as uncertain and unproven; now, I see it as unpredictable and, at times, even risky for institutions that invest in the technology without clear long-term assurances.

Despite continued missteps made by commercial interests, I believe VR still has a role and pedagogical value in education. Nevertheless, VR companies need the education sector—the education sector doesn’t need VR. I’m actively in discussions with colleagues across higher ed and K-12 to navigate this shifting landscape. If you’ve been affected by the HMS rollout, let’s connect and share thoughts and experiences.



(Meta) Hate Speech

April 22, 2025



A non-social-media company has no concerns about “hate speech policies” because it is a moot point. A proper solution would not offer up such a blatantly non-education focused issue.

Privacy is important, and should be non-negotiable.

(Meta) Inappropriate Content

June 7, 2025



Hi Unsafe,

In the upcoming months, you may start receiving in-headset notifications directly from third-party apps you installed from Meta Horizon Store. These new notifications are in addition to those you may already receive from Meta Horizon.

Notification preferences can be updated in headset settings, and now from the headset notification feed. Check with each app for individual notification settings. As always, you have the option to report inappropriate content at any time. Visit the [Meta Store Help Center](#) to learn more about managing notifications from your Meta Quest headset.

- The Meta Horizon Team



This is recognition that inappropriate content almost certainly will appear in your headsets. It will be up to you (or your IT dept) to report such content, after the fact (after consumed by students).

This is yet another display of what dealing with a social media company entails, rather than an entity squarely on the side of education, and educators.

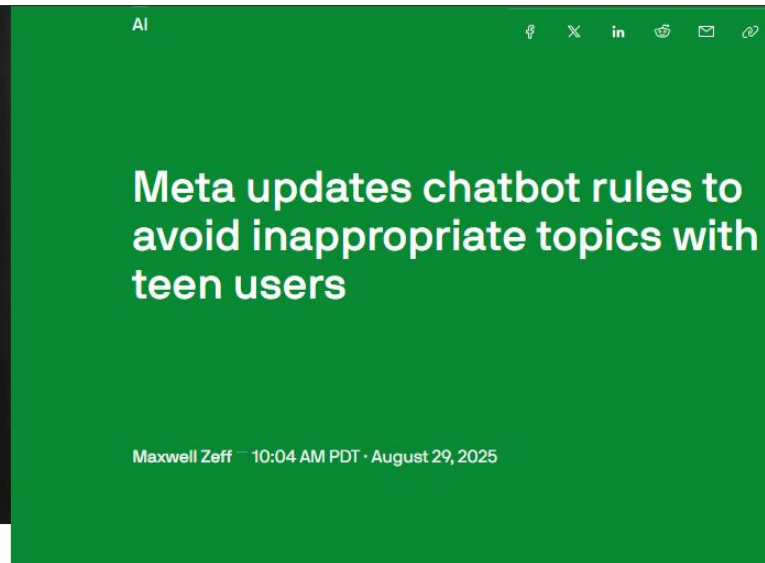


(Meta) Inappropriate Content

August 29, 2025



IMAGE CREDITS: ANDREW CABALLERO-REYNOLDS/AFP / GETTY IMAGES



Meta says it's changing the way it trains AI chatbots to prioritize teen safety, a spokesperson exclusively told TechCrunch, following an investigative report on the company's lack of AI safeguards for minors.

The company says it will now train chatbots to no longer engage with teenage users on self-harm, suicide, disordered eating, or potentially inappropriate romantic conversations. Meta says these are interim changes, and the company will release more robust, long-lasting safety updates for minors in the future.



Did Meta Cover Up Child Safety Risks in VR?

September 8, 2025



Meta Child Safety Allegations in VR (2023–2025)

- Allegations to Congress:** Two current and two former Meta employees disclosed internal documents showing Meta allegedly deleted evidence of child sexual harassment in VR and suppressed youth safety research. One whistleblower claims he was ordered to delete records of a teen reporting harassment of his younger brother.
- Internal Practices Questioned:** Documents suggest Meta discouraged collecting data that might implicate the company with regulators, while also acknowledging widespread underage use of its VR platforms.
- Meta’s Response:** The company says some deletions were required by GDPR privacy rules, and called the allegations “stitched together” and misleading. Meta maintains it allows child-focused research and has parental/teen blocking tools.
- Background:** Meta has faced repeated scrutiny over child safety in VR (FTC review in 2022, internal reports since 2021). In 2023, it added stricter research rules and safety defaults for ages 13–17, though many teens were found to misrepresent their age when using VR headsets.

<https://www.techrepublic.com/article/news-meta-child-vr-risks/>

Meta Character AI and the US Senate

September 16, 2025

Robbie Torney & Common Sense Media – Senate Hearing on AI Safety (Sept 16, 2025)

Who:

- **Robbie Torney**, Senior Director, AI Programs, Common Sense Media
- Former educator, principal, K-12 leadership
- Leads research on children's interaction with AI and digital media

Organization:

- **Common Sense Media** – nonprofit focused on child safety, digital literacy, and media evaluation
- Generally neutral, slight progressive leaning on child protection and privacy policy

Hearing Context:

- U.S. Senate Judiciary Subcommittee on Crime & Terrorism
- Critiqued 'Meta AI Companions Incursions' on child protection and a

Key Quotes:

- “Meta AI automatically available to every teen ... you can't turn Meta AI off– It's permanently ed y enabled by default with virtually no parental oversight.”
- “Meta AI companions inconsistently identified self-harm content and did not consistently provide crisis-intervention resources ... explicit suicide threats received no crisis resources.”

Relevance to VR & Education:

Indicate risks of AI-enabled social experiences for minors



Constant Updates = Real-world Problems

November 1, 2025



Hi

Just a few technical updates before we get to the REALLY spooky stuff...

1- We're seeing a sudden spike in crashing and stability issues starting Oct 27th, as a result of the new Quest OS update. We will update as we learn more.

2 - We've fixed an issue with the UK, where regulatory changes resulted in a cloud service we've been using being blocked - causing some weird results for our Float users in the UK.

We've switched to a different service. If you're in the UK and haven't been able to enjoy the Halloween experience because of this, we apologize for this disruption and hope you'll get a chance to enjoy it today!

Gaming and entertainment devices require constant updates, patches and bug fixes.

The end user will always be subject to having to take care of these issues!



Meta estimates that it earns 10% of its revenue from scams



Last year, Meta projected that 10% of its overall annual revenue — \$16 billion — would come from fraudulent advertisements on its apps, according to a [report](#) from Reuters.

The documents accessed by Reuters also show that for three years, Meta failed to protect its users from ads promoting illegal gambling, investment schemes, and banned medical products. These fraudulent ads purport to offer a product or service that isn't real and may be intended to solicit payments from less savvy users.

https://techcrunch.com/2025/11/06/meta-estimates-that-it-earns-10-of-its-revenue-from-scams-report-says/?utm_campaign=daily_am

Meta buried 'causal' evidence of social media harm, U.S. court filings allege



In a 2020 research project code-named "Project Mercury," Meta scientists worked with survey firm Nielsen to gauge the effect of "deactivating" Facebook and Instagram, according to Meta documents obtained via discovery.

To the company's disappointment, "***people who stopped using Facebook for a week reported lower feelings of depression, anxiety, loneliness and social comparison,***" internal documents said.

https://www.japantimes.co.jp/business/2025/11/23/tech/meta-buried-social-media-harm/?utm_source=pianodnu&utm_medium=email&utm_campaign=72&tpcc=dnu&pnespid=8boiiddbfulhk9kwtoka3rfwi.w4n.snpxautfha5qlgvaqahjjpf.jbkssfy9fixibhb4uu

Meta “privacy” email



Updating how Meta personalizes experiences

Hi Unsafe,

On December 16, 2025, we're making changes to our [Privacy Policy](#). Here are some details.

Personalizing your experiences

We'll start using your interactions with AIs to personalize your experiences and ads.

What this means

Personalizing your experiences includes suggesting content that you may find interesting or showing ads that are more relevant to you.

Thanks,
Meta Privacy



They are now unilaterally “personalizing” my experience by using my VR interactions to train AI, so I can get better ads.

I don't want this. I don't need this. Am I supposed to say **thank-you!?**

Meta... a scorned lover?



Meta's own words:

Account deletion flow is “fairly aggressive as we try to stop people from leaving”

The words of a stalker, or an altruistic education company?

When a company describes its account deletion process as “fairly aggressive,” that’s not a retention strategy — it’s a red flag. Education platforms should earn trust, not obstruct exit. If leaving is made difficult, consent is compromised, and confidence in the platform is already lost. In learning, freedom to leave isn’t a weakness — it’s a signal of integrity.

Update to Meta Horizon managed services



Meta Horizon managed services will no longer be available for purchase, effective February 20, 2026. Customers will continue to receive support for managed services until January 4, 2030.

- We are stopping sales of Meta Horizon managed services and commercial SKUs of Meta Quest, effective February 20, 2026. From this date, you will not be able to purchase Meta Horizon managed services.
- From February 20, 2026, Meta Horizon managed services licenses will be available for \$0 for existing customers at <https://forwork.meta.com/meta-horizon-managed-solutions/sign-up/>.
- Customers can still access Meta Horizon managed services for Meta Quest 3 and 3S until January 4, 2030.

On behalf of Meta, we thank you for your support and partnership.

Meta Horizon services end



This is the reality. Something that is designed for gaming and entertainment is bound to change many times, and go through endless cycles, to find and develop their business model.

Longevity is not a word that can be used with Meta, and nor should it be faulted for that. Learning is not within its core business.

The META Quest... “it’s better”

We really need to define what “better” means



You have a \$100,000 budget, and I can get you one of these.

What do you choose, and why?



My requirements:

- I need to transport about a dozen students to and from events
- They will have equipment that also needs moving
- I am not allowed to use this vehicle for personal reasons

What do you choose, and why?

The Meta Quest is a wonderful gaming device ... but it is not made for education



<https://youtu.be/f05b2Fogfto>