



Be sure to REGISTER!

All registered participants will receive summaries and digital copies of the materials shared during the presentations and demos. Scan the QR code, or the Checkin/RSVP Link: <https://goo.gl/forms/bu1zDE1IfIBp40IL2>

Submit a PROPOSAL!

If you see an idea that you want to try out in your classroom, you can submit a quick proposal with the QR Code, or at : <https://goo.gl/forms/et3gPI0Fc1g9qWns2>

SOLS Undergrad programs will review and may provide support, and possibly a TA to help implement the idea!

REGISTER!



PROPOSAL!



SEE STEM TEACHING DIFFERENTLY!

Innovative Tech Show

April 14, 2017

3-5pm

Life Sciences Buildings
Arizona State University



Please enjoy walking through the demos and presentations. This is an open house format, so feel free to browse, or sit and play as long as you would like. Most demos have handouts with ideas and links, but if you register (see back page), you'll receive electronic files. Refreshments at 3:30pm in the LSC Atrium.

Presentations: (LSC 202) Streaming and online
3:00pm - Welcome and Introduction
3:10pm - “Virtual Reality in Higher Education” with Emory Craig and Maya Georgieva from Digital Bodies
4:00pm - “Virtual Fieldtrips” with Georama

Experiences:

zSpace- Enter the gaming bus parked between LSC and LSE buildings, 3-5:00pm

zSpace technology combines elements of Virtual Reality and Augmented Reality to create lifelike experiences on the computer that are immersive and interactive. Students wear lightweight glasses and use a stylus to pull content off the computer monitor and manipulate images. Faculty can share the experience with large classes, and use it for active learning exercises with small peer groups. Join the experience at the zSpace bus, where you can play with the equipment and test the software. For more information, contact Thessa Monaco at tmonaco@zspace.com or <https://edu.zspace.com>

Experiences:

ASU Hayden MkrSpace: Hub of Creative Creation
3-5pm, LSC182

The Maker Movement in higher education is a technology-based extension of the do-it-yourself culture. ASU provides hands-on experience with equipment and tools free for ASU students, faculty and staff from all disciplines and backgrounds to inspire creativity, innovation and entrepreneurship. STEM faculty are finding uses for classroom hands-on activities and innovative research products. Visit the demo for information on what other faculty are doing, see how easy it is to get started, and explore the website “Thingiverse” for ideas! For more information email Wes Edens at wes.edens@asu.edu or call 602-978-7897. or contact mkr.services@asu.edu

Experiences:

Labster: Reimagining Education through Virtual Reality Labs
3-5pm, LSC180

Labster is a company dedicated to developing fully interactive advanced lab simulations that support open-ended investigations. We combine these with gamification elements such as an immersive 3D universe, storytelling and a scoring system which stimulates students’ natural curiosity and highlights the connection between science and the real world. ASU faculty are currently using Labster in a number of online courses. Join the demo to try out the virtual labs on computers, and with the fully immersive VR goggles.. For more information, contact Angie Odom at angie@labster.com or go to: <https://www.labster.com/>



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