

Harnessing new technologies in higher education with UBC's Emerging Media Lab

Create the Future with EMERGING MEDIA LAB

EML is an experimental space where faculty, students, and staff from all disciplines collaborate with industry and community. Its mission is to evolve learning by creating tools and techniques using emerging media including Augmented, Mixed, and Virtual Reality.

Giving UBC a leading edge among other top universities, EML provides UBC faculty, students and staff a hub where they can experiment with emerging immersive technologies.

Technologies such as virtual, augmented and mixed reality and 360 video are changing how educators interpret learning objectives, increasing learner's engagement with content and enhancing the learning process.

WHAT'S IN THE NAME?

Emerging:

New, different, on the bleeding edge. New technologies and groundbreaking educational techniques that are not in common usage yet, but that may become critically important in future.

Media:

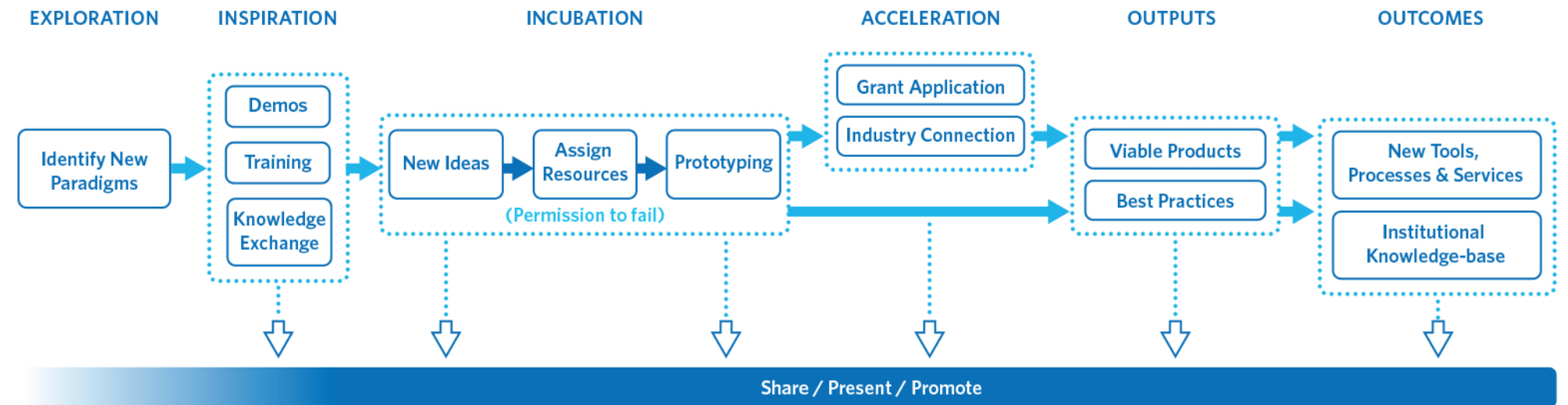
Beyond a narrow category of broadcast media towards a more expansive sense of technology as "medium," encompassing the ways in which we interface with emerging technology.

Lab:

Where experimentation goes hand-in-hand with permission to fail. By deriving lessons from risks taken, and making those lessons available, we contribute to the development of best practices.

EML PROCESS:

An incubation space for immersive technologies, the lab allows faculty to experiment with the permission to fail in the pursuit of innovative pedagogical tools.



EXAMPLES OF EML PROJECTS:



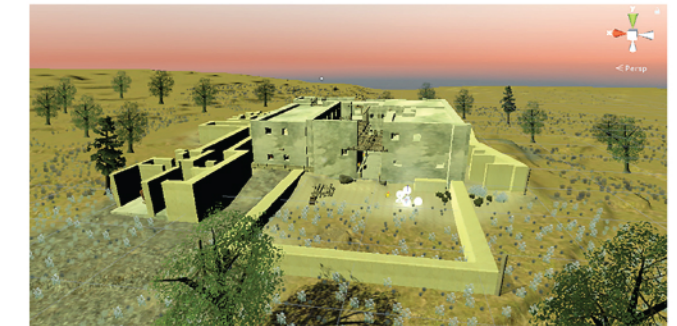
HOLOBRAIN

HoloBrain is a mixed reality brain simulation to allow educators to teach the anatomy of the brain with a holographic model, using 3D reconstructions of basal ganglia nuclei which were obtained from MRI scans.



GEOGRAPHY VR

Geography VR focuses on Stanley Park as virtual reality experience, with 3D spatial environment models, drone photogrammetry, and the Unity3D game engine - a fully interactive virtual space that allows students to learn about their surroundings from a different perspective.



ARCHEOLOGY: ANCIENT CITY

Reconstruction of Late Bronze Age sites of Kalavassos-Ayios Dhimitrios and Maroni, located in adjacent river valleys in south-central Cyprus. Being developed in both virtual reality and augmented reality platforms.

To learn more about EML and current projects, please join us at our Drop-In Demo Sessions held every Tuesday and Thursday from 12:00 - 1:30 PM at Neville Scarfe 1. Open to all UBC faculty, students and staff.