CSU
Immersive Learning Summit 2017

October 27, 2017

Parma Payne Goodall Alumni Center
San Diego State University

ITS.SDSU.EDU/immersive2017

SDSU_Wireless-Conference Guests
Username: csuils
Password: Sd2u17@
Welcome to the CSU Immersive Learning Summit 2017!

Today, Augmented and Virtual Reality technologies, which we’re collectively referring to as eXperiential Reality (XR) can enable experiences that would be impossible or out of reach in a traditional learning environment. As you will soon hear from our keynote speaker and panelists, XR is changing how people work and learn. With this in mind, we are happy to host this ground breaking event and we encourage you to talk with people from other campuses and with our industry partners to imagine how these ground breaking technologies can reshape higher education. We have a great program, and lots of networking opportunities. The CSU Immersive Learning Summit 2017 offers a one-of-a-kind opportunity for CSU educators and industry professionals to meet, learn about emerging xR technologies and create connections. We’re so happy you can join us at this inaugural event.

Dr. James Frazee
Senior Academic Technology Officer; Director, Instructional Technology Services, San Diego State University

Dr. Michael Berman
Chief Innovation Officer, California State University; VP for Technology & Innovation, CSU Channel Islands
10:30 AM–11:30 AM
Registration
Parma Payne Goodall Alumni Center

5250 55th Street
San Diego, CA 92182
Vinay Narayan

is the Executive Director of VR for HTC VIVE overseeing the commercialization and market growth strategies of VR. He’s also Board Member and Adviser to a host of VR and AR focused companies, associations, and institutions. As a frequent speaker and sounding board for the community, he’s always on the look out how to expand the ecosystem and equally as important, how to create a path of profitability for the industry.

Vinay’s advice for those starting in VR: “It still takes good business fundamentals and a deep understanding of what good VR is to create something meaningful. Know the history and ecosystem of VR, but most importantly really define what your customer needs.”
11:30 AM–1:00 PM
Keynote & Welcome Lunch

**Immersive Education:**
**How AR/VR Redefines Learning**
*Vinay Narayan*, Executive Director of Strategy for HTC VIVE

**Welcome Message:**
*James Frazee*, Senior Academic Technology Officer; Director of Instructional Technology Services, SDSU

*Michael Berman*, VP for Technology & Innovation, CSU Channel Islands; Chief Innovation Officer, California State University
Beyond Edutainment

SAN DIEGO STATE UNIVERSITY
Instructional Technology Services
1:00 PM–2:00 PM
Beyond Edutainment:
Teaching & Learning with Immersive Technology Panel

Panelists:

Harsimran “Sim” Baweja
SDSU, Exercise & Nutritional Sciences

Bernie Dodge
SDSU, Learning Design and Technology

Barry Evans
SDSU, Computer Science

Mihaela Popescu
California State University, San Bernardino, Communication Studies

Jennifer Redd
San Jose State University, eCampus

Peter Young
San Jose State University, Global Studies

Linnea Zeiner
SDSU, Classics & Humanities

Moderators:

Sean Hauze
Instructional Technology Services, SDSU
Vendor Demonstrations:

- **Brentt Brown**
  Mursion (mursion.com)
- **Andy Beall**
  WorldViz (worldviz.com)
- **Osamah Choudhry**
  MediVis (medivis.co)
- **Andrew Currah**
  Apple (apple.com)
- **Niall Johnston**
  3D4Medica (3d4medical.com)
- **Aaron Knox**
  Labster (labster.com)
- **Joel Koch**
  Microsoft (microsoft.com)
- **Steve McCloskey**
  Nanome (nanome.ai)
- **Chance Roth**
  Animate Objects (animateobjects.net)
- **Dmitry Shapiro**
  Metaverse (gometa.io)
- **Carrie Shaw**
  Embodied Labs (embodiedlabs.com)

Faculty Demonstrations:

Jennifer Redd & Yingjie Lui
San Jose State University
3:45 PM–5:00 PM
Immersive Technology Trailblazers: CSU Leadership & Industry Panel

Justin Decker
DreamWorks, VP of Platforms & Infrastructure

Arran Green
Sony, Director of Worldwide Studios Creative at PlayStation

Fergus Hynd
Pearson, Pearson, Innovation & Productisation Consultancy

Carrie Shaw
Embodied Labs, CEO

Jeff Weekly
UC Merced, Director of Cyberinfrastructure & Research Computing

Deone Zell
CSU Northridge, Senior Director of Academic Technology - Information Technology

Moderators:

Peter Campbell
CEO, Xpereal
Schedule at a Glance:

10:30 AM–11:30 AM
Registration

11:30 AM–1:00 PM
Welcome Lunch & Keynote:
Immersive Education: How AR/VR Redefines Learning

1:00 PM–2:00 PM
Beyond Edutainment:
Teaching & Learning with Immersive Technology Panel

2:00 PM–2:45 PM
Talk VR: Round Table Discussion

2:45 PM–3:45 PM
Vendor and Faculty Demonstrations

3:45 PM–5:00 PM
Immersive Technology Trailblazers:
CSU Leadership & Industry Panel

5:00 PM–6:30 PM
Reception