Future University

P8 DIGITAL SKILLS

Critical Issues in Digital Education

A series of conferences and workshops led by experts in the field of digital education.

Workshop

Exploring Virtual and Augmented Reality in Education: Enhancing Learning through Immersive Experiences

27.10.2023 – 9:15-10:45 on-campus

Virtual and augmented reality as well as hybrid environment have the potential to support education by providing immersive, interactive experiences that engage students in ways that traditional teaching methods cannot. In this workshop, we will propose you to discover the principles and technologies behind VR and AR, and how they can be applied in the classroom. During the workshop, participants will have the opportunity to experience VR and AR firsthand, using a variety of devices and applications and explore practical examples of how VR and AR can be used in education, including simulations, virtual field trips, and interactive learning games.

By the end of the workshop, participants will have a better understanding of the educational potential of VR and AR.

Prof. Rolf Kruse

Rolf Kruse is Professor of Digital Media and Design at the University of Applied Sciences Erfurt, Germany. Originally trained as an architect, he came into contact with VR at the Fraunhofer Institute in Darmstadt in the early 1990s and helped launch the first VR center. Since then, he has many years of experience in designing and implementing interactive spatial media with innovative technologies. Be it in the field of urban planning (with Art+Com, Berlin, 1994-1997), mixed reality serious games and mediatecture installations (with Invirt GmbH, 1997ff.) or the "Cybernarium Edutainment Center" (a Fraunhofer spin-off in Darmstadt 2002-2005) - always using the latest media technologies to convey complex knowledge to empower people. Currently his research focus is on "Immersive Learning": the application of XR technology in education and training. Since many years he is an active part of the German academic community as conference chair, speaker and reviewer. He is founder of the academic network "uniVERSEty", where many universities share their concepts and experiences with multiuser virtual learning environments.

Registration

https://framaforms.org/conference-and-workshop-registration-opportunities-and-challenges-of-vr-ar-in-higher-education-prof

Conference

Opportunities and Challenges of VR & AR in Higher Education

27.10.2023 – 11:15-12:30 on-campus & online

The keynote presentation will explore the potential advantages and obstacles associated with the utilisation of Virtual Reality (VR) and Augmented Reality (AR) technologies within the context of higher education.
It will explore those topics:

- Motivation : From Flatland to active Immersion
- Concepts, Features and Technologies of Extended Realities
- Potential and Practice for Use in Higher Education
- Persistent and Collaborative Virtual Learning Environments
- Current Trends : Mixed Reality, Co-location, EduVerses, …

Programme

9:00 Welcome

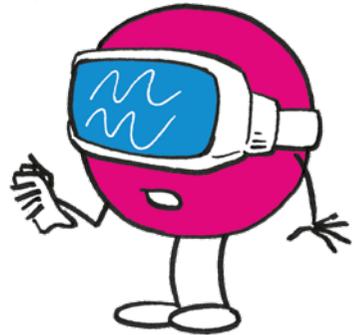**09:15-10:45** Workshop on-campus – UNIL, IDHEAP, Learning Lab

10:45 - 11:15 Coffee break

11:15 - 12:30 Conference on-campus & online

12:30 Sandwich break

Address

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Plan https://planete.unil.ch/?batiment=IDP

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