

Minutes for Community of Practice Group Meeting – May
July 12th, 2016
Chair: Zachary Rothman

Presentation on Stats Project – presented by Zachary Rothman

- A creative and innovative way to teach statistics by Zach and his team.
- Utilized puppets and constructed stages on a foosball table with the help of a green screen to create interesting and inspiring scenarios which stats could be used.
- For this scenario, it was “Average length of fish in a lake.”
- The notion of risk and its effects were discussed.
- Highly ambitious project comes with many questions such as – was this the right step to take? Right client? Etc.
- Also discussed was a way to share projects, even those that were determined to be a “failure”. Could be an effective way to teach others to not commit the same mistakes in the future.
- Currently there is no platform for this, although we are thinking of ways to implement this into the CoP website.

Update on UBCOTV & The 2017 Digital Media in Education – update by Rosemary Thompson

- Rebranding of UBCOTV – integrating the platform into the UBC branding system – assimilating the layout and construction with the rest of the university.
- Also relocating the location of the studio in the Okanagan to a new building that is in the process of being approved for construction. This new building facilitates a teaching and learning environment with multiple audio and video studios for faculty and students to use.
 - This process in a way is strengthening their relation to UBC as a whole.
- The Digital Media in Education conference is also in the process of being finalized.
- The website although not yet launched, is coming together – and was shown during the meeting along with information concerning the meeting itself.
- Also in the process of talking with potential sponsors for the event.
- Like Zach’s project, there is a degree of risk involved.
- It was also suggested that perhaps a live stream would also aid in terms of exposure of the conference, as there could be interest overseas.

UBC Studios - VR Lab Update – update by Saeed Dyanatkar

- Construction on the VR Lab has finished, and is now ready for faculty and supervised students to use.

- The goal of the Lab is for people to experiment with this new piece of technology, such as Unity and the implementation of education into virtual environments.
- A joint project by LTHub and UBC studios, which means that the lab is funded half by CTLT and half by IT.
- Participants of this CoP meeting had time after to “play” with this technology and explore virtual environments. (If interested, book a time to check out our VR lab out at ubc.studios@ubc.ca)