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 the Ewing Marion Kauffman Foundation. Educators, researchers, administrators and students from Boston College, Boston Public Schools, Amherst College, Federation of American Scientists, MIT Media Lab, Harvard University, Duke University, United States Department of Education, New Media Consortium (NMC), Johnson & Wales University, NASA, Sun Microsystems, Synthespian Studios, and Computerworld will give a series of presentations, panel discussions and workshops that provide an in-depth overview of Immersive Education and how virtual worlds and game-based learning technologies are used in and out of the classroom today. Immersive Education Day at Harvard University was a precursor to the 2008 Boston Digital Media Summit.

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 developed by the Immersive Education Initiative, a non-profit international collaboration of universities, colleges, research institutes, consortia and companies that are working together to define and develop open standards, best practices, platforms, and communities of support for virtual worlds and game-based learning and training systems.

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**

About Immersive Education

Immersive Education (ImmersiveEducation.org) combines interactive 3D graphics, commercial game and simulation technology, virtual reality, voice chat (Voice over IP/VoIP), 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. Unlike traditional computer-based learning systems, Immersive Education is designed to immerse and engage students in the same way that today's best video games grab and keep the attention of players. Immersive Education supports self-directed learning as well as collaborative group-based learning environments that can be delivered over the Internet or using fixed-media such as CD-ROM and DVD. Shorter mini-games and interactive lessons can be injected into larger bodies of course material to further heighten and enrich the Immersive Education experience.

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.

To learn more about the Media Grid and Immersive Education visit MediaGrid.org and ImmersiveEducation.org