# iED

# Wednesday Sept 9th : IMMERSION 2015 Day 3 : EiED 2015 Day 1

Proceedings: http://summit.ImmersiveEducation.org (see "Program & Schedule of Events")

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| **8:30am to 9:30am REGISTRATION & BADGE PICK-UP (in Amphithéâtre Guizot)** |

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| **9:30am to 11:00pm: Module Keynote, Featured Speakers and Panel Discussion:** <br><br> ***IMMERSIVE EDUCATION — Teaching and Learning in the Age of Immersion*** <br><br> ***Location: Descartes lecture hall*** |

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| 11:00am to 12:00pm: Exhibits in Rooms F366 and F368 |

| MILNE-EDWARDS LECTURE ROOM | ROOM F051 |
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| **11:30am to 12:00pm PRESENTATION** <br><br> *Immersive Education: A View From Silicon Valley for 2015 and beyond* | **11:30am to 11:45am DEMO** <br><br> *Floating in the Middle of the Soccer Field. An Immersive Education Technique for Being Present in the Scene* |
| | **11:45am to 12:00pm DEMO** <br><br> *3D Language Learning — Live your Language!* |
| **12:00pm to 12:30pm PRESENTATION** <br><br> *Feature Analysis as a Simulation and Game Design and Evaluation Tool* | **12:00pm to 12:15pm DEMO** <br><br> *Designing a 3D VR IES (Imaging, Evaluation & Suggestion) Diagnostic System* |
| | **12:15pm to 12:30pm DEMO** <br><br> *Go for the Glow! – An Entertaining Approach to Training Foundational Life Skills* |

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| **12:30pm to 2:00pm "IMMERSIVE MEAL" SOCIAL AND NETWORKING LUNCH EVENT** <br><br> **Location: CEREMONIAL ROOM (exit the building, turn the corner and re-enter at 7 rue des Ecoles)** |

| Wednesday Sept 9th : IMMERSION 2015 Day 3 : EiED 2015 Day 1 | | |
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| **MILNE-EDWARDS LECTURE ROOM** | **ROOM F051** | **ROOM F040** |
| **2:00pm to 2:20pm PRESENTATION**<br><br>*Combining Low Tech and High to Enhance the Learning Experience and Engagement of Undergraduate Non-major Art History Students* | **2:00pm to 2:20pm DEMO**<br><br>*Mob Scene Filter — Privacy Protection in Videos by Changing Facial Appearance* | **2:00pm to 3:00pm HANDS-ON WORKSHOP**<br><br>*Immersive Bent's Old Fort (Minecraft) Workshop.*<br><br>*This workshop is for those new to Minecraft and/or new to using Minecraft as a teaching technology.* |
| **2:20pm to 2:40pm PRESENTATION**<br><br>*Methods Of Enhancing The Role Of Education Through Use Of VR As Developed And Applied By EON Reality* | **2:20pm to 2:40pm PAPER**<br><br>*Immersive Virtual Environments In Design Education: A Situated Model Of The Learning Process* | *Minecraft accounts will be provided to those attendees who do not already have one.* |
| **2:40pm to 3:00pm PRESENTATION**<br><br>*Engaged Pedagogies Through Virtual Worlds* | **2:40pm to 3:00pm PAPER**<br><br>*Post-Fukushima 3D Virtual Collaboration and Communication for Active Learning* | |
| **3:00pm to 3:20 PRESENTATION**<br><br>*HauntedYYC* | **3:00pm to 3:20 PAPER**<br><br>*Using Web3D Based Technology as a Lifelong Learning Companion Tool: a Use Case* | **3:15pm to 4:15pm HANDS-ON WORKSHOP**<br><br>*The Process of Designing Immersive Spaces* |
| **3:20pm to 3:40 PRESENTATION**<br><br>*Disruptive Enabling Technologies and Immersive Education* | **3:20pm to 3:40 PRESENTATION**<br><br>*Immersion Idaho: An Undergraduate Research Program for Immersive Virtual Reality Development* | |

# 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 10ᵗʰ : IMMERSION 2015 Day 4 : EiED 2015 Day 2

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| **8:30am to 9:30am REGISTRATION & BADGE PICK-UP (in Amphithéâtre Guizot)** | |

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| **9:30am to 11:00pm: Module Keynote, Featured Speakers and Panel Discussion:** <br><br> ***BUSINESS AND LAW — Protecting and Preserving Ideas & Content in the Age of Immersion*** <br><br> ***Location: Richelieu lecture hall*** |
| 11:00am to 12:00pm: Exhibits in Rooms F366 and F368 |

| MILNE-EDWARDS  LECTURE ROOM | | ROOM F040 |
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| **11:30am to 12:00pm POSTERS** <br><br> *1. Art in the New Digital Landscape* <br><br> *2. An Innovative Approach to the History of Science on Unicam Earth Island* | | **11:30am to 12:30pm FOCUS WORKSHOP** <br><br> *Copyright, Patents and Intellectual Property Rights in the Age of Immersion* |
| **12:00pm to 12:30pm PRESENTATION** <br><br> *Measurement of Domain-Specific Creative Thinking in an Immersive Team Training Simulation* | | |

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| **12:30pm to 2:00pm "IMMERSIVE MEAL" SOCIAL AND NETWORKING LUNCH EVENT** <br><br> **Location: CEREMONIAL ROOM (exit the building, turn the corner and re-enter at 7 rue des Ecoles)** |

| Thursday Sept 10th : IMMERSION 2015 Day 4 : EiED 2015 Day 2 | | |
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| **MILNE-EDWARDS LECTURE ROOM** | **ROOM F051** | **ROOM F040** |
| **2:00pm to 2:20pm PRESENTATION**<br><br>*Drones, 3D Printing, and Project-Based Learning* | **2:00pm to 2:20pm PAPER**<br><br>*Development of a Virtual Learning Environment: Hittites Empire* | **2:00pm to 3:00pm FOCUS WORKSHOP**<br><br>*Digital Conservation in the Age of Immersion* |
| **2:20pm to 2:40pm PRESENTATION**<br><br>*Operations Training Using Immersive Technologies, A Development Experience* | **2:20pm to 2:40pm PAPER**<br><br>*Appropriating The Cyberspace: An Immersive Experience For College Applicants* | |
| **2:40pm to 3:00pm PAPER**<br><br>*Impact of Immersive Education on Workforce Behavior* | **2:40pm to 3:00pm PAPER**<br><br>*Statland, an OpenSim-based Way To Teach Statistical Sciences In Middle And High Schools* | **3:15pm to 4:15pm HANDS-ON WORKSHOP**<br><br>*Using Digital, Immersive Multimedia to Engage Faculty in Professional Development Opportunities: A Project for Incorporating Ethics Across Disciplines* |
| **3:00pm to 3:20 PAPER**<br><br>*Evaluation of Learning Techniques in Immersive Settings* | **3:00pm to 3:20 PAPER**<br><br>*A Virtual Reality System For An Immersive Archaeological Experience Using Real Data From The Roman site of Piazza Leoni, Verona, Italy* | |
| **3:20pm to 3:40 PAPER**<br><br>*Developing Spatial Ability and Digital Fluency via 3D Game Programming and 3D Printing* | **3:20pm to 3:40 PAPER**<br><br>*Games Development Using Brain Computer Interface* | |
| **3:40pm to 4:00pm PAPER**<br><br>*Virtual Agents' Support For Practical Laboratory Activities* | **3:40pm to 4:00pm PAPER**<br><br>*Live Conformal Scaling Of Full-Body Immersion Environments In The Case Of Augmented Reality Systems And Internet Of Things* | |

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