



## Wednesday Sept 9<sup>th</sup> : IMMERSION 2015 Day 3 : EiED 2015 Day 1

Proceedings: <http://summit.ImmersiveEducation.org> (see “Program & Schedule of Events”)

<b>8:30am to 9:30am REGISTRATION &amp; BADGE PICK-UP (in Amphithéâtre Guizot)</b>	
<b>9:30am to 11:00pm: Module Keynote, Featured Speakers and Panel Discussion:</b>  <b><i>IMMERSIVE EDUCATION — Teaching and Learning in the Age of Immersion</i></b>  <b>Location: Descartes lecture hall</b>	
11:00am to 12:00pm: Exhibits in Rooms F366 and F368	
<b>ROOM 1</b>	<b>ROOM 2</b>
<b>11:30am to 12:00pm PRESENTATION</b>  <i>Immersive Education: A View From Silicon Valley for 2015 and beyond</i>	<b>11:30am to 11:45am DEMO</b>  <i>Floating in the Middle of the Soccer Field. An Immersive Education Technique for Being Present in the Scene</i>
	<b>11:45am to 12:00pm DEMO</b>  <i>3D Language Learning — Live your Language!</i>
<b>12:00pm to 12:30pm PRESENTATION</b>  <i>Feature Analysis as a Simulation and Game Design and Evaluation Tool</i>	<b>12:00pm to 12:15pm DEMO</b>  <i>Designing a 3D VR IES (Imaging, Evaluation &amp; Suggestion) Diagnostic System</i>
	<b>12:15pm to 12:30pm DEMO</b>  <i>Go for the Glow! – An Entertaining Approach to Training Foundational Life Skills</i>
<b>12:30pm to 2:00pm “IMMERSIVE MEAL” SOCIAL AND NETWORKING LUNCH EVENT</b>  <b>Location: CEREMONIAL ROOM (exit the building, turn the corner and re-enter at 7 rue des Ecoles)</b>	

**Wednesday Sept 9<sup>th</sup> : IMMERSION 2015 Day 3 : EiED 2015 Day 1**

ROOM 1	ROOM 2	ROOM 3
<p><b>2:00pm to 2:20pm PRESENTATION</b></p> <p><i>Combining Low Tech and High to Enhance the Learning Experience and Engagement of Undergraduate Non-major Art History Students</i></p>	<p><b>2:00pm to 2:20pm DEMO</b></p> <p><i>Mob Scene Filter — Privacy Protection in Videos by Changing Facial Appearance</i></p>	<p><b>2:00pm to 3:00pm HANDS-ON WORKSHOP</b></p> <p><i>Immersive Bent's Old Fort (Minecraft) Workshop.</i></p> <p><i>This workshop is for those new to Minecraft and/or new to using Minecraft as a teaching technology.</i></p>
<p><b>2:20pm to 2:40pm PRESENTATION</b></p> <p><i>Methods Of Enhancing The Role Of Education Through Use Of VR As Developed And Applied By EON Reality</i></p>	<p><b>2:20pm to 2:40pm PAPER</b></p> <p><i>Immersive Virtual Environments In Design Education: A Situated Model Of The Learning Process</i></p>	<p><i>Minecraft accounts will be provided to those attendees who do not already have one.</i></p>
<p><b>2:40pm to 3:00pm PRESENTATION</b></p> <p><i>Engaged Pedagogies Through Virtual Worlds</i></p>	<p><b>2:40pm to 3:00pm PAPER</b></p> <p><i>Post-Fukushima 3D Virtual Collaboration and Communication for Active Learning</i></p>	<p><b>3:15pm to 4:15pm HANDS-ON WORKSHOP</b></p> <p><i>The Process of Designing Immersive Spaces</i></p>
<p><b>3:00pm to 3:20 PRESENTATION</b></p> <p><i>HauntedYYC</i></p>	<p><b>3:00pm to 3:20 PAPER</b></p> <p><i>Using Web3D Based Technology as a Lifelong Learning Companion Tool: a Use Case</i></p>	
<p><b>3:20pm to 3:40 PRESENTATION</b></p> <p><i>Disruptive Enabling Technologies and Immersive Education</i></p>	<p><b>3:20pm to 3:40 PRESENTATION</b></p> <p><i>Immersion Idaho: An Undergraduate Research Program for Immersive Virtual Reality Development</i></p>	

**4:15pm "IMMERSIVE EXCURSION" SOCIAL AND NETWORKING EVENT**

Location-based immersive event: An outdoor scavenger hunt that will lead you to a treasure



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## Thursday Sept 10<sup>th</sup> : IMMERSION 2015 Day 4 : EiED 2015 Day 2

Proceedings: <http://summit.ImmersiveEducation.org> (see “Program & Schedule of Events”)

<b>8:30am to 9:30am REGISTRATION &amp; BADGE PICK-UP (in Amphithéâtre Guizot)</b>		
<b>9:30am to 11:00pm: Module Keynote, Featured Speakers and Panel Discussion:</b>		
<b><i>BUSINESS AND LAW — Protecting and Preserving Ideas &amp; Content in the Age of Immersion</i></b>		
<b><i>Location: Richelieu lecture hall</i></b>		
<b>11:00am to 12:00pm: Exhibits in Rooms F366 and F368</b>		
<b>ROOM 1</b>	<b>ROOM 2</b>	<b>ROOM 3</b>
<b>11:30am to 12:00pm POSTERS</b>  <i>1. Art in the New Digital Landscape</i>  <i>2. An Innovative Approach to the History of Science on Unicom Earth Island</i>		<b>11:30am to 12:30pm FOCUS WORKSHOP</b>  <i>Copyright, Patents and Intellectual Property Rights in the Age of Immersion</i>
<b>12:00pm to 12:30pm PRESENTATION</b>  <i>Measurement of Domain-Specific Creative Thinking in an Immersive Team Training Simulation</i>		
<b><u>12:30pm to 2:00pm “IMMERSIVE MEAL” SOCIAL AND NETWORKING LUNCH EVENT</u></b>		
<b>Location: CEREMONIAL ROOM (exit the building, turn the corner and re-enter at 7 rue des Ecoles)</b>		

Thursday Sept 10<sup>th</sup> : IMMERSION 2015 Day 4 : EiED 2015 Day 2

ROOM 1	ROOM 2	ROOM 3
<p><b>2:00pm to 2:20pm PRESENTATION</b></p> <p><i>Drones, 3D Printing, and Project-Based Learning</i></p>	<p><b>2:00pm to 2:20pm PAPER</b></p> <p><i>Development of a Virtual Learning Environment: Hittites Empire</i></p>	<p><b>2:00pm to 3:00pm FOCUS WORKSHOP</b></p> <p><i>Digital Conservation in the Age of Immersion</i></p>
<p><b>2:20pm to 2:40pm PRESENTATION</b></p> <p><i>Operations Training Using Immersive Technologies, A Development Experience</i></p>	<p><b>2:20pm to 2:40pm PAPER</b></p> <p><i>Appropriating The Cyberspace: An Immersive Experience For College Applicants</i></p>	
<p><b>2:40pm to 3:00pm PAPER</b></p> <p><i>Impact of Immersive Education on Workforce Behavior</i></p>	<p><b>2:40pm to 3:00pm PAPER</b></p> <p><i>Statland, an OpenSim-based Way To Teach Statistical Sciences In Middle And High Schools</i></p>	<p><b>3:15pm to 4:15pm HANDS-ON WORKSHOP</b></p> <p><i>Using Digital, Immersive Multimedia to Engage Faculty in Professional Development Opportunities: A Project for Incorporating Ethics Across Disciplines</i></p>
<p><b>3:00pm to 3:20 PAPER</b></p> <p><i>Evaluation of Learning Techniques in Immersive Settings</i></p>	<p><b>3:00pm to 3:20 PAPER</b></p> <p><i>A Virtual Reality System For An Immersive Archaeological Experience Using Real Data From The Roman site of Piazza Leoni, Verona, Italy</i></p>	
<p><b>3:20pm to 3:40 PAPER</b></p> <p><i>Developing Spatial Ability and Digital Fluency via 3D Game Programming and 3D Printing</i></p>	<p><b>3:20pm to 3:40 PAPER</b></p> <p><i>Games Development Using Brain Computer Interface</i></p>	
<p><b>3:40pm to 4:00pm PAPER</b></p> <p><i>Virtual Agents' Support For Practical Laboratory Activities</i></p>	<p><b>3:40pm to 4:00pm PAPER</b></p> <p><i>Live Conformal Scaling Of Full-Body Immersion Environments In The Case Of Augmented Reality Systems And Internet Of Things</i></p>	



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