

Faculty Seminar on "Virtual Reality in Teaching and Research"

Friday, December 13th, 2024, 9 a.m. - 2 p.m. Register here!

The Associated Colleges of the St. Lawrence Valley are pleased to announce a faculty seminar titled *"Promoting Virtual Reality (VR) in Teaching and Research,"* scheduled for Friday, December 13th, 2024, at Clarkson University, Student Center, Multipurpose Room ABC (2nd Floor).

This seminar will bring together faculty members from various institutions to explore how Virtual Reality (VR) can be integrated into research and teaching at different levels. Participants will engage in discussions, presentations, and hands-on experiences that highlight VR's transformative potential in enhancing educational environments and advancing research.

- Dr. Elyssa Twedt from St Lawrence University will host the program.
- Dr. Tony K. Betrus, Professor and Assistant Chair of Business Administration at SUNY Potsdam, will deliver the keynote address titled "*Exploring the Role of VR in Business Education and Beyond*."
- Dr. Masudul Imtiaz from Clarkson University will conduct the Hands-on demonstration session.

Throughout the seminar, faculty will discuss innovative uses of VR, such as postural control and rehabilitation training, immersive learning, anatomical studies, and game design.

The seminar will conclude with a faculty panel exploring the challenges and opportunities of integrating VR into the classroom. Attendees will have the opportunity to engage in in-depth discussions and network with peers on VR's potential impact on learning and research.

Highlights:

- Hands-on VR demonstrations
- Keynote address by Dr. Tony K. Betrus
- Faculty panel on VR in teaching and research
- Networking opportunities
- Lunch provided

This event is free and open to all faculty members of the Associated Colleges of the St. Lawrence Valley. If you have any query, contact Prof Masudul Imtiaz via email: <u>mimtiaz@clarkson.edu</u>'

Join us for a day of exploration and collaboration as we discover the exciting possibilities that VR brings to the classroom and the lab!