Program(me) and Schedule of Events

IMMERSIVE ITALY and EiED 2016
Day 1 : Tuesday June 21

LOCATION: **Università degli Studi di Padova (University of Padua)**. See MAPS at http://summit.ImmersiveEducation.org/Italy

12:30pm to 2:00pm REGISTRATION & BADGE PICK-UP
2:00pm to 4:00pm: Welcome, Opening Talks and Hands-on Virtual Reality Workshop in Preparation for "VR in Venice" **Opening Talks:** **Immersive Education and the State of Immersion** – Aaron E. Walsh, Immersive Education Initiative and Boston College **Teaching Cultural Heritage using Mobile Mixed Reality** – Corrado Petrucco and Daniele Agostini, University of Padua **EdMondo – The Virtual World Tailored for School** – Andrea Benassi and Letizia Cinganotto, INDIRE
4:00pm: Walk to the Padua train station together. For ticket INSTUCTIONS and MAPS download "Train Instructions" from: http://summit.ImmersiveEducation.org/Italy (see "Program & Schedule of Events" area)
5:30pm to 6:30pm: "VR in Venice" WORKSHOP and SOCIAL EVENT
7:00pm to 8:30pm: SOCIAL DINNER in VENICE
8:30pm to 9:00pm: Return to Padua Together by Train

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IMMERSIVE ITALY and EiED 2016

Day 2 : Wednesday June 22

LOCATION: **Centro civico d'arte e cultura Altinate / San Gaetano**. See MAPS at http://summit.ImmersiveEducation.org/Italy

9:00am to 10:30am REGISTRATION & BADGE PICK-UP
10:30am to 12:00pm: Module Keynote, Featured Speakers and Panel Discussion **KEYNOTE: Extending Semantically Enabled Virtual Environments for Training Assessment** – Christian Greuel, SRI International **FEATURED: Immersion or Non-Immersion? That is the Question. Is Immersion Useful in a Spatial Perspective Taking Task?** Laura Freina and R. Bottino, Institute for Educational Technologies of the National Research Council (CNR-ITD) **FEATURED: Introducing the Arcadia Augmented Learning® Framework (AAL®)** Orazio Stangherlin – Founder & CEO of Arcadia
12:20pm to 12:40pm PAPER   Toward the Cognitive Classroom: Mathematical Physics *A. Sen, M. Peveler, N. Marton, et al.*
12:40pm to 01:00pm SHORT PAPER   Visual Coding In Support Of Computational Thinking, An Application To Virtual Worlds *M. Occhioni*
1:00pm to 2:30pm "IMMERSIVE MEAL" SOCIAL, NETWORKING AND EXHIBITS LUNCH EVENT
02:40pm to 03:00pm OUTLIER   Emerging Immersive Augmented Reality in the Student's Fingertips   *M. E. Pires*
03:00pm to 03:20pm PAPER   Improving Preservice Elementary Teachers' Science Engagement Through 3D Printing Technology   *E. Novak, S. Wisdom*
03:20pm to 03:40pm PAPER   3D Printers in Preschools: Pedagogical Principles and Technological Aspects   *L.Guast, G.Nulli*
03:40pm to 04:00pm SHORT PAPER   'Good or Bad?': an Augmented Reality Game to Engage Users in Active Music Listening Tasks *M. Mandanici, F. Altieri, N. Pretto, et al.*

LOCATION: **Centro civico d'arte e cultura Altinate / San Gaetano**. See MAPS at http://summit.ImmersiveEducation.org/Italy

9:00am to 10:00am REGISTRATION & BADGE PICK-UP

10:00am to 11:30am: Module Keynote, Featured Speakers and Panel Discussion

KEYNOTE: Immersive Education Clubs and Camps – Barbara J. Mikolajczak, Immersive Education Initiative and Boston College USA

FEATURED: Learning & Teaching English in Virtual Worlds: EdMondo – Letizia Cinganotto, Andrea Benassi, Heike Philp, INDIRE

FEATURED: Using Web3D-based Information Visualization Tools as Cognitive Technologies for Stimulating Computational and Transdisciplinary Thinking Skills at K-12 and Beyond – Jorge Franco, Fluminense Federal University

ROOM 1	ROOM 2
12:00pm to 01:20pm SHORT PAPERS, PRESENTATIONS and DEMOS **12:00 to 12:20** Multidisciplinary Approach on Time using Alice 3D *A. D'Ambrosio* **12:20 to 12:40** From Immersion to Emersion of the Digital Children *T. Kawamoto* **12:40 to 01:00** Narrative Language of Virtual Reality *A. Bodini* **01:00 to 01:20** Father.IO: Massive Multiplayer Virtual Laser Tag *F. Ferrazzino*	**12:00pm to 01:30pm HANDS-ON WORKSHOP: Augment your own Reality!** Learn how to to create your own Augmented Reality (AR) scenes and experiences using only your mobile phone and your imagination. This unique hands-on Augmented Reality workshop extends into the "on-your-own" lunch period, giving you plenty of social time to explore your new skills over lunch with your new colleagues and friends.

1:30pm to 3:00pm "On Your Own" Lunch Period

03:00pm to 03:20pm PAPER   Interactive Tutorials and Live Holograms in Continuing Medical Education *F. Salvetti, B. Bertagni*
03:20pm to 03:40pm PAPER   Immersive Learning Environments in the Finnish Healthcare Education *A. Sjölund*
03:40pm to 04:00pm DEMO   Creating Virtual Reality (VR) Tours for the Web and VR Devices *M. Nicolodi and M. Contrafatto*