6th Annual teach live Conference

MAY 23-25, 2018

Send us an abstract for your session that could be used in the program (250 words or less) by March 1, 2018. All abstracts will appear in the conference proceedings.
TeachLivEconference@gmail.com

It's still not too late to propose a session!
Proposal Deadline: March 31, 2018 TeachLivEconference@gmail.com

Proposals should include the following:

- Title:
- Lead Presenter and affiliation:
- Additional Presenters and affiliations:
- Email Address of contact person:
- **Session Description (250 words or less)**

<u>**Research papers for the conference proceedings should be available at the conference, and will be accepted no later than 30 days after the conference.**</u>

All accepted Proposals are required to send by May 1, 2018 a single Ppt slide of a poster to accompany the proposed session. Posters will be displayed throughout the conference and be included in the conference proceedings.

Conference Speaker: Larry Hodges

Dr. Larry F. Hodges is Professor of Human-Centered Computing in the School of Computing, a Faculty Fellow of the Spiro Institute for Entrepreneurial Leadership, and a Faculty Scholar in the School of Health Research--all at Clemson University. From 2008-2013 he served as the C. Tycho Howle Director of the School of Computing. Prior to joining Clemson University, he served as Chair of the Department of Computer Science at the University of North Carolina at Charlotte for six years. He began his career at Georgia Tech where he was a faculty member for 14 years and was a founding faculty member of both the College of Computing and the GVU Center. He completed his Ph.D. and M.S. at North Carolina State University, the Master of Arts in Religion at Lancaster Theological Seminary, and the B.A. with a double major in mathematics and physics at Elon University.

Dr. Hodges is an active researcher in the areas of Virtual Reality, 3D User Interface Design and Evaluation, Interactive Training Systems and Virtual Humans. His contributions were recognized by a GVU Impact Award from Georgia Tech in 2007, the IEEE Virtual Reality Career Award in 2006, and the Essam El-Kwae Faculty-Student Research Award from the College of Computing and Informatics at UNC Charlotte in 2008. In 2017, he was inducted into the Computer Science Hall of Fame at North Carolina State University.

In addition to his academic career, he is the Co-Founder of two companies: Recovr, Inc. and Virtually Better, LLC.

Conference Speaker: Robb Lindgren

Robb Lindgren is an Assistant Professor in Curriculum and Instruction. He is associated with the Beckman Faculty in the Organizational Intelligence and Computational Social Science group at the University of Illinois. Dr. Lindgren received his PhD in the Learning Sciences and Technology Design in 2009 from Stanford University. He also has a MA from Stanford in Psychology and an Undergraduate Degree in Computer Science from Northwestern University. As faculty in the College of Education at UIUC Robb brings an interdisciplinary approach to understanding how people learn STEM concepts using new technologies.

Dr. Lindgren's research examines theories and designs for learning within emerging media platforms (e.g., simulations, virtual environments, mobile devices, video games, augmented and mixed reality, etc.). He seeks to understand how digital technologies can be used to construct new identities and generate new perspectives that lead to

stronger comprehension of complex ideas, particularly in STEM content areas. His work investigates how physical, body-based interactions with learning content can facilitate new understandings, and how games and simulations can be effectively designed to take these types of interactions as input. He is also interested in how digital technologies can provide new approaches to assessing learning, such as examining where learners focus their attention, what choices they make, and how well they adapt to new situations. Dr. Lindgren is currently PI of three NSF-funded projects examining how people learn in technology-enhanced environments. He and his lab have created prototypes for several STEM learning games and simulations, and they are currently working with local schools and museums to co-design and iterate on several new technology platforms.

For more information, please visit teachlive.org

Accommodations:

Homewood Suites by Hilton Orlando-UCF Area
3028 N. Alafaya Trail
Orlando, Florida, 32826
Phone: 1-407-282-0067

Hampton Inn & Suites Orlando/East UCF Area
3450 Quadrangle Boulevard
Orlando, Florida, 32817, USA
Phone: 1-407-282-0029

Tickets can be purchased on Eventbrite

Early until March 31st: $125
General: $140
Late: $165
Post-conference: $40