

INSPIRE THE FUTURE

The Federal Consortium for Virtual Worlds



The Federal Consortium for Virtual Worlds

FCVW CON2012

INSPIRE THE FUTURE

May 16 - 18, 2012 - Washington D.C.



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Agenda - Day One - May 17, 2012

7:30 9:30 **Welcome Reception and Early Registration**
Complimentary Continental Breakfast

9:00 9:30 **Welcome and Announcements**
Dr. Robert D. Childs
Chancellor, National Defense University, iCollege

9:30 10:30 **Keynote:**
Inspiring Virtuality in 2022
Randy Hinrichs
2B3D

The 3D World Wide Web is everywhere, popping its giga-heads up into almost every IP based device. As digital globals, we are immersed in the data and the data is us. Our digital self, the avatar, commonly engages in business meetings, simulations, learning, and stories. We co-create, we share, we imagine. Our avatars are immersed and commonly self observe, using AI and Artificial-Life to track behavior and reinforce the experience. To clinch the direction we're going in, research is chronicling empirical evidence through active investigation. In this keynote, Hinrichs envisions and welcomes you to visualize together. He inquires about possible directions -- augmented holodecks, game-based operating systems, biologically inspired performance, ubiquity? He will set our mission to inspire the momentum of virtuality, and debate the integration of mind, body and the environment into the immersive 3D Metaverse.

10:30 10:45 **Break**

10:45 11:45 **Keynote:**
The Future of Virtual Characters
Jesse Schell
Carnegie Mellon University
Sponsored by 2b3d

The strongest bridge that connects the future of virtual worlds and the future of videogames may be the characters that we will interact with. In this talk, Jesse Schell will detail ten different technologies that are shaping the future of virtual characters. While these will manifest first in videogames, which are the cutting edge of all simulation technology, they will rapidly transform the way we interact with all digital technology for hundreds of years into the future.

11:45 1:00 Lunch, Vendor Fair

1:00 2:00 **Keynote:**
Mind, Brain and Virtual Reality
Dr. James Blascovich
University of California, Santa Barbara

Arguably, the concept that is referred to today as "virtual reality" is as old as humanity itself. Humans are predisposed to psychological travel between physical and virtual worlds and have invented many ingenious virtual reality technologies to do so. The latest advances include digital immersive VR technologies, which allow "face-to-face" social interaction in three-dimensional settings via purposively crafted digital avatars. Conceptual and philosophical issues with a focus on a structural model of social influence within virtual environments and illustrative experiments will be discussed.

2:00 2:15 Break

2:15 3:15 **Panel:**
The Future of Health Applications in Virtual Worlds: Challenges, Solutions, and Convergence

Moderator: Dr. Kevin Holloway, T2 Project Army
Panelists:
Dick Dillon - Innovaision, LLC
Dr. Bill Ferguson - Games for Health Journal.
Dr. Anne Massey - Indiana University
Dr. Susan Persky - National Institute of Health

3:30 7:30 **Conference Reception, Government Poster Sessions, & Vendor Fair**

***Vendor Fair open all day, not just during designated times**

Agenda - Day Two - May 18, 2012

7:30 9:30 Welcome Reception and Early Registration
Complimentary Continental Breakfast

8:45 9:00 Greetings and Announcements
Dr. Paulette Robinson
FCVW Leader

9:00 10:00 **Keynote:**
National Training Education Resource (NTER): A virtual worlds integration framework to spark real change in enterprise and government learning
Dr. Michelle Fox
Department of Energy

NTER is an open source ecosystem for online training and education. It's an interagency effort to fundamentally improve the way online learning is created, improved and distributed across the federal, commercial and academic space. This session will introduce NTER and explain its strategic importance and how your agency can leverage this investment and become involved with the ongoing development.

NTER seeks to address: The integration of games and virtual worlds with learning management systems. The results: A robust hub for the creation of highly interactive and immersive courses (without incurring the traditional costs); search and discovery of content across organizational boundaries (without a traditional repository model or restrictive standards); and tools to encourage continuous improvement of courseware.

The session will also provide you a roadmap for how your agency can become engaged in the future of learning through NTER.

10:00 10:15 Break, Networking, Vendor Fair

10:15 11:45 **Panel:**
The Military Open Simulator Enterprise Strategy: Rationale and Use Cases

Moderator: Douglas Maxwell

Panelists:

Stephen Aguiar - Naval Undersea Warfare Center
Dr. Kay McLennan - Tulane University
Dr. Andy Stricker - Air Education Training Command
Dr. Robert Daniel - George Washington University

11:45 1:00 **Lunch & Vendor Fair**

1:00 2:00 **Panel:**
Developing and Deploying Learning in Virtual Worlds

Moderator: Dr. Charles Wankel - St. John's University

Panelists:

Dr. Irena Bojanova - University of Maryland, University College
Dr. Reneta D. Lanisquot - New York City College of Technology

2:00 2:15 Break

2:15 3:15 **Panel:**
Security in Virtual Worlds: Can I trust on your Avatar?

Moderator: Dr. Barbara Endicott-Popovsky - University of Washington

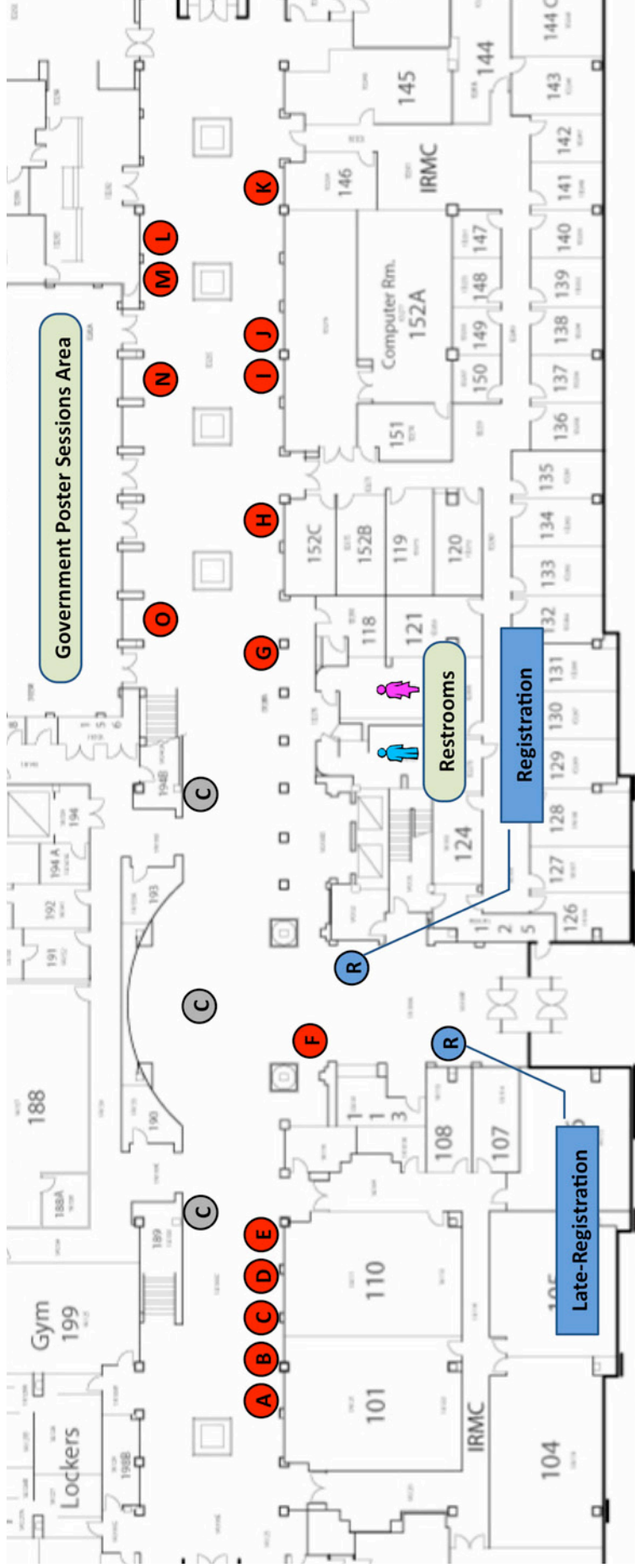
Panelists:

Dr. Jim Blascovich - University of California, Santa Barbara
Scott David, J.D. - K&L Gates
Randy Sabatt, J.D. - ZwillGen PLLC

3:15 3:45 Awards and Closing Remarks

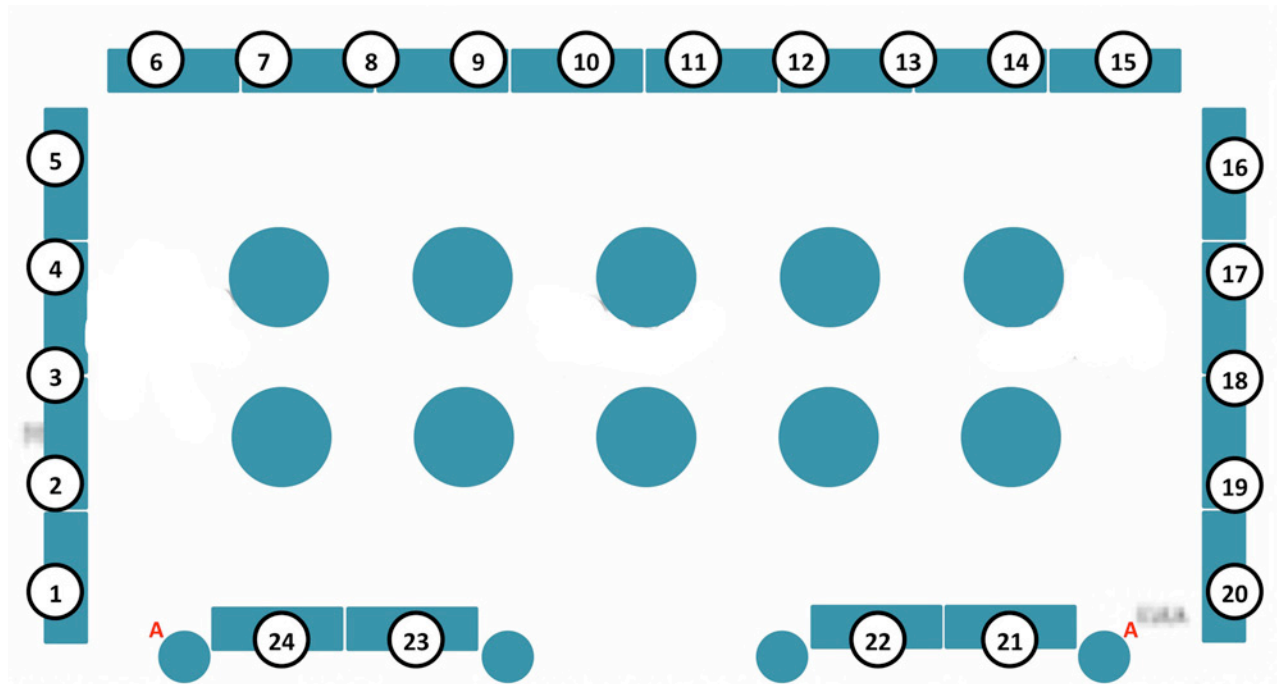
***Vendor Fair and open all day, not just during designated times**

Marshall Hall Atrium



A	ProtonMedia	F	NDU iCollege	K	3D Data (Green Phosphor)
B	WorldWorks-SpotON3D	G	Mingle 360	L	LC Technologies
C	Direct Dimensions	H	Agile Dimensions	M	Cypherpath
D	Avaya	I	Pillsbury Winthrop Shaw Pittman	N	VastPark
E	MillieModels	J	WonderBuilders	O	Synergy Software Design

Marshall Hall Room 155



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| 1 | VWs at the iCollege | 13 | NHI 3D Virtual Bridge Inspection CBT |
| 2 | The Open Simulator Imaginarium Project | 14 | NHI Virtual Foundation Expo |
| | The ADL 3D Repository Integration into Virtual Environments | | |
| 3 | Naval SYSCOM Collaboration Through Interactive 3D Virtual Scenes | 15 | MEDATAR |
| 4 | DoD Virtual World Framework | 16 | UK Government |
| 5 | Virtual Worlds and PTSD Convergence | 17 | State and Local Government |
| 6 | Federal Virtual World Challenge Winners | 18 | First Responders |
| 7 | | 19 | USAID African Disease Information |
| 8 | Power Dreaming - Technologically enhanced training addressing traumatic nightmares/PTSD | 20 | Current and Future Research on Persistent Virtual Worlds Using Open Simulator |
| 9 | Advanced Telemedicine | 21 | Astronaut: Moon, Mars, and Beyond |
| 10 | NurSim | 22 | TerraViz |
| 11 | Virtual World for Training CWMD Inspectors | 23 | vGov Project |
| 12 | Tax ecosystem modeling using virtual world environments - A method for testing IRS outreach approaches by modelling taxpayer behavior | 24 | NTER Project |



Robert D. Childs

Chancellor - National Defense University iCollege

Dr. Childs, Chancellor of NDU iCollege, has become the international leader in providing graduate-level educational services and learning experiences in Information Assurance, Chief Information Officer, “E” Government, and strategic leader competencies to U.S. government employees. Setting the vision and strategic direction for the college, Dr. Childs significantly increased the college’s reach and impact by actively collaborating with government, private sector, and international leaders to establish dynamic programs, relationships, and partnerships. Commissioned into the Air Force, Dr. Childs’ first assignment was Chief, Instructor Training, at the School of Applied Aerospace Sciences-Denver, Colorado. In 1976, he became the Director of Plans and Program Analysis at the Air Command and Staff College. In 1978 he was selected as Commandant, Air Force Systems Command Noncommissioned Officers Academy and Leadership School where he initiated a major redirection of the curriculum to strengthen managerial responsibilities being given to noncommissioned officers. In 1980 he was selected as a Senior Research Fellow at National Defense University and in 1981 graduated from National War College. From 1981 to 1983, he served as Director of the Air Force Leadership and Motivation Branch, where he initiated the first major review of the enlisted professional military education system. He became the Director of Academic Plans and Policy, National Defense University, where he authored the DoD Wide Joint Professional Military Education Curriculum and Standards and managed the reorganization of the University. Selected for an American Council on Education (ACE) Fellowship in 1989, he served as the assistant to the President and Provost at George Mason University.



Paulette Robinson

Leader - Federal Consortium for Virtual Worlds

Dr. Paulette Robinson is the Assistant Dean for Teaching and Learning for the iCollege at the National Defense University. She also manages technology for the College. In this position, she manages a distributed learning instructional design group, oversees technology purchases, reviews emerging technologies for inclusion in the iCollege labs, and implements technology and facilitates instructional use of technology for the College. As part of her position, she is also responsible to review all student assessment plans and create evaluation capabilities for College courses and programs. In addition, she is the leader for the Federal Consortium for Virtual Worlds. A group of over 1,600 from government (federal, state, local and international), industry, and academia who are interested in the use of virtual worlds in government, confronting and solving common issues, as well as sharing best practices. She is co-leading a vGov project with the USDA CIO to provide secure access to virtual worlds for government. Before joining the Federal Government, Dr. Robinson was the Assistant Director for Academic Support in the Office of Information Technology at the University of Maryland where she managed an instructional design team specializing in e-learning, mentored faculty in the appropriate use of instructional technologies in their courses, investigated as well as recommended emerging instructional technologies, and consulted with the Center for Teaching Excellence on student assessment through faculty workshops and campus-wide presentations. Dr. Robinson has over 20 years experience working in higher education as an administrator and faculty member. She focused her doctoral studies within higher educational policy, planning and administration in the areas of curriculum, instructional technology and e-learning. She has given over 50 presentations at national conferences and is the author of several book chapters and journal articles.

Keynote Speakers



Randy Hinrichs

Ran is the CEO of 2b3d, a multi-award winning Internet media company, focused on immersive technology solutions for the enterprise, government agencies and educational institutions. Randy's experience spans two decades in the high tech industry, serving in strategic technology positions while at Microsoft Research to advance eLearning, ePublishing and eScience. Ran has held positions on several science and engineering boards and committees, including Advisor to Virtual Worlds at the University of Washington, the Accreditation Board for Engineering and Technology, and the National Academy of Engineering's committee on Educating the Engineer of 2020. He has published several books and articles, his most recent being *Transforming Virtual World Learning* in 2011, and *Engaging the Avatar*, and a Chapter in Oxford's *Handbook on Virtuality* on the psychology of the avatars, both in 2012. He holds various patents and awards in multi-point Internet based video conferencing, web-based learning, influence data mining, and digitizing medical health records while at Microsoft Research. Randy also serves on the faculty at the University of Washington's iSchool, where he is creator and faculty for their Certificate in Virtual Worlds. Ran wants to transform key business communications through green virtual world technologies, where you are likely to run into his avatar on any given day.



Jesse Schell

Jesse Schell has taught Game Design and led research projects at Carnegie Mellon's Entertainment Technology Center since 2002. Jesse is also the CEO of Pittsburgh's largest video game studio, Schell Games, and the former chairman of the International Game Developers Association. In 2004, he was named one of the world's Top 100 Young Innovators by *Technology Review*, MIT's magazine of innovation. Before coming to Carnegie Mellon, he was the Creative Director of the Disney Virtual Reality Studio, where he spent seven years as designer, programmer and manager on several projects for Disney theme parks and Disney Online. Before that, he was a software engineer at IBM and Bell Communications Research, and a writer, director, performer, juggler, comedian, and circus artist for both Freihofer's Mime Circus and the Juggler's Guild.



Jim Blascovich

Jim Blascovich, Ph.D., is Distinguished Professor of Psychological and Brain Sciences at University of California, Santa Barbara. He is Director of the Research Center for Virtual Environments and Behavior which he co-founded with Jack Loomis, a perceptual scientist at UCSB in 1997. He held academic positions at the University of Nevada, Marquette University and SUNY at Buffalo before coming to UCSB in 1995. He was recently (2010-2011) a Visiting Scholar at the Center for Advanced Study in the Behavioral Sciences at Stanford. Jim is a past President of both the Society for Personality and Social Psychology and the Society of Experimental Social Psychology. He is a Member of the Academy of Behavioral Medicine Research, a Charter Fellow of the American Psychological Society, and a Fellow of the American Psychological Association. He is a recipient of the Gordon Allport Intergroup Relations Prize, the Inaugural Australasian Teaching Fellowship and an Erskine Fellowship at the University of Canterbury in Christchurch, New Zealand. He has served on several National Research Council panels and numerous editorial boards. His research has been continuously funded by the National Science Foundation for more than 20 years and has been supported by the National Institutes of Health, the Army Research Laboratory, and other agencies. He has over 160 publications including 4 books, most recently, *Infinite Reality* with Jeremy Bailenson.

His major research interests include social influence within technologically mediated environments and social neuroscience. Guided by his theoretical model of social influence within immersive virtual environments, Jim investigates social influence processes in virtual reality. He also developed the biopsychosocial model of challenge and threat, guiding research on social neurophysiology psychological motivational processes.



Michelle Fox

Dr. Michelle Fox serves as the Chief Strategist for Education and Workforce Development, Office of Energy Efficiency and Renewable Energy, US Department of Energy. Dr. Fox provides strategic direction for education and workforce development programs, especially through the integration of advanced learning technologies. While at DOE, she has been using her extensive background in developing and evaluating technology including games, simulations and virtual worlds to develop new kinds of training and education. She is also working on the design, development, deployment and evaluation of the National Training and Education Resource (NTER), an open source collaborative toolset that enables users to create and manage learning, training and research in virtual worlds. She was recently recognized by an AFFIRM Leadership Award for this work and the National Institute of Building Science's 2011 Institute Honor Award. Prior to joining DOE, Fox served as Vice President of the Learning Technologies Program at the Federation of American Scientists, a non-profit research group. Fox earned her B.A. at Trinity College, Hartford, CT; her M.A. at King's College, London; and her doctorate at Oxford University.

Panelists

The Future of Health Applications in Virtual Worlds: Challenges, Solutions, and Convergence



Kevin Holloway - Moderator

Kevin M. Holloway, PhD, is a clinical psychologist at the National Center for Telehealth and Technology (T2), a component center of the Defense Centers of Excellence for Psychological Health and Traumatic Brain Injury. He serves as the lead and subject matter expert of T2's virtual worlds project, which aims to leverage the affordances of virtual worlds technology to improve access to and quality of psychological health care services to Service Members, Veterans, and their families. Additionally, he is an Associate Investigator on a number of current studies, including a randomized, controlled trial of the efficacy of Virtual Reality Exposure Therapy compared to Prolonged Exposure for the treatment of combat-related Post-Traumatic Stress Disorder. Dr. Holloway received his Ph.D. in Clinical Psychology from Brigham Young University in August, 2004, and earned a Certificate in Virtual Worlds from the University of Washington in August 2009.



Dick Dillon

Dick Dillon has held many positions in his 30 year involvement with the behavioral health field, including Counselor, Clinical Team Leader, Program Director, and Chief Operating officer. He has also been a consumer of services. Soon after graduation from the treatment program Dick began working with other people in early recovery, first as a volunteer alumni coordinator, then as an addictions counselor, clinical team leader, and program director. He was the co-founder of the Substance Abuse Services Department of a large Missouri hospital and developed that project to be one of the premier medically-based programs in a multi-state area.

In 1990 Dick joined a publicly funded non-profit group and served as their Chief Operating Officer for a decade. During his tenure, the organization opened four new facilities and made significant clinical transition to evidence-based practice. In 2000, Dick joined Preferred Family Healthcare, Inc. which was then, as now, one of the most progressive and fast growing mental health service providers in the United States. He has served for the past several years as Senior Vice President of Planning and Development. In his own words "My job was to help determine what we need to do next to be of best services to our clientele, and find the resources to make that happen!" In November, 2011, Dick formed his own consulting organization, Innovaision, LLC, devoted to helping behavioral health and other human services organizations become more innovative and effective by combining common sense, vision, evidence-based practices and cutting-edge technology.

Dick's philosophy is simple, "Make the seemingly impossible, possible, by blending unbridled passion for the success of others with concrete research and solid clinical practice." He has a keen interest in the development and use of innovative ideas, digital tools and the internet to accomplish organizational and clinical goals.

Among other accomplishments, Dick has served on a variety of local and national task forces focused on improving clinical and administrative practices. He is the representative for Missouri and the current President of the State Associations of Addictive Services (SAAS) organization. Dick has been an adjunct faculty member on the staff of three universities, and is a long-time lecturer and educator, serving most notably for over twenty years on the faculty of the Advanced International Symposium on Addictive Disorders, held annually in Colorado Springs, CO, USA. Dick is a Diplomate of the International Academy of Behavioral Medicine, Counseling, and Psychotherapy.

Dick is a sought-after speaker and has presented at national and international conferences and symposia, including the SAAS/NIATx Annual Meeting, the National Council for Community Behavioral Health Annual Conference, and the Advanced International Winter Symposium on Addictive Disorders, Behavioral and Mental Health.



Bill Ferguson

Stuart William Ferguson, PhD is the Commissioning Editor at Mary Ann Liebert, Inc., publishers. His role is to identify emerging health related topics and to launch peer reviewed journals that share and shape developments in the field.

Dr. Ferguson is leading the launch of the Games for Health Journal: Research, Development, And Clinical Applications and its bi-weekly electronic newsletter Games for Health Industry Insider. These publications are dedicated to sharing and shaping the burgeoning research and development of electronic games for improving human health and well-being.

Bill is the author of five published books and numerous articles on effective executive leadership including *The Land of Opportunity – A Culture Parable*. A former professor of International Business at Northwood University in West Palm Beach, FL, he holds a Bachelor's degree in Business Administration (cum laude) from Northwood University, a Masters in Organization Development from Georgia State University, and a Doctorate in Business Administration from

Kennedy Western University. His dissertation, *People Business: Mergers, Acquisitions, and Organization Cultures* was published by McGraw-Hill as *Financial Analysis of M&A Integration*.

Dr. Ferguson speaks around the world on topics related to creating high performing organizations and the commercialization of new technologies. He is the editor of *Mary Ann Liebert Inc.'s ground-breaking new Games for Health Journal: Research, Development, and Clinical Applications* and contributing editor to *Sustainability: The Journal of Record* and *Disruptive Science and Technology*.



Anne Massey

Anne Massey is the Dean's Research Professor at the Kelley School of Business, Indiana University. Her research focuses on how information technology (IT) support and influence individual, team, and ultimately organizational performance. She is currently engaged in field and experimental research involving 3D virtual worlds and serious games (e.g., health interventions, collaboration support). She is particularly in the relationship(s) between affordances of virtual worlds and outcomes. Her published research has appeared in leading academic and professional journals such as the *Academy of Management Journal*, *MIS Quarterly*, and the *Communications of the ACM*. Her research has been supported with funding from, among others, the National Science Foundation, Robert Wood Johnson Foundation, Xerox, and Eli Lilly & Company and has consulted on IT adoption and implementation for a variety of organizations. She currently serves as Executive Director for the Information Management Affiliates Program, a university/industry cooperative, and is the current Associate Vice Provost for Faculty & Academic Affairs at IU. She holds a Ph.D. from Rensselaer Polytechnic Institute.



Susan Persky

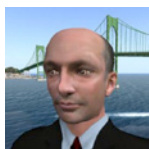
Susan Persky is an Associate Investigator at the National Human Genome Research Institute, National Institutes of Health in Bethesda, MD. She directs the Immersive Virtual Environment Testing Area facility at the National Institutes of Health Clinical Center. Dr. Persky is a social psychologist whose research examines the use of new genomic knowledge in interactions between health care providers and patients, particularly in relation to social stigma and health disparities. Her program of research uses immersive virtual environments to assess how disseminating information about genomic discoveries related to common conditions impacts the beliefs and health behavior of individuals, as well as the quality of the healthcare they receive.

The Military Open Simulator Enterprise Strategy: Rationale and Use Cases



Douglas Maxwell - Moderator

Douglas Maxwell is a staff researcher at the Naval Undersea Warfare Center (NUWC) located in Newport, RI. He works in the Combat Systems Department in the Center for Advanced Systems Technology as the scientific visualization lead. He holds a MS in the discipline of mechanical engineering, performed his thesis research "Design Synthesis in Virtual Environments" at the Naval Research Laboratory's Virtual Reality Lab and has over 10 years experience in the field of modeling and simulation. His current duties place him as the technology lead for the NUWC Metaverse Exploration initiative. He is also tasked by the Office of Naval Research as a program officer to investigate technology for the implementation of a virtual world based massively multiplayer online war game for rapid large scale analysis. Mr. Maxwell has been the recipient of three NUWCDIVNPT center awards, including two for excellence in technical innovation and one for excellence in modeling, simulation and analysis. All three awards are related to work in synthetic environments and scientific visualization projects. In 2008, Mr. Maxwell was awarded his first patent, "Extraction and Rendering Techniques for Digital Charting Database". This technology was developed with the intent to automate the preparation of 3D battle space visualizations. Mr. Maxwell has filed multiple additional applications in the field of bathymetric visualization and virtual reality based submarine training systems, all pending review. Mr. Maxwell serves as the chair of the Technology and Security Working Group of the Federal Consortium for Virtual Worlds. Mr. Maxwell was a principle organizer of the Military Lands in Second Life and the Military Users of Virtual Worlds.



Steven Aguiar

Steven Aguiar is the Technical Program Manager (TPM) for NUWC's exploration and application of virtual worlds across Undersea Warfare mission areas. He received a B.S. in Electrical Engineering (1988) and a M.S. in Electrical Engineering (1990) from the University of Massachusetts at Dartmouth. In 1990 he joined NUWC's Combat Control department and has been involved in all phases of submarine tactical control development and training. In 2005, he acted as NUWC's TPM for the U.S. Navy's Advanced Processor Build – Tactical (APB-T) program responsible for introduction and assessment of new tactical control capabilities into 688i and Virginia class submarines. In 2008-2009 he started NUWC's Virtual Worlds Exploration Program aimed at the study of various virtual world technologies for potential application to U.S. Navy mission goals. He was also the designer of "Virtual NUWC" (NUWC's Second Life™ presence – winner of NUWC's 2008 Excellence in Technical Innovation Award) and was a co-founder of the US Military Coalition in Second Life™ (i.e. US Milands). Since then he has been focused on the adoption of virtual world capabilities across numerous Navy program activities including: submarine rapid prototyping, Command & Control (C2) analysis, human-in-the-loop experimentation, M&S integration, C2 information visualization, and various training concepts.



Robert Daniel

Robert Daniel is an Adjunct Professor in the Department of electrical and Computer Engineering at George Washington University. He has been teaching Telecommunications Security for the last 10 years, and has been using Virtual Worlds in his class room for the past 4 years. This spring he will be incorporating the concept of serious gaming into his class using the Virtual World Cyber Security Training Center.



Kay McLennan

Kay McLennan is a Professor of Practice at Tulane's School of Continuing Studies. Professor McLennan teaches completely online asynchronous economics and business studies courses to non-traditional (older) part-time students and has been a faculty member at Tulane University for the past nine years. Professor McLennan's current e-teaching applied research focus is on the ways to enhance the quality of online learning across the curriculum and on the use of 3D virtual worlds learning activities in online instruction. Articles by Professor McLennan have appeared in numerous publications and include: the "Case Study in Online Quality Improvement" in the Continuing Higher Education Review; "Selected Distance Education Disaster Planning Lessons Learned from Hurricane Katrina" in the Online Journal of Distance Learning Administration; and, "Using 3D Virtual World Models in e-Economics Instruction" in the Proceedings from the 26th Annual Conference on Distance Teaching & Learning. Kay's prior work experience includes a 10 year career as an economist with the federal government (U.S.D.A. and Office of Management and Budget). Kay earned her Ph.D. in Administration, Curriculum, and Instruction from the University of Nebraska-Lincoln (dissertation: "Technology Selection and Marketing Activities in Higher Education Patenting and Technology Transfer"), her M.A. in Economics from The American University (Washington, D.C.), and B.A. in Political Science and Economics from the University of Maryland (College Park). Images of the virtual world e-campus and learning simulations built by Professor McLennan can be found at <https://sites.google.com/site/vwexamples> and <https://sites.google.com/site/fvwc12mclennan>.



Andrew Stricker

Andrew Stricker serves as a distributed learning architect for The Air University by helping to design, develop, and implement advanced and emerging learning technology innovations into U.S. Air Force educational and professional military education programs. Previously, Dr. Stricker served Vanderbilt University as associate provost for innovation through technology. He has also served 28 years as an Air Force officer and scientist specializing in learning sciences and human-factors engineering. Dr. Stricker studied at Texas A&M University and Yale University. His research is focused on modeling adaptive expertise and the design of model-based reasoning activities in 3D for supporting the development of critical thinking skills.

Developing and Deploying Learning in Virtual Worlds



Charles Wankel - Moderator

Charles Wankel received his doctorate from New York University. He currently serves the Rotterdam School of Management as a dissertation committee member and honorary posts include Vice Rector of the Poznań University of Business. He has edited or authored more than 30 books, including the American Library Association's Outstanding Reference Source of 2009 Award-winning Encyclopedia of Business in Today's World (SAGE Publications). Other recent volumes include Higher Education in Virtual Worlds, Alleviating Poverty through Business Strategy (Palgrave Macmillan), and Management Education for Global Sustainability (Information Age Publishing).

Recent journal publications include "Management Education Using Social Media" (Organization Management Journal). He has been the recipient of top awards for best paper, service and technology from the Academy of Management, the premier scholarly society for his discipline. He has been a visiting researcher and lecturer in many nations, including as a Fulbright Fellow, and with support from the United Nations Development Program and the Open Society Fund. He has developed training programs for thousands of Fortune 50 company managers, including ones for IBM Learning Services and McDonald's Corporation, and executive programs for Columbia University School of Business, and in the oil industry in Siberia. Full bio at <http://www.stjohns.edu/academics/graduate/tobin/facultyadmin/wankel.stj>



Irena Bojanova

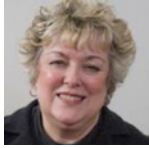
Irena Bojanova, Program Director, Professor, Telecommunications Management Specialization, and IT Infrastructure Core Information and Technology Systems Department, The Graduate School, University of Maryland University College. Ph.D. Chair, Cloud Computing, Future Technologies Strategies, IEEE Computer Society.



Reneta D. Lansiquot

Reneta D. Lansiquot, Assistant Professor of Technical Writing, New York City College of Technology, CUNY, Ph.D. NYU, consults for media and telecommunication companies and non-profit organizations based in Afghanistan and the U.S. Her research is interdisciplinary. She has worked on several STEM-focused grants, presented at international conferences and has published chapters and articles on technical writing, game design, virtual reality, and problem-solving across the curriculum.

Security in Virtual Worlds: Can I trust on your Avatar?



Barbara Endicott-Popovsky - Moderator

Barbara Endicott-Popovsky, Ph.D., Director for the Center of Information Assurance and Cybersecurity at the University of Washington, designated by the NSA as a Center for Academic Excellence in Information Assurance Education and Research, Academic Director for the Masters in Infrastructure Planning and Management in the Urban Planning Department of the School of Built Environments and holds an appointment as Research Associate Professor with the Information School. Her academic career follows a 20-year career in industry marked by executive and consulting positions in IT architecture and project management.

Her research interests include enterprise-wide information systems security and compliance management, forensic-ready networks, the science of digital forensics and secure coding practices. For her work in the relevance of archival sciences to digital forensics, she is a member of the American Academy of Forensic Scientists. Barbara earned her Ph.D. in Computer Science/Computer Security from the University of Idaho (2007), and holds a Masters of Science in Information Systems Engineering from Seattle Pacific University (1987), a Masters in Business Administration from the University of Washington (1985) and a Bachelor of Arts from the University of Pittsburgh.



Scott David

Scott David, J.D., is a partner working with the electronic commerce, tax, and intellectual property practices at K&L Gates, Seattle Washington. Scott works with industry legal and technical standard setting entities Open Identity Exchange and OpenId Foundation and for various commercial, governmental, and advocacy stakeholders in networked information systems. He also is active in the identity initiatives of various NGOs such as the World Economic Forum and the American Bar Association. Scott works on structuring legal solutions to enhance data leverage and render enforceable stakeholder rights and responsibilities. He provides advice to firm clients on issues of international, federal, state and local taxation; intellectual property licensing and structuring; compliance with federal and state privacy and data security laws; structuring of online contracts, terms of use, privacy policies and electronic payment and tax administration systems; corporate, partnership and limited liability company organization and affiliation structuring; technology development and transfer; participation in standards setting organizations; and non-profit and tax-exempt status and related issues. He regularly counsels the firm's intellectual property, high technology, telecommunications, on-line commerce, power generation, construction, retail, manufacturing, service sector, health care, governmental, financial sector and other clients.



Randy Sabatt

Randy Sabatt, J.D., CISSP, ZwillGen PLLC, a boutique technology law firm in Washington DC. In this role Randy is legal counsel for numerous stakeholders in the identity space, including CertiPath (contract administrator for TSCP) and SAFE-BioPharma. A former crypto engineer from NSA, Randy will contribute his deep legal and technical knowledge in federated identity, PKI, and related technologies along with his experience in multi-stakeholder contract structures for identity assurance. In his practice, Randy regularly counsels clients on information security, privacy, IT licensing, digital and electronic signatures, federated identity, state and federal information security and privacy laws, identity theft, and security breaches. He is the former co-chair of the Internet and Data Protection practice at SNR Denton.

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Contact Information

FVCW Leader

Paulette Robinson

Associate Dean for Teaching and Learning, NDU iCollege
robinsonp@ndu.edu

FVCW Conference Co-Lead

Tammy Dreyer-Capó

Instructional Designer, NDU iCollege
tammy.dreyer-capo@ndu.edu

Media Representation

Jolly Sienda

Public Relations and Public Affairs Management Consultant, NDU iCollege
jolly.sienda.ctr@ndu.edu

