CIFAL York - VR/XR Based Training & Education Speaker Series: Knowledge and Experience Sharing

People

Deadline: 22 Mar 2024

Type:	Public Lecture
Location:	Web-based
Date:	24 Mar 2024 to 25 Oct 2024
Duration:	18 Days
Programme Area:	Decentralize Cooperation Programme
Website:	https://www.yorku.ca/cifal/vr
Price:	$0.00
Event Focal Point Email:	cifaldirector@yorku.ca
Partnership:	CIFAL York, DEXR Lab

BACKGROUND

The purpose of this monthly seminar series is to provide a platform for academia, education and industry in the field of Virtual Reality (VR) and Extended reality (XR) to share their knowledge and experience in using Virtual Reality based training and education. The seminar will focus on the latest trends and developments in VR technology and its applications in training and education in

various fields such as healthcare, education, and more.

CIFAL York also aims to mobilize York University capacities in VR/XR and develop some VR/XR based training and education. In particular CIFAL York is partnering with DEXR Lab to achieve this and create new and innovative training with the use of VR technologies based on leading interdisciplinary research from all relevant fields.

EVENT OBJECTIVES

The key goals and objectives of this speaker series are:

- To provide a platform for sharing knowledge and experiences related to VR/XR-based training and education in different domains.

- To create a community of practitioners, researchers, and educators who are interested in VR/XR-based training and education.

- To provide attendees with practical information and tools that they can use in their own work related to VR/XR-based training and education.

- To assess the use of VR/XR technology.

- To foster collaboration and networking among attendees, speakers and stakeholders.

- To stay up-to-date with the latest research, developments and trends in VR/XR-based training and education in public safety, public health, and disaster and emergency management.

To provide attendees with an opportunity to test and provide feedback on VR/XR applications developed by different developers.

The key goals and objectives of this speaker series are:

- To provide a platform for sharing knowledge and experiences related to VR/XR-based training and education in different domains.

- To create a community of practitioners, researchers, and educators who are interested in VR/XR-based training and education.

- To provide attendees with practical information and tools that they can use in their own work related to VR/XR-based training and education.

- To assess the use of VR/XR technology.

- To foster collaboration and networking among attendees, speakers and stakeholders.

- To stay up-to-date with the latest research, developments and trends in VR/XR-based training and education in public safety, public health, and disaster and emergency management.

To provide attendees with an opportunity to test and provide feedback on VR/XR applications developed by different developers.

CONTENT AND STRUCTURE

Session 1:

Understanding Human Behaviour Using Extended Reality (XR) for Emergency Management

Session 2:

VR as a Medium to Education Deliverables

Session 3:

Lessons Learned Designing, Implementing, and Supporting VR Learning in Colleges

Session 4:

XpertVR & The Future of Education

Session 5:

Virtual Reality (VR) Education Benefits for Students from Economically Disadvantaged Backgrounds

Session 6:

Making Virtual Reality a Reality in the Chemistry and Biochemistry Classrooms

Session 7

Driving in the Futuristic Traffic Environments: Exploring Digital Twins and Virtual Reality for Analyzing Road Users' Behaviour

Session 8

Augmented & Virtual Reality Sandboxes as Digital Twins of Learning Spaces

Session 9

A Virtual Reality Application for Diagnose and Treatment of Autism Spectrum Disorder

Session 10

Beyond Reality: Navigating the Physical and Mental Frontiers of Virtual Reality

Session 11

Creating and Sustaining Digital Learning Experiences – Lessons Learned from a College AR/VR Pioneer

Session 12

Introduction of VR in Africa

Session 13

XR & AI Enabled Experiential Learning

Session 14

Virtual Reality for Natural Hazards & Risks' Education & Training

Session 15

Immersive Horizon: Exploring Extended Reality and Spatial Computing solutions for Industry 4.0

Session 16

It's an IDEA: Learning to Foster Authentic Inclusion and Accessibility Through VR

Session 17

VR-Based Transformational Learning Experiences

Session 18

Developing Virtual Reality Traffic CoSimulation Tools For Data Collection, Driver Simulator for Training, and Digital Twin

METHODOLOGY

Experts in the field present their research and work on their chosen topic. The presentations are followed by a moderated Q&A session to discuss what has been presented with those in attendance.

TARGETED AUDIENCE

- Professionals, researchers, and students in the field of VR/XR training and education.

- Professionals, researchers, and students in the field of education, training, and educational material design with an interest in VR capabilities.

- Science and engineering professionals, researchers, and students.