Presidential Experience Lab: Dreamscape Learn

Join EAB and Presidential Peers to Explore the Promise of VR for Higher Ed

Will virtual and augmented reality disrupt traditional teaching and learning approaches in ways that the last three decades of online learning haven't? What will the emerging "*Metaverse*"—a virtual, universal, and immersive world in which millions (or billions) of people might interact, mean for your institution?

Four Key Concepts are Combining to Unlock Dramatic Advances in Learning...

Cutting-Edge VR Technology

Headset and haptic pods create unprecedented realism

Cinematic Narrative and Storytelling

Learners engaged with emotional stakes and plot arcs

"Hands-On" Problem-Solving

Skills and knowledge tested in application, not merely by exam

Live Collaboration and Interaction

Participants able to connect, move, and engage with others

...Enabling Long Sought-After Benefits to Students

A+ Superior Learning Outcomes

Early research and pilot learner cohorts showing significant gains in knowledge retention and letter grade performance compared to traditional methods

Unprecedented Access and Scale

Virtual collaboration technology could enable learners and instructors across the globe to engage meaningfully and experientially for the first time

This December, we invite you to join Arizona State University President Michael Crow, acclaimed film producer and Chief Executive Officer of Dreamscape Immersive Walter Parkes, and EAB Chief Partner Officer Sally Amoruso for a hands-on exploration of the next horizon in technology-enhanced education.

Dreamscape and ASU have partnered to create Dreamscape Learn, a new education company which merges advanced experiential pedagogy with the entertainment industry's best cinematic storytelling to deliver unique (and fully accredited) virtual reality course experiences. Early research indicates this approach to be highly effective, emotionally engaging, and readily scalable. See for yourself how this new modality may transform STEM education in the near future as we bring our Presidential Experience Lab onsite and "behind the curtain" at Dreamscape Learn's HQ and innovation lab in Los Angeles, CA.

This session is limited to Presidents or Chancellors. Registration is limited to one attendee per institution. While this experience is an exclusive event for partners, we are admitting select additional presidents and chancellors to join this event.

Register Here for our December 12-13 Session

Walter Parkes
CEO & Co-Founder
Dreamscape Immersive

Producer, screenwriter, and media executive Walter Parkes has produced over 50 films, including the *Men in Black* series, *Minority Report*, *Gladiator*, and *Amistad*.

Parkes helped to build *DreamWorks Studios* with his wife and business partner Laurie MacDonald, and founded *Dreamscape Immersive* and *Dreamscape Learn* to focus on cutting-edge, educational VR experiences.

Michael Crow
President
Arizona State University

Michael Crow became the 16th president of Arizona State University in 2002 and has spearheaded ASU's rapid and groundbreaking evolution into one of the world's best public metropolitan research universities. As a model "New American University," ASU simultaneously demonstrates comprehensive excellence, inclusivity representative of the ethnic and socioeconomic diversity of the United States, and consequential societal impact.

Sally Amoruso
Chief Partner Officer
EAB

Sally leads EAB's relationships and thought partnership with college and university presidents, as well as EAB's research in support of higher ed strategy.

She has 30+ years of experience building and leading enterprises serving both education and health care in times of dramatic change and industry transformation.

Colin Koproske
Managing Director
EAB

Since joining EAB Research in 2010, Colin has led over 20 large scale research initiatives on the future of higher education, student success, online learning, and academic program innovation.

Colin is often called upon by university boards, cabinets, and deans to share insights into institutional strategy, change management, and differentiation.

Agenda

Day 1 – December 12

Dreamscape Immersive Showroom
Westfield Century City

3:00 pm – Registration

3:30 pm – Welcome & Opening Remarks: Exploring the Possibilities of Virtual Reality in Entertainment, Education, and the Future of Work

4:00 pm – Small Group VR Experiences (Explore a space-based sanctuary for endangered intergalactic species in *Alien Zoo*, help reunite a family of blue whales in *The Blu: Deep Rescue*, or escape an ancient temple with legendary artifact in *Curse of the Lost Pearl*)

6:00 pm – Reception and Dinner

Day 2 – December 13

Dreamscape Learn Headquarters
Culver City, CA

8:00 am – Breakfast

8:30 am – Introduction to Dreamscape Learn

8:45 am – Biology & Immersive Classroom Demos

10:30 am – Panel Discussion: The Power of Story and VR Immersion to Improve Student Outcomes

11:30 am – Faculty Fireside Chat: A New Day for Science Pedagogy

12:00 pm – (Working Lunch) Design-Thinking Exercise: Possibilities Beyond Biology

1:15 pm – Closing Remarks and Discussion: Making Sense of the Meta for Higher Ed

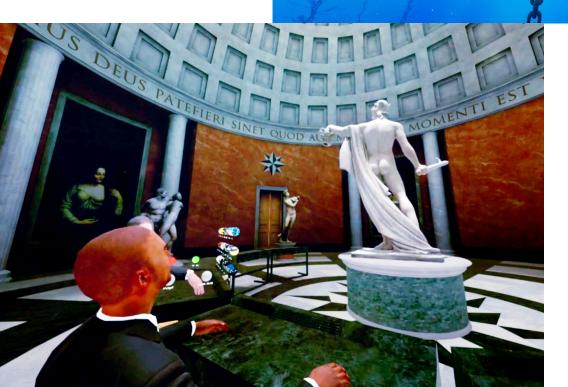2:15 pm – Adjournment

Biology in the Alien Zoo

A fully immersive environment created by Dreamscape CEO Walter Parkes and director Steven Spielberg, imagining a space-based sanctuary for intergalactic endangered species.

Designed take the place of conventional lab work for Introductory Biology, *Alien Zoo* allows students to engage first-hand in problem solving using course concepts.

Visit *The Blu* in Your Virtual AquaScooter

Encounter astonishing marine life as you search for the most magnificent and gigantic living creatures on Earth: blue whales. One of them is in trouble, and it's up to you and your team to work together to stage a daring rescue. This 20-minute scenario showcases Dreamscape Immersive's cinematic and technical capabilities.

Dreamscape Immersive Classroom

Enables students to interact in real time as fully rendered life-like avatars, with eye contact and lip-synch, in immersive 3D virtual learning environments.

They can be networked with other immersive classrooms located anywhere which has robust internet connectivity, allowing students and faculty to interact and collaborate remotely inside a shared 3D environment.