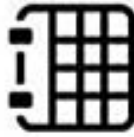


EDUCATION BOOTCAMP

Virtual Reality in Education



DATE

June 21st 2018



TIME

2:00 EST

Virtual and Augmented Reality applications in Education are rapidly moving through the Gartner Hype Cycle, nearing the Peak of Inflated Expectations.

The largely untested framework of Virtual Reality in education introduces challenging dynamics in classroom management and technology integration, but also a rich context for Project-Based and Blended Learning environments.

Discover new ways students can experience and create in the VR environment!

RESERVE MY SPOT