DAY 1: THURSDAY APRIL 23, 2009

*The two-day Immersive Education Initiative London Summit convenes at 9am on April 23rd 2009
in the Wolfson Theatre in the New Academic Building at the London School of Economics.*

9:00-10:00 am [Wolfson Theatre]
ENABLING THE AGE OF IMMERSIVE EDUCATION
Aaron E. Walsh, Director, Immersive Education Initiative

10:00-11:00 am [Wolfson Theatre]
WONDERLAND IN THE AGE OF IMMERSIVE EDUCATION
Bernard Horan, Senior Staff Engineer, Sun Microsystems Laboratories

11:00 am - 12:00 pm [Wolfson Theatre]
realXtend IN THE AGE OF IMMERSIVE EDUCATION
Antti Ilomäki, Program Manager, realXtend

>> 12:00-1:00 pm LUNCH <<

1:00-2:00 pm [Wolfson Theatre: In-World Virtually @ 8:00 am Eastern Time Zone (ET)]
OPEN COBALT IN THE AGE OF IMMERSIVE EDUCATION
Julian Lombardi, Assistant VP, Duke University Office of Information Technology

2:00-3:00 pm [Wolfson Theatre]
MIXING REAL AND VIRTUAL WORLDS: LESSONS FROM THE MiRTLE PROJECT
Michael Gardner, Director, Digital Lifestyles Centre, University of Essex, UK

3:00-4:00 pm [Wolfson Theatre]
TRANSFORMING IMMERSIVE EDUCATION WITH ARTIFICIAL INTELLIGENCE (AI)
Jeff Orkin, PhD Candidate, MIT Media Laboratory

4:00-5:00 pm [Wolfson Theatre]
PANEL DISCUSSION: THE FUTURE OF VIRTUAL WORLDS IN EDUCATION

DAY 2: FRIDAY APRIL 24, 2009

9:00 am - 10:00 am [Wolfson Theatre]
MUSEUM WEB 3.0: THE NEW FRONTIER IN EDUCATION AND ONLINE LEARNING
Melissa A. Carrillo, New Media & Technology Director, Smithsonian Latino Center

9:00 am - 10:00 am [Alumni Theatre]
SERIOUS GAMES FOR IMMERSIVE EDUCATION
Sara de Freitas, Coordinator for Virtual World Activity, The Open University, UK

10:00 am - 11:00 am [Wolfson Theatre]
RESEARCHING THE PSYCHOLOGY OF VIRTUAL WORLDS: CURRENT FINDINGS & FUTURE DIRECTIONS
Richard Gilbert, Professor of Psychology, Loyola Marymount University (LMU)

10:00 am - 10:45 am [Alumni Theatre]
BRINGING IMMERSIVE EDUCATION TO THE BALTIC STATES
Aake Edlund, KTH, Sweden and Ilja Livenson, NICPB, Estonia

11:00 am - 12:00 pm [Wolfson Theatre]
ADDING NEXT-GENERATION MOBILE AND VIRTUAL WORLD CONTENT REPOSITORIES TO EXISTING eLEARNING PLATFORMS FOR PERSONAL AMBIENT LEARNING: THE IRMOS PROJECT
Fabrizio CardinalI, CEO, Giunti labs

11:00 am - 11:30 am [Alumni Theatre]
HOW TO BUILD AN IMMERSIVE EDUCATION HIGH SCHOOL
Wesley Williams, Jr., Boston Media School (Boston Public High School)

11:30 am - 12:00 pm [Alumni Theatre]
LEARNING 3D DEVELOPMENT & PROGRAMMING with ALICE (a Carnegie Mellon University program)
Luke Herbert Nagel, Student Developer and Media Grid Affiliate

>> 12:00-1:00 pm LUNCH <<

1:00 pm - 2:00 pm [Wolfson Theatre]
THE OPEN UNIVERSITY IN A VIRTUAL WORLD: SUPPORTING A COMMUNITY OF LEARNERS
Anna Peachey, Coordinator for Virtual World Activity, The Open University, UK

1:00 pm - 2:00 pm [Alumni Theatre]
PRACTICAL ADVICE ON USING PROJECT WONDERLAND IN YOUR ORGANIZATION
Michael Gardner, CTO Virtual Learning Labs
Bernard Horan, Senior Staff Engineer, Sun Microsystems Laboratories

2:00-4:00 pm BLOCK IN <u>WOLFSON</u> THEATRE

2:00-3:00 pm [Wolfson Theatre]
NARROWCASTING, MULTIPRESENCE, AND AUTOFOCUS: ADVANCED FUNCTIONALITY FOR NEXT-GENERATION CONFERENCING AND CHATSPACES--FIGURATIVE INTERFACE CONTROLLING SIP-BASED MEDIA SERVER
Michael Cohen, Prof., Computer Arts Lab and Head of Spatial Media Group

3:00-3:30 pm [Wolfson Theatre]
NO CLASSES, NO FIXED TIME TABLE, BETTER RESULTS!
Shiv Rajendran, Co-Founder, Languagelab.com

2:00-4:00 pm BLOCK IN <u>ALUMNI</u> THEATER

2:00-3:00 pm [Alumni Theatre: In-World Virtually @ 9:00 am Eastern Time Zone (ET)]
STRATEGY FOR THE NASA-BASED MMO GAME *ASTRONAUT: MOON, MARS AND BEYOND*
Daniel Laughlin, Learning Technologies Project Manager, NASA

3:00-4:00 pm [Alumni Theatre: In-World Virtually @ 10:00 am Eastern Time Zone (ET)]
VIRTUAL WORLDS TIMELINE, VIRTUAL WORLDS IN LEARNING *and* NASA SPACEWALK SIMULATOR
Bruce Damer, President and CEO, DigitalSpace Corporation

4:00 - 5:00 pm [Wolfson Theatre]
PANEL DISCUSSION: ASSESSMENT & PEDAGOGY IN THE AGE OF IMMERSIVE EDUCATION

5:00 pm [Wolfson Theatre] **CLOSING REMARKS ON THE IMMERSIVE EDUCATION INTIATIVE LONDON SUMMIT**
Aaron E. Walsh, Director, Immersive Education Initiative