



Media Grid Immersive Education wins Teaching with New Media (TWIN) Award

BOSTON, MA – September 29, 2006 – Grid Institute Director and Boston College professor Aaron E. Walsh (Woods College of Advancing Studies) has been presented with the 2006 Teaching with New Media (TWIN) award, receiving highest honors in the award competition for pioneering the use of Immersive Education at the university. The award was presented to Prof. Walsh at an awards ceremony held at Boston College to honor exemplary uses of technology in teaching, a competition that consisted of nearly 300 other nominees.

The Media Grid's Immersive Education learning system is a cutting-edge application of 3D technology and digital media that brings distance learning to a new level. Unlike traditional online courses, which involve the delivery of simple Web pages or streaming video, Immersive Education combines interactive virtual reality and sophisticated digital media with collaborative online course environments and classrooms. Imagine, for instance, a history class that lets students explore the halls of the Forbidden City in Beijing from home, or a lecture on nanotechnology that includes a lab session for participants to examine and manipulate molecular structures entirely online. These types of activities would be too costly and impractical to undertake in the physical world, but thanks to advanced 3D simulation technology and the Media Grid, can be created and distributed to students over the public Internet.



Immersive Education gives students a sense of "being there" even when attending class in person isn't possible, practical, or desirable, which in turn provides faculty and remote students with the ability to connect and communicate in a way that greatly enhances the distance learning experience.

The Woods College of Advancing Studies at Boston College, in cooperation with the Grid Institute and Media Grid, is leading the development of Immersive Education using commercial graphics applications and state-of-the-art 3D simulation and game technology. Under development for over a year, Immersive Education was official unveiled during a keynote presentation delivered to approximately 30 universities at the Association of Jesuit Colleges and Universities (AJCU) Conference hosted by Boston College in October 2005. ACJU members include Boston College, Georgetown University, Loyola University, the University of San Francisco and St. Louis University.



About the Media Grid

The Media Grid is a public utility for digital media. Based on new and emerging distributed computational grid technologies, the Media Grid builds upon existing Internet and Web standards to create a unique network optimized for digital media delivery, storage, and processing. As an on-demand public computing utility, a range of software programs and Web sites can use the Media Grid for delivery and storage of rich media content, media processing, and computing power. The Media Grid is an open and extensible platform that enables a wide range of applications not possible with the traditional Internet alone, including: Massive Media on Demand (MMoD); Interactive digital cinema on demand; Immersive education and distance learning; Truly immersive multiplayer games and Virtual Reality (VR); Hollywood movie and film rendering, special effects, and composition; Real-time rendering of high resolution graphics; Real-time visualization of complex weather patterns; Real-time protein modeling and drug design; Telepresence, telemedicine, and telesurgery; Vehicle and aircraft design and simulation; Visualization of scientific and medical data.

The Grid Institute leads the design and development of the global Media Grid through the MediaGrid.org open standards organization in collaboration with industry, academia, and governments from around the world.