



## Monday September 7<sup>th</sup> : IMMERSION 2015 Day 1

9:30am to 10:30am REGISTRATION & BADGE PICK-UP (in Amphithéâtre Guizot) FOR BOTH IMMERSION 2015 and EiED 2015

**10:30am to 12:00pm: IMMERSION 2015 Opening Module Keynote and Panel Discussion:**

***THE AGE OF IMMERSION — Examining the Personal & Cultural Impact of Being Immersed***

*Location: Richelieu lecture hall*

12:00pm to 2:00pm : Exhibits in Rooms F366 and F368

2:00pm to 3:00pm REGISTRATION & BADGE PICK-UP (in Amphithéâtre Guizot) FOR BOTH IMMERSION 2015 and EiED 2015

**3:00pm to 4:30pm: Module Keynote, Featured Speakers and Panel Discussion:**

***ARTS & CULTURE — Arts and Culture in the Age of Immersion***

*Location: Richelieu lecture hall*

5:00pm to 6:00pm HANDS-ON WORKSHOP : Storytelling Through Animation (see next page)

# Monday September 7<sup>th</sup> : IMMERSION 2015 Day 1

## ROOM 3

### **5:00pm to 6:00pm HANDS-ON WORKSHOP : Storytelling Through Animation**

*This hands-on workshop, conducted by Michigan State University in collaboration with the Smithsonian Latino Virtual Museum featuring Katie Fico from Disney Animation Studios, and sponsored by Toon Boom Animation, will take participants from the creation of original storyboards and character creation through animating their stories to produce an animated short. The focus will be on representing cultures and traditions, as well as innovations, while being conscious not to fall into stereotypes. Participants will be introduced to the 12 principles of animation set forth by the early Disney animators (documented in the book *The Illusion of Life: Disney Animation*) as they learn how to apply those principles to create an engaging and empowering animated story. Featured characters and storyline themes for this workshop will feature the Smithsonian Latino Virtual Museum's Day of the Dead collection and animation short.*

*Note that this workshop is limited to 22 hands-on participants. Toon Boom Harmony/Studio animation software must be installed in advance.*



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## Tuesday September 8<sup>th</sup> : IMMERSION 2015 Day 2

9:30am to 10:30am REGISTRATION & BADGE PICK-UP (in Amphithéâtre Guizot) FOR BOTH IMMERSION 2015 and EIED 2015

**10:30am to 12:00pm: Module Keynote, Featured Speakers and Panel Discussion:**

***FORMS AND FUNCTIONS OF IMMERSION — Inside the Forms & Functions of Immersion and Immersive Technology***

***Location: Richelieu lecture hall***

12:00pm to 2:00pm : Exhibits in Rooms F366 and F368

**ROOM 3**

**2:00pm to 3:00pm HANDS-ON WORKSHOP : Google Cardboard**

*This hands-on workshop is for attendees who have purchased a Google Cardboard VR kit. During this workshop attendees will assemble (construct) a fully functional Google Cardboard VR headset from their kit, after which they will be instructed on how to download and install Cardboard VR apps on both iPhone and Android mobile phones. Note that Google Cardboard headsets can use either an iPhone or Android mobile phone as the display (participants must bring their own mobile phone).*

*IMMERSIVE MEALS social and networking lunch events: This workshop compliments the special social and networking lunch events on Wednesday and Thursday. Workshop participants are encouraged to bring their Google Cardboard headset to share with fellow conference attendees during lunch on these days.*

2:00pm to 3:00pm REGISTRATION & BADGE PICK-UP (in Amphithéâtre Guizot) FOR BOTH IMMERSION 2015 and EIED 2015

**3:00pm to 4:30pm: Module Keynote, Featured Speakers and Panel Discussion:**

***BRINGING THE PAST TO LIFE — Bringing the Past to Life in the Age of Immersion***

***Location: Richelieu lecture hall***

5:00pm to 6:00pm HANDS-ON WORKSHOP : Motion Capture On The Cheap (see next page)

## Tuesday September 8<sup>th</sup> : IMMERSION 2015 Day 2

### ROOM 3

#### **5:00pm to 6:00pm HANDS-ON WORKSHOP : Motion Capture On The Cheap — Animate Dancing Avatars With A \$2,000 Markerless Motion Capture Setup**

*This workshop compliments the BRINGING THE PAST TO LIFE module. This hands-on workshop will show participants how affordable, low-barrier technology is used to motion capture authentic dances of the Harlem Renaissance in order to impact student learning. As participants learn about the pilot collaborative efforts of the University of Arizona Libraries' iSpace and the Africana Studies department they will get hands-on motion capture experience using Xbox Kinects and iPiSoft motion capture software.*

*Note that this workshop is limited to 25 hands-on participants*



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