

Askwith
Lecture Hall in
Longfellow Hall

Saturday,
December 8th
2-5PM

Immersive Education Day

Presenting the Past, Present and Future of Immersive Education

Join the Harvard Interactive Media Group and the Grid Institute for a free half-day event to explore and discuss Immersive Education--the use of interactive 3d graphics, commercial game and simulation technology, virtual reality and other cutting-edge digital media tools to invigorate and enhance teaching practice. Educators, researchers and administrators from Harvard University, Boston College, MIT Media Lab, Amherst College and the United States Department of Education will give a series of presentations and demonstrations to provide attendees with an overview of Immersive Education and how virtual world and game-based learning technologies are used in and out of the classroom today.

2-2:30pm

Aaron E. Walsh

Enabling the Age of Immersive Education

Director, Immersive Education Initiative | Faculty, Boston College

2:30-3pm

Gene Koo

Fostering Civic Engagement through Immersive Education

Fellow, Berkman Center for Internet and Society | co-Director, Hub2 Project

3-3:30pm

Timothy J. Magner

School 2.0 and Immersive Education

Director, U.S. Department of Education | Advisor, Immersive Education Initiative

3:30-4pm

Jeff Orkin

The Restaurant Game: New forms of Artificial Intelligence for Immersive Education

Research Assistant, MIT Media Lab | co-Chair, Immersive Education Initiative

4-4:30pm

John Carfora

Pedagogy, Assessment, and Learning Outcomes for Immersive Education

Director of Sponsored Research, Amherst University |
co-Chair, Immersive Education Initiative

For more information, please contact : Sam Gilbert <sam.o.gilbert@gmail.com>



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www.harvardinteractivemedia.org



www.ImmersiveEducation.org