## TEACHING HISTORY AND

## Friday, 11 January 2019, York University, Vari Hall 2183

### 10.00-11.10 - Simon J. Young (keynote)

## Virtual Reality: A Powerful Technology that Enables us to Step into Lost Environments of the Ancient World

Lithodomos VR is an innovative Australian start-up based in Melbourne that secured substantial seed funding in 2016 to develop VR content based on archaeologically accurate material. In this lecture, the company's founder Dr. Simon J. Young talks about the potential of Virtual Reality as an educational and research tool for education. Those of us who bave studied the ancient world have wondered at times what it would have felt like to stand in the streets of some of the incredible places that have succumbed to the ravages of time. At the same time, archaeology, as a discipline, carefully collects and records traces of the past for publication and the presentation of research to the wider public. Now, VR provides us with a powerful tool to present and visualise the results of these investigations in a 360 stereoscopic immersive digital environment. This talk will explore some particular implications of these possibilities, and will feature spectacular digital reconstructions of the ancient world. There will be a chance to experience the VR at the end of the talk.

### 11.10-11.45 - Demonstration of Lithodomos VR

### 11.45-12.00 - Sean Kheraj

## Virtual Reality in History Education and Public History: Possibilities

### 12.00-12.15 - Ben Kelly

## Building a Virtual Roman City in Class: A Pedagogical Experiment

### 12.15-12.30 - Harrison Forsyth

Ready Classroom One: A Modular Approach to Virtual Reality and Teaching Archaeology?

### 12.30-1.00 - Discussion

### 1.00-1.30 - Practical demonstrations of VR software

### 1.30 - Lunch: Schulich Executive Dining Room

This workshop was made possible by the financial support of the Department of History and the Programme in Classical Studies, York University.

