CIFAL York - Virtual Reality Open House II

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⬜⬜⬜ : 7 11⬜ 2024

⬜⬜ :		Workshop
⬜⬜ :		Toronto, Canada
⬜⬜ :		7 11⬜ 2024
⬜⬜ :		1 Days
⬜⬜⬜ :		Decentralize Cooperation Programme
⬜⬜ :		https://www.yorku.ca/cifal/vroh/
⬜⬜ :		US$0.00
⬜⬜⬜ email:		cifaldirector@yorku.ca
⬜⬜ :		CIFAL York, DEXR Lab , GeoVA Lab , VPD ADERSIM Lab

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Virtual Reality (VR) technologies are reaching to their maturity levels. Increasingly more institutions are leveraging these technologies in their daily operations particularly for education, training. VR is transforming education and training through its ability by enabling users to engage with complex subjects through interactive 3D visualization. VR is used for design and development of processes, products, and functions in low cost and low risk environments. Use of

VR is being expanded in the healthcare and rehabilitation services. VR is also changing the gaming and entertainment industry for better health outcomes by enabling more physical and mental activities for the users. This VR Open House aims to create an environment where students, researchers and the public can openly experience, explore, and discuss VR technology and its applications can contribute to VR capacity building.

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After joining this open house learning event participants will:

- Learn about different VR/AR devices that are commonly used.

- Hands on test and experiment with some of the exciting VR applications using VR headsets.

- Understand the use of VR in different sectors and domains.

- Examine how VR is used for entertainment., healthcare, public safety, and professional development.

- Network with VR researchers, practitioners, developers, entrepreneurs, and users.

- Learn how VR can help changing the world to a better place.

- Understand how VR applications are developed.

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Date: 30 April 2024

Duration: 3 hours

Partners will have their equipment set up to showcase the various works they do within the VR landscape. Attendees can move from booth to booth to experience the various applications being demonstrated and network with the partner companies and academics.

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Experts and practitioners will present on their work and research related to virtual reality technology for education and training. Partners will be able to showcase their work and attendees will have the opportunity to network with our event partners and test the technology being demonstrated.

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- Undergraduate, master & PhD students

- Faculty members and researchers

- Staff

- Professionals and practitioners interested in learning about VR technology

- VR industry organizations

- Workshop Presentations