

Sun, Sand, and Software: Hot Tech at Teaching & Learning Day Winter 2024

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by Emily Wong, Work-Integrated Learning Student in the Teaching & Learning Centre

Teaching & Learning Day Winter 2024 at Newnham Campus was a huge success, with over 200 attendees joining in. Centered around the theme of Hot Tech Topics, the event featured a keynote presentation, a series of workshops, and extended reality (XR) showcases highlighting immersive learning technologies. This inspiring and engaging event offered educators ways to explore a tech-driven future of education with transformational teaching methods.

The event was kicked off by a keynote presentation from [Maya Georgieva](#), the Senior Director of the Innovation Center and Extended Reality (XR), Artificial Intelligence (AI), and Quantum Labs at The New School. Her presentation on “Learning Reimagined: The Next Frontier of Immersive Learning” explored the potential of extended reality (XR) or virtual reality (VR) technologies for the future. She introduced the benefits of the latest immersive learning and how we can integrate these technologies into classrooms.

The subsequent [morning workshops](#) were led by professionals at Seneca and various industry partners such as Blackboard, Adobe, and Microsoft. The demonstrations and discussion they provided included enhancing the classroom’s interactivity using H5P and 360-degree images, generating images using Adobe Firefly, exploring ways on how AI transform education, showcasing functionalities of AI Copilot that Microsoft has developed, and exploring the power of AI within Blackboard Ultra. Each workshop was filled with curious and engaged attendees who asked thought-provoking questions that ignited vibrant discussions. These stimulating and engaging workshops inspired educators to innovate their teaching methods and provoked ideas for enhancing course content.

The afternoon sessions featured a series of captivating [XR showcases](#), introducing current and future augmented reality (AR) or virtual reality (VR) based projects here at Seneca that support students' learning. The eight XR showcases ranged from simulation practice, virtual training for soft skills, AR/VR experience about indigenous communities, and a HELIX

overview. The wide range of applications that adopted AR technologies offer students opportunities to apply their practical skills and enhance their presentation and communication skills.

Additionally, the Teaching & Learning Centre Team created an augmented reality (AR) Scavenger Hunt in a beach-themed setting. This perfectly demonstrated the benefits of AR by bringing interactivity to the learning environment. By scanning the QR code using mobile phones or tablets, attendees entered an augmented reality (AR) beach where they interacted with beach essentials to learn more the details of the event.

Teaching & Learning Day Winter 2024 provided insights about the latest AR/XR technologies, empowering attendees to leverage these innovative tools to enhance teaching and learning experience. Through exploring and embracing these changes, the future education learning environment will be immersive and captivating.

To know more about Teaching & Learning Day Winter 2024, check out the [event website](#). Stay tuned for even more resources in our [Resource page](#).

As we celebrate the success of this event, we are excited to announce our next Teaching & Learning Day will be at the end of April. Don't miss out on the opportunity to join us for further connection and discussion.

Photo by [Sean Oulashin](#) on [Unsplash](#)

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