Virtual Learning Technologies 2012

VLT-2012

Who should attend?

The event will provide a workshop for discussion, and bring together experts and users of VLT:

- Users and Developers of virtual learning environments
- Research workers interested in the development Serious games and 3D environments
- Academics interested in interpreting pedagogy
- Representatives of educational and training institutions
- Students, interpreter trainers and those who train the clients of interpreters
- Companies interested in virtual learning business solutions

Speakers

- **Ian Hughes (epredator)**
  Chair: BCS Animation and Games Specialist Group

- **Nigel John and Llyr ap Cenydd**
  (Launch of 'VCath' - see separate flyer)
  Advanced Medical Imaging and Visualization Unit
  Bangor University

- **Panagiotis Ritsos, Robert Gittins and Jonathan Roberts**
  RIVIC - Research Institute of Visual Computing
  Project IVY - Interpreting in Virtual Reality
  Bangor University

- **Jeff Howe**
  EADS CASSIDIAN

- **David Burden**
  Daden Technologies

Organisers

Jonathan Roberts, Robert Gittins and Panagiotis Ritsos
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Tel: 01248 388485

Wednesday 31 October 2012
Bangor University Management Centre

E-learning technologies are being used in a wide variety of fields, from medical courses to interpreter training. Indeed Universities often provide Blackboard or Moodle to support course deliver and manage resources. Business and public operators are increasingly using podcasts or video casts to aid learning, while interactive applications for mobile devices and 3D virtual worlds are being used to engender learning and often, those interfaces, are collaborative spaces that incorporate a mix of media types.

VLT-2012 will showcase **Project IVY (Interpreting in Virtual Reality)** a European funded project focused on the needs of Interpreters and their clients. The project explores the potential of development and usage of Virtual Reality in interpreting scenarios where the participants/users can perform various interpreting tasks for educational and training purposes, through challenging simulation scenarios.

VLT-2012 Workshop aims to explore the development and use of digital technologies that are effective and support collaborative or remote learning - particularly focused on the use of 3D virtual worlds. Virtual Learning Technology can potentially provide dramatic gains in a wide range of learning fields. Emerging practices in the use of VLT (hardware and software) afford new methods of learning and working. The workshop will facilitate discussion, exploring both the challenges and opportunities that new technologies bring to Virtual Learning.

Please note, there will be a separate workshop during the morning for invited Project IVY evaluators. If you would like to take part, please contact us for details.

Registration 1.00pm (finish 4.30pm)
Early booking to this free event is essential
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Project Partners

UNIVERSITY OF SURREY · UAM · Πανεπιστήμιο Κύπρου University of Cyprus · PRIFYSGOL BANGOR UNIVERSITY · EBERHARD KARLS UNIVERSITÄT TÜBINGEN · stw · Bar-Ilan University אוניברסיטת בר-אילן

Event Contributors

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