WHAT IS CLAIMED IS:

1. A network learning system, comprising:

a host end, coupled to a first user end and a second user end, the host end comprising:

a memory, configured to store at least one instruction; and

a processor, coupled to the memory, the processor configured to access the at least one instruction to perform steps of:

storing original lesson information sending from the first user end, wherein the original lesson information comprises a plurality of content sections, wherein the plurality of content sections comprise a plurality of multi-level related contents, wherein the plurality of multi-level related contents correspond to a plurality of time lengths of section respectively;

selecting from the plurality of multi-level related contents to form first adaptive lesson information based on a learning condition of the second user end, wherein the learning condition is a time of learning set by the second user end, and the processor reorder the selected multi-level related contents to form the first adaptive lesson information to match the time of learning;

sending the first adaptive lesson information to the second user end, so that an output device of the second user end outputs the first adaptive lesson information based on a first view of a first simulated space; and

recording a value from an input device of the second user end when the output device of the second user end outputs the first adaptive lesson information.

2. The network learning system of claim 1, wherein the learning condition is a time of learning, a hardware configuration, a number of users, a space available for activity, a network condition, or a combination thereof.

3. The network learning system of claim 1, wherein the processor records and assembles the plurality of content sections based on the learning condition, in order to generate the first adaptive lesson information.

4. The network learning system of claim 1, wherein the value from the input device of the second user end is a physical value, a biometrical value, or a combination thereof.

5. The network learning system of claim 4, wherein the processor is further configured to access the at least one instruction to perform a step of:

generating a record of lessons based on the value, wherein the record of lesson is for being accessed by the first user end or the second user end, in order to replay the first adaptive lesson information based on a second view of the first simulated space.

6. The network learning system of claim 5, wherein the second view is different from the first view.

7. The network learning system of claim 4, wherein the physical value is a moving coordinate, an angle, a velocity, a touching pressure of a body of a user corresponding to the second user end, an angle of gesture, an angle of finger of the user, or environmental measurement around the user, or a combination thereof.

8. The network learning system of claim 4, wherein the biometrical value is a brainwave, a voice fingerprint, an eye tracking, a heartbeat of a user corresponding to the second user end, or a combination thereof.

9. The network learning system of claim 4, wherein the processor is further configured to access the at least one instruction to perform steps of:

inputting the value to a machine learning process, in order to generate a plurality of character models; and

when an output device of a third user end outputs second adaptive lesson information based on a second view of a second simulated space, providing a robot avatar to the second simulated space based on at least one of the plurality of character models as an aid.

10. The network learning system of claim 4, wherein the processor is further configured to access the at least one instruction to perform steps of:

inputting the value to a machine learning process in order to generate a plurality of character models; and

manipulating an electric device or a mechanical device based on at least one of the plurality of character models.

11. The network learning system of claim 4, wherein the host end is further coupled to a fourth user end, and the processor is further configured to access the at least one instruction to perform steps of:

in response to an invitation sending from the second user end to the fourth user end or in response to an application sending from the fourth user

end to the second user end, selecting from the plurality of content sections to form third adaptive lesson information based on a learning condition of the fourth user end;

sending the third adaptive lesson information to the fourth user end so that an output device of the fourth user end outputs the third adaptive lesson information based on a third view of the first simulated space, wherein the third view is different from the first view; and

recording a value from an input device of the fourth user end when the output device of the fourth user end outputs the third adaptive lesson information.

12. A network learning method, performed by a host end, comprising steps of:

storing original lesson information sending from a first user end, wherein the original lesson information comprises a plurality of content sections, wherein the plurality of content sections comprise a plurality of multi-level related contents, wherein the plurality of multi-level related contents correspond to a plurality of time lengths of section respectively;

selecting from the plurality of multi-level related contents to form first adaptive lesson information based on a learning condition of a second user end, wherein the learning condition is a time of learning set by the second user end, and the processor reorder the selected multi-level related contents to form the first adaptive lesson information to match the time of learning;

sending the first adaptive lesson information to the second user end so that an output device of the second user end outputs the first adaptive lesson information based on a first view of a first simulated space; and

recording a value from an input device of the second user end when the output device of the second user end outputs the first adaptive lesson information.

13. The network learning method of claim 12, wherein the learning condition is a time of learning, a hardware configuration, a number of users, a space available for activity, a network condition, or a combination thereof.

14. The network learning method of claim 12, wherein the host end reorders and assembles the plurality of content sections based on the learning condition, in order to generate the first adaptive lesson information.

15. The network learning method of claim 12, wherein the value from the input device of the second user end is a physical value, a biometrical value, or a combination thereof.

16. The network learning method of claim 15, further comprising a step of:

generating a record of lessons based on the value, wherein the record of lessons is for being accessed by the first user end or the second user end, in order to replay the first adaptive lesson information based on a second view of the first simulated space.

17. The network learning method of claim 15, wherein the physical value is a moving coordinate, an angle, a velocity, a touching pressure of a body of a user corresponding to the second user end, an angle of gesture, an angle of finger of the user, or environmental measurement around the user, or a combination thereof.

18. The network learning method of claim 15, wherein the biometrical value is a brainwave, a voice fingerprint, an eye tracking, a heartbeat of a user corresponding to the second user end, or a combination thereof.

19. The network learning method of claim 15, further comprising steps of:

inputting the value to a machine learning process in order to generate a plurality of character models; and

when an output device of a third user end outputs second adaptive lesson information based on a second view of a second simulated space, providing a robot avatar to the second simulated space based on at least one of the plurality of character models as an aid.

20. The network learning method of claim 15, further comprising steps of:

inputting the value to a machine learning process in order to generate a plurality of character models; and

manipulating an electric device or a mechanical device based on at least one of the plurality of character models.