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COMMUNICATING OCEAN SCIENCES WORKSHOP

January 29, 2024 | 9am - 12pm
Hotel Captain Cook | Ballroom

WORKSHOP: USING VIRTUAL REALITY AS A SCIENCE COMMUNICATION TOOL

Virtual Reality (VR) is an immersive, experiential media-rich tool that has quickly become an innovative and interactive way to engage many different audiences. From gaming experiences, 360 degree video, practical learning environments, and much much more, VR has the potential to transform science communication in the Alaska marine context. This workshop will focus on how VR technology can be a useful tool for science communication, different cost effective solutions and applications, and closing with a full demonstration of award-winning filmmaker Amy Lauren's *The Arctic Halocline*.

FEATURING:

DR. THOMAS KELLY, UNIVERSITY OF ALASKA, COLLEGE OF FISHERIES AND OCEAN SCIENCES
AMY LAUREN, AWARD-WINNING FILMMAKER, www.amylauren.net

Dr. Thomas Kelly and Amy Lauren will lead workshop participants through the in's and out's of VR technology, including planning, developing, and executing interactive media. Dr. Thomas Kelly is a biological oceanographer and a Post-doctoral Fellow at the University of Alaska Fairbanks. He leads a *Virtual Reality for Alaska* project that seeks to understand the efficacy and value of 360 degree filmography for STEAM (Science, Technology, Engineering, Art, and Mathematics) education. Amy Lauren is an award-winning filmmaker/artist and digital storyteller working at the nexus between research, education and artistic practice. Lauren is a graduate of the Interdisciplinary Documentary Media Practices MFA program at the University of Colorado Boulder. She has produced several Arctic marine-themed works that include *The Arctic Halocline*, *Elegy of an Arctic Voyage*, *Women at Sea*, and more.

AGENDA

- 9:00 - 9:10 Welcome, Introductions, & Opening Remarks by Brendan Smith, Communications Director, NPRB
- 9:10 - 9:45 First Session — What Are the Broader Impacts of Virtual Reality?
- 9:45 - 10:00 Break
- 10:00 - 10:45 Second Session — Why Virtual Reality & How To Plan Your Next Virtual Reality Project
- 10:45 - 11:00 Break
- 11:00 - 11:20 Third Session — Workshop the Virtual Reality Project Idea
- 11:20 - 11:50 Virtual Reality Demonstration and Cost Effective Solutions
- 11:50 - 12:00 Closing Remarks

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Learning the science behind Alaska's marine ecosystems!

Daniel Hodgkin

