



THE PANEL



John A Kelly – Future of Work.Space & Facilitator

“Founder of www.futureofwork.space - Published Author, Researcher and Academic Advisor on Future of Learning/Skills, EdTech and Human Computer Interaction. An award winning Tech Industry (Dell Technologies, HP...)Marketing Behaviouralist, Digital Innovator and Workplace Transformation Analyst .



Nicola Herbertson - 3DNovations

Founder and Chief Executive of social firm www.hao2.eu and co founder of www.3dnovations.com. Winner of several Innovative Internet Business and European Foundations Award for Responsible Research and Innovation. Citizen scientist with autistic lived experience.



AnnMarie Whelan - HP

The Education Manager for HP and a leading Industry expert in creating the field of joint Industry and Education Digital and Technology lead Collaborative Programs. The HP Future of Education and Campus of the Future lead in EMEA



Dr Marco Gilardi- University of West Scotland

A Lecturer in Computer Games at the University of the West of Scotland, UK whose research focuses on the use of extended realities in higher education and training. A recipient of the UWS Vice-Chancellor Innovation Award 2020 for the integration of VR in synchronous distance learning.



Dr Victor McNair - Digital Schools Awards

A leading Educationalist with 20+ years’ experience in teaching technology and design at the University of Ulster. The European lead responsible for the design and development of the Digital Schools Awards who has created a new framework in Education for Digital Wellness.



Matt Glowatz - UCD

Assistant Professor at University College Dublin College of Business focusing on digital business, social media strategy, digital project management and innovation. The creator of a new AR Blended learning module working with students Singapore and Hong Kong as part of his vision of blended learning.

THE FOCUS TOPIC & QUESTIONS

"Democratising Learning: Re-imagined Through A New "Blend" in 3D and VR. Emerging Perspectives from Education, 3D Learning Skills, tech Industry and Digital Skills"

- 1/Democratic learning – What's it for you
- 2/ Blending learning 3.0
- 3/Case Study – DSA + UCD Business AR
- 4/The New Role of Technology and the responsibility of TechEd
- 5/Diversity and Inclusion for Education
- 6/Reducing the Digital Divide – The Responsibility for Emerging Tech
- 7/Focus – Transforming Assessment, Accreditation
- 8/Future of Learning in 3D + Blended Learning Approaches