



IMMERSIVE EDUCATION INITIATIVE
IMMERSIVE ITALY
7th European Immersive Education Summit

VIRTUAL REALITY AUGMENTED REALITY A.I.
3D PRINTING LEARNING GAMES SIMULATION

iED Lucca & Pisa Italy 16-19 Nov. 2017
ImmersiveEducation.org #i2017

Program(me) and Schedule of Events

PUBLIC ACCESS:

Please note that all OPENING and CLOSING TALKS, KEYNOTES and EXHIBITS are open to the public free of charge (no pass needed to attend these activities).



IMMERSIVE ITALY and EiED 2017

Day 1 : Thursday November 16

Free Public Access: ALL OPENING TALKS, KEYNOTES and EXHIBITS are open to the public and free of charge (no pass needed)

REGISTRATION: 8am to 1pm in Chiesa di San Francesco (Church of San Francesco) 1pm to 5:00pm in Sala dell'affresco (San Micheletto)

10:00am to 7:00pm: Welcome, Opening Talks (Keynotes), Exhibits, Workshops, Sessions & Social

10:00am to 12:00pm: **WELCOME, OPENING TALKS** in Church of San Francesco (Chiesa di San Francesco)

1. **Immersive Education and the State of Immersion** – Aaron E. Walsh, Immersive Education Initiative (**iED**) and Boston College USA
2. **SPAN Immersive Space: VR & AR Learning Experiences in Lucca** – Andrea Benassi, INDIRE and Paolo Masini, Fondazione UIBI
3. **Immersive Bent's Old Fort: Bringing the Past to Life** – United States Department Of Interior National Park Service [remote session]

12:00pm to 12:45pm: **"The Future of Immersion" PANEL DISCUSSION** in Church of San Francesco

PANELISTS: Immersive Education Initiative, INDIRE, Fondazione UIBI, Microsoft and Samsung

1:00pm to 5:00pm: **EXHIBITS** in Sala dell'affresco (San Micheletto historical complex)

Exhibits are open to the public and free of charge (no pass needed)

1:00pm to 5:00pm: **HANDS-ON WORKSHOPS** in San Micheletto historical complex

Hands-on Teacher Certification / Professional Development Workshops (see "HANDS-ON WORKSHOPS" on Page 2 for details)

3pm to 4:30pm: **SESSIONS** in San Martino Cathedral

Paper and Presentation Sessions for "All Access Pass" and "Day Pass" Holders (see Page 3 for details)

4pm to 5:00pm: **IMMERSIVE MEAL** in San Micheletto historical complex

5:15pm to 7:00pm: *VR and AR Social Activities / Walking Through Lucca*

Day 1 & Day 2: "PICK 3 FOR 15" WORKSHOPS

Please note that these hands-on workshops require either a [Workshop Pass](#) or [All Access Pass](#) or [Day Pass](#) in order to attend
Free Public Access: **ALL OPENING TALKS, KEYNOTES and EXHIBITS** are open to the public and free of charge (no pass needed)

REGISTRATION: 8:00am to 5:00pm in Sala dell'affresco (San Michele historical complex)

1:00pm to 5:00pm: DAY 1 "PICK 3 FOR 15" HANDS-ON WORKSHOPS in San Michele complex

9:30am to 6:30pm: DAY 2 "PICK 3 FOR 15" HANDS-ON WORKSHOPS in San Michele complex

Please note that many of these **Pick 3 for 15** workshop correspond directly to keynotes, exhibits and sessions. For details please refer to the **Pick 3 for 15** workshops available online at <http://summit.ImmersiveEducation.org/Italy> (see "**Program and Schedule of Events**")

First Steps in a Virtual World [In English and Italian; Repeated on Day 1 and Day 2]

Teaching English in Virtual Worlds [Only in English; Repeated on Day 1 and Day 2]

Minecraft in the Classroom: Recommendations for Primary School Teachers [In English and Italian; Repeated on Day 1 and Day 2]

Creating Mobile Virtual Reality (VR) Experiences (iED VR Headset Optional) [In English and Italian; Repeated on Day 1 and Day 2]

Creating Mobile Augmented Reality (AR) Experiences (Android mobile phone required) [In English and Italian; Repeated on Day 1 and Day 2]

Virtual Reality (VR) in the Classroom [In English and Italian; Repeated on Day 1 and Day 2]

3D Modeling and Printing in Primary Schools [In English and Italian; Repeated on Day 1 and Day 2]

Creating 360° Interactive Video Lessons [In English and Italian; Repeated on Day 1 and Day 2]

Creating Augmented Reality (AR) Content with Apple Swift Code [In English and Italian; Repeated on Day 1 and Day 2]

5:15pm to 7:00pm: VR and AR Social Activities / Walking Through Lucca

Day 1 : SESSIONS for "ALL ACCESS PASS" & "DAY PASS" HOLDERS

Please note that these sessions require an [All Access Pass](#) or [Day Pass](#) in order to attend

REGISTRATION: 8:00am to 5:00pm in Sala dell'affresco (San Micheletto historical complex)

3pm to 4:30pm: SESSIONS

10:00am to 12:45pm: **WELCOME, OPENING TALKS and PANEL DISCUSSION (page 1)**

1:00pm to 5:00pm: **WORKSHOPS and EXHIBITS (page 2)**

4:00pm to 5:00pm: **IMMERSIVE MEAL (page 1)**

TIME	ROOM 1 <i>Oratorio di San Giuseppe in San Martino Cathedral (Cattedrale di San Martino)</i>	ROOM 2 <i>Sala del Capitolo in San Martino Cathedral (Cattedrale di San Martino)</i>
3-3:30pm	PAPER Heritage Education For Children Through Interactive Visualization With Virtual Reality & Augmented Reality	PRESENTATION Relive: A Serious Game To Learn How To Save Lives
3:30-4pm	PAPER Promoting The Heritage Through AR and VR: The Ara Pacis As It Was	PRESENTATION Road Traffic Safety Virtual Reality (VR) Project
4-4:30pm	PAPER The Hestercombe Gardens Augmented Visit: Mixed Reality Mobile Learning For Heritage Interpretation	PRESENTATION Isis, the Mother of Goddesses

5:15pm to 7:00pm: *VR and AR Social Activities / Walking Through Lucca*



IMMERSIVE ITALY and EiED 2017

Day 2 : Friday November 17

Free Public Access: ALL OPENING TALKS, KEYNOTES and EXHIBITS are open to the public and free of charge (no pass needed)

REGISTRATION: 9:00am to 5:00pm in Sala dell'affresco (San Micheletto historical complex)

9:30am to 7:00pm: Keynote, Exhibits, Workshops, Sessions & Social

9:30am to 6:30pm: HANDS-ON WORKSHOPS

Hands-on Teacher Certification / Professional Development Workshops (see "HANDS-ON WORKSHOPS" on Page 2 for details)

10am to 10:45am: KEYNOTE in Oratorio di San Giuseppe (San Martino Cathedral)

Mixed Reality with Microsoft HoloLens: Your World is the Canvas – Microsoft Corp.

11:00am to 4:30pm: SESSIONS

Day 2 Paper & Presentation Sessions for "All Access Pass" and "Day Pass" Holders (see Page 5 for details)

12:00pm to 5:00pm: EXHIBITS

Exhibits in Sala dell'affresco (San Micheletto) are open to the public and free of charge (no pass needed)

5:00pm to 7:00pm: VR and AR Social Activities / Walking Through Lucca

Day 2 : SESSIONS for "ALL ACCESS PASS" & "DAY PASS" HOLDERS

Please note that these sessions require an [All Access Pass](#) or [Day Pass](#) in order to attend

REGISTRATION: 9:00am to 5:00pm in Sala dell'affresco (San Micheletto historical complex)

11am to 4:30pm: SESSIONS

10:00am to 10:45am KEYNOTE by MICROSOFT in Oratorio di San Giuseppe (San Martino Cathedral)

TIME	ROOM 1 <i>Oratorio di San Giuseppe in San Martino Cathedral (Cattedrale di San Martino)</i>	ROOM 2 <i>Sala del Capitolo in San Martino Cathedral (Cattedrale di San Martino)</i>
11-11:30am	PAPER Peer Learning And Assessment-in-Context With 3D Immersive Glasses	PRESENTATION CIAK: A Framework To Design A Virtual Reality (VR) School Project
11:30-12pm	PAPER From Desktop Cave To Home Cave	
12:00pm to 5:00pm: EXHIBITS		
3-3:30pm	PAPER A "Memory Palace" For English In Immersive Worlds	PRESENTATION Immersive Learning Fosters Empathy Among Students
3:30-4pm	PAPER Chemistry For Middle School Students In An OpenSim-based Virtual World	PRESENTATION Using Augmented Reality To Support Learning and Teaching In The Recording Studio Environment
4-4:30pm	PAPER Opportunities of Virtual Environments to Drama & Acting	OUTLIER Effective Bio-pharmaceutical Communication Through Immersive And Interactive VR Experiences

5:00pm to 7:00pm: VR and AR Social Activities / Walking Through Lucca



Day 3 : Saturday November 18

Please note that Day 3 sessions and workshops require an [All Access Pass](#) or [Day Pass](#) in order to attend

REGISTRATION: 9:00am to 3:00pm in Sala dell'affresco (San Micheletto historical complex)		
10:00am to 5:00pm: SESSIONS, HANDS-ON WORKSHOPS and SOCIALS		
TIME	ROOM 1 <i>Oratorio di San Giuseppe in San Martino Cathedral (Cattedrale di San Martino)</i>	CLASSROOM 6 <i>San Micheletto historical complex</i>
10-10:30am	PRESENTATION Cities in Protest: Educational Possibilities and Cultural Considerations for 360-Degree Video	10-12:00pm WORKSHOP Creating Location-based Scavenger Hunts <i>PASS: This workshop requires an All Access Pass or Day Pass to attend</i>
10:30-11am	PAPER Immersive Scenery Proposals – Unity 3D [Room 1]	
11-11:30pm	PAPER Design Trends In 3D Virtual Reality Environments Including 360 Degree Videos For Distance Learning [Room 1]	
11:30-12pm	PAPER Using Augmented Reality (AR) With Marginalized Students To Develop Digital Literacies And Life Skills [Room 1]	
12-12:30pm	PAPER Information Visualization Technologies Impacting on Individuals' Transliteracy Skills Enhancements Lifelong [Room 1]	
2-2:30pm	PAPER Minecraft in the Classroom: Recommendations for Primary School Teachers [Room 1]	2-3:30pm WORKSHOP Pokémon Go As An Educational And Business Tool <i>PASS: This workshop requires an All Access Pass or Day Pass to attend</i>
2:30-3pm	PAPER Aerial Virtual Reality: Remote Tourism With Drones [Room 1]	
3:30pm to 5:00pm: Social Activities / Location-based Scavenger Hunt, Pokémon Go, and Drones around Lucca		



Day 4 : Sunday November 19

Please note that Day 4 sessions and workshops require an [All Access Pass](#) or [Day Pass](#) in order to attend

REGISTRATION: 9:00am to 12:00pm in Sala dell'affresco (San Micheletto historical complex)

10am to 8pm: SESSIONS, WORKSHOPS and LEANING TOWER OF PISA TRIP

TIME	ROOM 1 <i>Oratorio di San Giuseppe in San Martino Cathedral (Cattedrale di San Martino)</i>	CLASSROOM 6 <i>San Micheletto historical complex</i>
10-10:30am & 10-11:00am	10-10:30am PRESENTATION Enhancing Arts-based Learning Through An Immersive Pop-up Lab	10-11:00am WORKSHOP 360° Video, Storytelling And Gamification For Immersive Education <i>PASS: This workshop requires an All Access Pass or Day Pass to attend</i>
11:15am - 12:45am		11:15am-12:45pm WORKSHOP Creating 360° Video + Pisa 360° Video Challenge (hands-on workshop in preparation for PISA trip) <i>PASS: This workshop requires an All Access Pass or Day Pass to attend</i>

1pm to 8pm: VR and AR Social Activities / Leaning Tower of Pisa

1pm meeting as a group to travel to Pisa via train, with optional 5pm return to Lucca for "Pisa 360° Video Challenge" workshop participants. Conference attendees can return to Lucca, stay in Pisa, or travel to other destinations at any time they wish (attendees are not obligated to stay in Pisa until 8pm, and are welcome to stay as long as they'd like or depart earlier according to their own schedule).