



## 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)*

**8:00am to 5:00pm REGISTRATION & BADGE PICK-UP**

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

**10:00am to 12:00pm: WELCOME, OPENING TALKS**

- 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**

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

**1:00pm to 5:00pm: EXHIBITS**

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

**1:00pm to 5:00pm: HANDS-ON WORKSHOPS**

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

**3pm to 4:30pm: SESSIONS**

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

**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)

8:00am to 5:00pm REGISTRATION & BADGE PICK-UP

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

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

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]

**Creating Content for Mixed Reality (MXR)** [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

8:00am to 5:00pm REGISTRATION & BADGE PICK-UP

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)

TIME	ROOM 1	ROOM 2
3-3:30pm	<b>PAPER</b> Heritage Education For Children Through Interactive Visualization With Virtual Reality & Augmented Reality	<b>PRESENTATION</b> Relive: A Serious Game To Learn How To Save Lives
3:30-4pm	<b>PAPER</b> Promoting The Heritage Through AR and VR: The Ara Pacis As It Was	<b>PRESENTATION</b> Road Traffic Safety Virtual Reality (VR) Project
4-4:30pm	<b>PAPER</b> The Hestercombe Gardens Augmented Visit: Mixed Reality Mobile Learning For Heritage Interpretation	<b>OUTLIER</b> Effective Bio-pharmaceutical Communication Through Immersive And Interactive Virtual Reality (VR) Experiences

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)*

**8:00am to 5:00pm REGISTRATION & BADGE PICK-UP**

**9:30am to 7:00pm: Keynotes, 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**

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

**11:00am to 4:00pm: SESSIONS**

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

**12:00pm to 5:00pm: EXHIBITS**

*Exhibits 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

8:00am to 5:00pm REGISTRATION & BADGE PICK-UP		
11am to 4pm: SESSIONS		
10:00am to 10:45am KEYNOTE (MICROSOFT)		
TIME	ROOM 1	ROOM 2
11-11:30am	<b>PAPER</b> Peer Learning And Assessment-in-Context With 3D Immersive Glasses	<b>PRESENTATION</b> CIAK: A Framework To Design A Virtual Reality (VR) School Project
11:30-12pm	<b>PAPER</b> From Desktop Cave To Home Cave	<b>PRESENTATION</b> Museums Digital Strategy And Marketing In Corfu Island, Greece
12:00pm to 5:00pm: EXHIBITS		
3-3:30pm	<b>PAPER</b> A "Memory Palace" For English In Immersive Worlds	<b>PRESENTATION</b> Immersive Learning Fosters Empathy Among Students
3:30-4pm	<b>PAPER</b> Foreign Language Speakers And Their Role As An Affordance Of Virtual Worlds For Language Learning	<b>PRESENTATION</b> Sensory Immersion Training System
4-4:30pm	<b>PAPER</b> Chemistry For Middle School Students In An OpenSim-based Virtual World	<b>PRESENTATION</b> Using Augmented Reality To Support Learning and Teaching In The Recording Studio Environment
5:00pm to 7:00pm: VR and AR Social Activities / Walking Through Lucca		



## Day 3 : Saturday November 18

*Free Public Access: The Day 3 **KEYNOTE** is open to the public and free of charge (no pass needed)*

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

8:00am to 5:00pm REGISTRATION & BADGE PICK-UP		
10:00am to 5:00pm: KEYNOTES, SESSIONS, HANDS-ON WORKSHOPS and SOCIALS		
TIME	ROOM 1	ROOM 2
10-10:30am	<b>PRESENTATION</b> Cities in Protest: Educational Possibilities and Cultural Considerations for 360-Degree Video	10-12:00pm <b>WORKSHOP</b> Creating Location-based Scavenger Hunts <i>PASS: This workshop requires an <a href="#">All Access Pass</a> or <a href="#">Day Pass</a> to attend</i>
10:30-11am	<b>PAPER</b> Immersive Scenery Proposals – Unity 3D [Room 1]	
11-11:30pm	<b>PAPER</b> Design Trends In 3D Virtual Reality Environments Including 360 Degree Videos For Distance Learning [Room 1]	
11:30-12pm	<b>PAPER</b> Using Augmented Reality (AR) With Marginalized Students To Develop Digital Literacies And Life Skills [Room 1]	
12-12:30pm	<b>PAPER</b> Information Visualization Technologies Impacting on Individuals' Transliteracy Skills Enhancements Lifelong [Room 1]	
2-2:30pm	<b>PAPER</b> Minecraft in the Classroom: Recommendations for Primary School Teachers	2-3:30pm <b>WORKSHOP</b> Pokémon Go As An Educational And Business Tool <i>PASS: This workshop requires an <a href="#">All Access Pass</a> or <a href="#">Day Pass</a> to attend</i>
2:30-3pm	<b>PAPER</b> Inquiry-based Games With E-authentication Environment For Immersive Learning On Issues Of Responsible Research & Innovations [Rm 1]	
3-3:30pm	<b>PAPER</b> Aerial Virtual Reality: Remote Tourism With Drones	
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

8:00am to 12:00pm REGISTRATION & BADGE PICK-UP		
10am to 8pm: SESSIONS, WORKSHOPS and LEANING TOWER OF PISA TRIP		
TIME	ROOM 1	ROOM 2
10-10:30am	<b>PAPER</b> Opportunities of Virtual Environments to Drama & Acting	10-11:30am <b>WORKSHOP</b> 360° Video, Storytelling And Gamification For Immersive Education  <i>PASS: This workshop requires an <a href="#">All Access Pass</a> or <a href="#">Day Pass</a> to attend</i>
10:30-11am	<b>PAPER</b> Digital Dissemination Of Greek Museums' Contemporary Collections: Cultural And Legal Implications [Room 1]	
11:30-12pm	<b>PRESENTATION</b> Enhancing Arts-based Learning Through An Immersive Pop-up Lab [Room 1]	
12-12:30pm	<b>PRESENTATION</b> Art Projects - Visualization Of The Human Body Physical & Mental Activity Materialized Via Robotic Milling	12-1:30pm <b>WORKSHOP</b> Creating 360° Video + Pisa 360° Video Challenge (hands-on workshop in preparation for PISA trip)  <i>PASS: This workshop requires an <a href="#">All Access Pass</a> or <a href="#">Day Pass</a> to attend</i>
2pm to 8pm: VR and AR Social Activities / Leaning Tower of Pisa		
<i>2pm meeting as a group to travel to Pisa via train, with <b>optional 5pm return</b> to Lucca for "Pisa 360° Video Challenge" workshop participants. Conference attendees can return to Lucca, stay in Pisa, or travel to other destinations <b>at any time</b> 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).</i>		