Immersive Education the focus of 2008 Boston Summit

BOSTON, MA – January 03, 2008 – The 2008 Boston Digital Media Summit will be held at Boston College on January 12th and 13th. The two-day Summit is focused entirely on Immersive Education and is sponsored by the Grid Institute, Woods College of Advancing Studies at Boston College, and Federation of American Scientists (FAS) with support from the Ewing Marion Kauffman Foundation. The Summit features hands-on workshops and demonstrations of virtual worlds, interactive learning games, and innovative educational technologies.

The two-day Summit is open to the public and concludes with an "Avatar Party" social event that features a unique mixed-reality magic show. Teachers, trainers, administrators and students are encouraged to attend both days of the Summit to participate in open discussion periods that follow the scheduled presentations, panel discussions, break-out sessions, and roundtables. The Summit features hands-on workshops and demonstrations of virtual worlds, interactive learning games, and innovative educational technologies.

Following is a partial list of the presentations, panel discussions and workshops scheduled for the Summit. Visit ImmersiveEducation.org for a complete schedule of events and to register for the Summit:

- Enabling the Age of Immersive Education
- Virtual Worlds for Insurrection and Revolution in Education
- School 2.0 and Immersive Education
- K-12: Challenges and Rewards of Immersive Education
- Game-changing Immersive Education Paradigms
- Second Life, Croquet and Wonderland as Immersive Education Platforms
- Building the Education Grid: By Educators for Educators
- Sex, Drugs & Rock ‘n Roll: Video Games as Learning Tools?!
- HELP! Communities of Support for Teachers, Students and Families
- From User to Creator: Building as a Tool of Empowerment
- Pedagogy, Assessment, and Learning Outcomes
- Beautiful and Brainy: The Future of Immersive Education
- Eye Candy: State of the Art Virtual Worlds and Video Games
- Learning Games for K-12
- Avatar Party and Mixed-Reality Magic Show

Immersive Education (ImmersiveEducation.org) combines interactive 3D graphics, commercial game and simulation technology, virtual reality, voice chat, Web cameras (webcams) and rich digital media with collaborative online course environments and classrooms. Immersive Education gives participants a sense of "being there" even when attending a class or training session in person isn't possible, practical, or desirable, which in turn provides educators and students with the ability to connect and communicate in a way that greatly enhances the learning experience. Immersive Education is designed to immerse and engage students in the same way that today's best video games grab a sense of "being there" even when attending a class or training session in person isn't possible, practical, or desirable, which in turn provides educators and students with the ability to connect and communicate in a way that greatly enhances the learning experience. Immersive Education is designed to immerse and engage students in the same way that today's best video games grab a sense of "being there" even when attending a class or training session in person isn't possible, practical, or desirable, which in turn provides educators and students with the ability to connect and communicate in a way that greatly enhances the learning experience.