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Opportunities and challenges of 360-degree imaging technologies and immersive education

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The consumerization and growing ubiquity of 360-degree technologies for capturing and publishing immersive images, videos and audio have created a series of disruptive opportunities and challenges for developers of immersive education solutions. This presentation looks at the latest developments in 360 degree and dependent technologies to reflect on the likely implications for the future of computer graphics and animation in education.

Biography

David Wortley is an Founder and CEO of 360in360 Immersive Experiences, Futurologist, Keynote Speaker, Entrepreneur, Writer, Entertainer, Gamification Guru, 360 Video Pioneer, Thought Leader, Drone Pilot, Imagineer, Lover of Life, Business Coach, Mentor, Facilitator, Early Adopter, Guitar Hero, Broadcaster, Photographer, Visionary, Philosopher, Pragmatist, Innovator, Optimist - these are the amongst the many roles and attributes he has experience of and passion for. He is the CEO and Founder of GAETSS (www.gaetss.com), a consultancy on the strategic use of Gamification and Enabling Technologies for the transformation of business and society. He is a recognized authority on the practical application of gamification and enabling technologies to address global challenges in areas such as health, environment, and education. He is a serial technology innovator and has been a pioneer of emerging technologies for over 30 years. He is an expert advisor to the European Union and an accredited business mentor. His specialist expertise is in the commercialization of disruptive digital technologies. He is a passionate user of wearable technologies for health and wellness applications and a President of the European Chapter of the International Society for Digital Medicine (www.isdm.org.cn).

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