Create the Future with

EMERGING MEDIA LAB
# TABLE OF CONTENTS

<table>
<thead>
<tr>
<th>Page</th>
<th>Section</th>
</tr>
</thead>
<tbody>
<tr>
<td>3</td>
<td>INTRODUCTION</td>
</tr>
<tr>
<td>4</td>
<td>BACKGROUND</td>
</tr>
<tr>
<td>5</td>
<td>VISION / WHAT’S IN THE NAME?</td>
</tr>
<tr>
<td>6</td>
<td>PROCESS</td>
</tr>
<tr>
<td>7</td>
<td>EML COMPONENTS</td>
</tr>
<tr>
<td>8</td>
<td>PEOPLE</td>
</tr>
<tr>
<td>11</td>
<td>COLLABORATORS</td>
</tr>
<tr>
<td>12</td>
<td>EML PROJECTS</td>
</tr>
<tr>
<td>14</td>
<td>EMLX</td>
</tr>
<tr>
<td>15</td>
<td>RESOURCES</td>
</tr>
<tr>
<td>17</td>
<td>EVENTS</td>
</tr>
<tr>
<td>19</td>
<td>OUTREACH AND COMMUNITY ENGAGEMENT</td>
</tr>
<tr>
<td>20</td>
<td>EML STATS AND OVERVIEW</td>
</tr>
<tr>
<td>23</td>
<td>APPENDIX A – PROJECT DESCRIPTIONS</td>
</tr>
<tr>
<td>40</td>
<td>APPENDIX B – EVENTS</td>
</tr>
<tr>
<td>43</td>
<td>WHERE TO FIND US</td>
</tr>
</tbody>
</table>
For the past two years, the Emerging Media Lab has been an incubator of innovative projects that have impacted the teaching and learning landscape at UBC. Initiatives like the EML are aligned directly to UBC’s strategic vision of transformative learning, and “engaging students as co-creators of their education” and fully utilizing technology-enabled learning.

Even in its infancy, the EML has gained recognition for UBC. It was the recipient of the 2018 CUCCIO Innovation Award, which recognizes innovative IT projects within Canadian higher education institutions. And, a number of its projects—such as the HoloBrain and Geography VR—have been set as examples of revolutionizing the traditional classroom set-up. The projects created in this space have been truly inspirational and demonstrate how we can enhance teaching and learning to another realm.

Earlier this year, the EML opened its newest location at the Irving K. Barber Learning Centre with our long-term collaborators from the Centre for Teaching, Learning and Technology and the addition of UBC Library as partners. The new interdisciplinary space will continue to be a hub for exploring emerging media and be a place where curiosity and innovation can thrive.

We encourage the UBC community to drop by the EML to see in person what it has to offer and to discover the potential of how it is being used by faculty and students.

Jennifer Burns  
Associate Vice-President, Information Technology  
Chief Information Officer

Simon Bates  
Associate Provost, Teaching and Learning
BACKGROUND

In late 2015, a group of staff and faculty began a conversation about bringing immersive technologies such as virtual reality to UBC in a teaching and learning context. An augmented reality/virtual reality working group was established and UBC Studios created a VR Lab where faculty and staff started collaborating with students through the AMS Game Development Association (AGDA) on creating UBC’s first educational VR projects such as Geography VR with funding support from BC Campus and UBC’s Teaching, Learning Enhancement Fund (TLEF).

In 2016 a proposal to create an exploration and incubation hub for emerging media and technology for UBC with support from faculty and staff who pioneered in use of technology in education was presented at UBC CIO. Through collaboration with Centre for Teaching, Learning and Technology, UBC IT has assigned annual funding for creation of the Emerging Media Lab at UBC. In March 2017, UBC’s Emerging Media Lab’s (EML) was officially established under UBC Studios and a few months later, EML opened its first independent location in the Neville Scarfe Building in July 2017.

EML’s mission is to work collaboratively with faculty, staff and students from across all disciplines to experiment with ways in which emerging technologies, such as virtual reality, augmented reality, artificial intelligence and machine learning, can be brought into the classroom to enhance teaching and learning.

Over the past two years, Emerging Media Lab has grown into a 63 member group consisting of faculty, staff and students from all fields of disciplines. EML has developed over 17 immersive projects for educational purposes, some of which have been showcased at events throughout the lower mainland, including the BC Tech Summit, VR/AR Global Summit, VancouVR and more. In September 2018, Emerging Media Lab expanded its monthly Emerging Media Community of Practice to encompass other educational institutions, including Simon Fraser University, the Center for Digital Media, Emily Carr University, Kwantlen Polytechnic University, and University of Victoria.

In collaboration with UBC Library, Centre for Teaching, Learning and Technology, and UBC Information Technology, Emerging Media Lab officially opened its second location in March 2019 at Irving K. Barber Learning Centre. Located in the heart of campus, this location is being used for outreach events, as well as bookable lab space for UBC courses while the Neville Scarfe location is the development space for EML.
VISION

EML is an experimental hub for the university where faculty, students and staff from all different disciplines collaborate with industry and community to design the future of education. Its mission is to evolve learning by creating tools and techniques using emerging media and technology.

WHAT’S IN THE NAME?

EMERGING: Technologies and techniques that are not commonly used yet, but may become critically important in the future.

MEDIA: The combination of computing and communication.

LAB: A space where experimentation goes hand-in-hand with permission to fail.
**PROCESS**

At EML, FAIL means First Attempt In Learning.

**Exploration**: EML members are encouraged to continuously explore new and emerging technologies in order to identify paradigms that have yet to be created.

**Inspiration**: Conversation and dialogue pave the way for demonstrations and an exchange of training and knowledge.

**Incubation**: Resources are assigned to new ideas and a prototyping process is in place until the project reaches a proof of concept (or not). With the permission to fail, this phase could repeat as many times as necessary. Regardless of the outcome, the process and lessons learned are documented and shared.

**Acceleration**: Once a working prototype is built, select projects are pushed forward through external grants or industry partnerships.

**Output**: By default, all projects created in EML are open source, available and accessible for the public. If the project produces a viable product, it will be made available publicly and best practices are documented and shared publicly as well.
EML COMPONENTS

- Learning Technology Hub
- Faculty Members
- Student Team
- Staff
- Space
- Tools
- EMLx
- External Collaborators
- Industry Mentorship
- Community Connection (EMBC CoP)
- UBC Partners / Collaborators
PEOPLE

Collaboration is essential at EML. Below are the groups of people that support and make up EML.

Faculty

Faculty in Residence (FIR)
Faculty members who have been appointed by their departments as academic members of EML have complete access to its resources. They act as academic advisors and mentors for EML teams and work on EML projects or support EML activities.

Current list of FIRs:
» Dr. Steven Barnes, Psychology
» Jon Festinger, CDM & UBC Allard School of Law
» Kathryn Gretinger, School of Journalism
» Dr. Claudia Krebs, Faculty of Medicine (Learning Technology Innovation Committee Chair for the HIVE)

Principal Investigators
Principal Investigators are key members of EML projects who act as a subject matter expert for that particular project. Principal Investigators can also be faculty in residence and vice versa.

» Jennifer Moss, Creative Writing
» Dr. Patrick Pennefather, CDM and UBC Film & Theatre
» Manuel Pina, Visual Arts
» Dr. Matt Yedlin, Electrical and Computer Engineering

Collaborating Faculty
Besides acting as FIRs or principal investigators, faculty members can take on the role as a Collaborating Faculty Member. As a Collaborating Faculty Member, they support EML with their own lab equipment, expertise or more.
Staff
The staff at EML are under the leadership of UBC Studios’ Executive Producer. EML currently has a full-time staff supervisor and a coop student as coordinator, as well as support from UBC Studios staff.

Staff Liaisons
A number of units have appointed staff to act as a liaison between their department and EML to provide support when necessary. The following is our current list of units with staff liaisons.

» Vantage College (Curriculum and Education Technology)

» Centre for Teaching and Learning (Learning Design & Communication)

» MedIT (Education Technology)

» ArtsIT (Education Technology)

Student Team
The Student Team is comprised of Work Learns and volunteers.

Work Learns
Over the last two years, Work Learn students have been the core of project development at EML. Some Work Learns provide administrative support (e.g. marketing, event planning, and tours), while others work as leads on projects (e.g. project coordinators, technical leads and design leads).

Student Volunteers
Volunteers dedicate at least five hours every week to help out with the current projects at EML. Some students come with programming experience, 3D modelling experience, UX/UI experience and others come with an interest to learn.
COLLABORATORS

With the continuous and unwavering support and knowledge from the following partners and collaborators, EML continues to offer its services to the UBC community.

**UBC Internal Partners**
- UBC Studios
- UBC IT
- CTLT
- The HIVE (Faculty of Medicine)
- ARTS ISIT
- MedIT (Faculty of Medicine)
- UBC Vantage College
- UBC Geography
- UBC Education
- UBC Creative Writing
- UBC Art History, Visual Art & Theory
- UBC Psychology
- UBC Journalism
- UBC Electrical and Computer Engineering
- UBC Peter A. Allard School of Law
- UBC Sociology
- UBC Faculty of Microbiology and Immunology
- UBC Anthropology
- UBC School of Nursing
- UBC Land and Food Systems
- UBC Forestry
- AMS Game Development Association
- Blockchain @ UBC

**External Collaborators**
- Centre for Digital Media
- Kwantlen Polytechnic University
- Metanaut
- Simon Fraser University
- Vancouver Coastal Health
EML PROJECTS

Project Themes

EML projects are defined based on a set of themes and challenges. The table on the following page demonstrates the variety of themes that each project covers.

Project List

» AR Design, School of Architecture and Landscape Architecture

» Digital Glass, UBC Studios, and Electrical & Computer Engineering

» Exploring an Ancient City, Archeology

» Fossa Finder, Faculty of Dentistry, Faculty of Medicine

» Holobrain, Faculty of Medicine

» Interactive Orchestra, School of Music

» Journey With Me, Department of Geography

» Jupyter3D, Electrical & Computer Engineering, Mathematics

» Language Chatsim, German Studies. English Language Institute

» Math World, Electrical & Computer Engineering

» Main Mall Hustle, EMLx

» Medical Volumetric Video, UBC Studios and MedIT

» Pain Box, Department of Psychology

» Physics World, Electrical & Computer Engineering

» Soil TopARgraphy, Faculty of Land & Food Systems

» Stanley Park Geography VR, Department of Geography

For a description of each project refer to Appendix A.
### UBC Emerging Media Lab

#### Projects

<table>
<thead>
<tr>
<th>Projects</th>
<th>Themes</th>
<th>Experiential Learning</th>
<th>Representing Large Scale Environments</th>
<th>Photorealistic Object Representation</th>
<th>Biosensing</th>
<th>Immersive Storytelling</th>
<th>Multi-user</th>
<th>Multi-platform</th>
<th>3D Data Visualization</th>
<th>Interactive 360° Video</th>
<th>Gamification</th>
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EMLx

EMLx is a subset of the Emerging Media Lab that provides the opportunity for students to use resources at EML to pursue projects without the supervision of staff or faculty at EML. Students can experiment freely with technology, take risks, fail, and most importantly, learn from them.

Members of EML are encouraged to work on ideas that contribute to social good and betterment of society.
EML has two main locations with 10 workstations. There are also satellite VR labs at Vantage College, the Geography Department, and UBC Studios.

EML currently has the following technologies:

» HTC Vive, Focus, and Pro
» Microsoft HoloLens
» Oculus Rift, Quest, and Go
» Leap Motion Controller
» Cardboard Viewers
» 360 Video Camera
» Muse – the brain sensing headband
» 3D printer
EVENTS

End of Semester Showcases
At the end of each academic semester, EML hosts a showcase of its projects. This gives our student team an opportunity to display and present the projects they had been working on throughout the semester to the UBC community.

Monthly Events
EML hosts at least one event each month, which usually consists of a workshop or a lecture. All EML events are open to the UBC community and the greater Vancouver community to attend. These workshops allow for a greater understanding and dissemination of knowledge about emerging media and technologies.

Drop-In Demos
Regular weekly drop-in demo sessions are open to anyone interested in trying out emerging media. These sessions provide an opportunity for anyone from UBC and beyond to try both commercial and EML projects. These sessions also provide the opportunity for our student team to test their ongoing projects and collect user feedback.

Special Visits and Tours
EML has hosted several tours for representatives from academia and industry partners, both domestic and international.

Internal Workshops
There are workshops throughout the semester for internal members to provide continuous learning development opportunities.

Team socials are also organized to acknowledge and celebrate the EML team’s hard work!
Emerging Media BC Community of Practice (EMBC CoP)

The Emerging Media BC Community of Practice was first created by EML to share best practices and knowledge about emerging media. Due to an overwhelming response from other higher education institutions on their interest of this topic, Emerging Media BC now encompasses a community of researchers, developers, designers, and educators across BC dedicated to harnessing and synthesizing a variety of emerging media technologies for the human good.

Emerging Media BC strives to be nimble and collaborative, committed to building a community of research and practice focused on the development of human experiences, not possible in the physical world for a positive social-economic impact.

Goals and Objectives

» Build a higher education community of practice in British Columbia focused on Emerging Media technologies.

» Surface and make visible collaborative work being done in this space to stakeholders.

» Act as a match-maker connecting industry with educators and researchers that are developing Emerging Media solutions.

Current Members

» University of British Columbia

» Simon Fraser University

» Emily Carr University of Art and Design

» British Columbia Institute of Technology

» University of Victoria

» The Centre for Digital Media

» Kwantlen Polytechnic University

» Vancouver Coastal Health
EML STATS AND OVERVIEW

Projects by theme

17 Experiential Learning
4 Representing Large Scale Environments
5 Photorealistic Object Representations
1 Biosensing
4 Immersive Storytelling
2 Multi-user

4 Multi-platform
6 3D Data Visualization
1 Interactive 360 Video
5 Gamification
3 Simulation Space
1 Artificial Intelligence

Total Projects
24
9 Completed prototypes
**EML Stats and Overview**

**61 Students**

**8 Faculties in Residence**

**6 Staff members**

### Outreach Events

- 11 workshops
- 5 Lectures
- 14 Community of Practice Events
- 14 Showcases
- 69 Tours
- 908 Attendees

**706 people visited EML Drop-in Demonstrations**

### UBC Collaborations

**23 Faculties, Departments and Groups**
RECOGNITION

2018 CUCCIO Innovation Award

The Emerging Media Lab is proud to be selected as the winner of the 2018 CUCCIO Innovation Award.

Excerpts from the award page:

“The 2018 Innovation Award was awarded to the University of British Columbia’s Emerging Media Lab. The Emerging Media Lab (EML) is an experimental space where faculty, students, and staff from all disciplines collaborate with industry and community. Its mission is to evolve learning by creating tools and techniques using emerging media including Augmented, Mixed, and Virtual Reality. At EML, all members regardless of their role are encouraged to collaborate and experiment with emerging technologies. In this space, faculty members become subject matter experts and students turn into innovators who can find solutions for faculty members’ problems and answer their questions. EML provides an incubation venue for UBC community—especially students outside their academic activities—where they can experiment with emerging technologies such as VR, AR, XR, BCI, AI, etc. in order to solve educational challenges and enhance learning and student engagement.”

APPENDIX A – PROJECT DESCRIPTIONS

» AR Design, School of Architecture and Landscape Architecture
» Digital Glass, UBC Studios, Electrical & Computer Engineering
» Exploring an Ancient City, Archeology
» Fossa Finder, Faculty of Dentistry, Faculty of Medicine
» Holobrain, Faculty of Medicine
» Interactive Orchestra, School of Music
» Journey With Me, Department of Geography
» Jupyter3D, Electrical & Computer Engineering, Mathematics

» Language Chatsim, German Studies. English Language Institute
» Math World, Electrical & Computer Engineering
» Main Mall Hustle, EMLx
» Medical Volumetric Video, UBC Studios and MedIT
» Pain Box, Department of Psychology
» Physics World, Electrical & Computer Engineering
» Soil TopARgraphy, Faculty of Land & Food Systems
» Stanley Park Geography VR, Department of Geography
AR Design visualizes live data in a physical space using interactive AR widgets. Users will know the temperature, air quality, and other kinds of data about a room, updated in real time.

To help actualize the final project in AR, a preliminary VR version will be built to help visualize the project’s potential.

EML.UBC.CA/PROJECTS/AR-DESIGN/

FACULTY
» Adam Rysanek

STUDENT TEAM
» Nicole Kwan
» Natalie Nguyen
» Andrea Tang
» Abel Waller
» Andrew Zulaybar
DIGITAL GLASS

The project seeks to obsolete the use of physical ink as well as improve the user’s control over what they draw and how they draw it. The new system includes a custom pen design that works in conjunction with a tracking system and Bluetooth communication. With this new Lightboard design, both recordings and livestreamed lectures will be much smoother and more effective.

EML.UBC.CA/PROJECTS/DIGITAL-GLASS/

FAUCULTY
» Matt Yedlin

STUDENT TEAM
» Michael Cao
» Glyn Han
» Juyeong (Stella) Oh
» Wilfred Wong
» Shirley Xie
» Zihao (Glen) Xia
A late-bronze age city has been discovered in Kalavasos-Ayios Dhimitrios and Maroni, located in the adjacent river valleys in south-central Cyprus. The Emerging Media Lab and the AMS Game Development Association are collaborating to give people the opportunity to experience and learn more about this ancient city in “virtual” reality environment.

EML.UBC.CA/PROJECTS/EXPLORATION-OF-ANCIENT-CITY/

STUDENT TEAM
- Weijun Chu
- Alexis Gervacio
- Theresa Kikuchi
- Vivian Shao
- Margaret Yao
- Shavonne Yu
Dissections are expensive and have limited use when trying to reach deep, small, detailed structures. One such area is the Pterygopalatine Fossa, an important super-junction of nerves and blood vessels in the skull. Where dissections fail, the burden is placed upon students to visualize these dynamic, three-dimensional objects from static, two-dimensional photos. Fossa Finder is an interactive educational virtual reality tool that allows for 3D visualization of the Pterygopalatine Fossa.

EML.UBC.CA/PROJECTS/FOSSA-FINDER/

FACULTY
» Pawel Kindler

STUDENT TEAM
» William Beltran
» Penjani Chavula
» Ishan Dixit
» Juan Lee
» Shalini Mohan
» George Molina
» Juyeong Oh
» Emily Sun
» Abel Waller
» Kevin Yang
We experience the world in 3D, which our visual systems and brains have adapted to. HoloBrain is collaborative and multidisciplinary project between Microsoft and EML/HIVE that uses a mixed reality brain simulation to allow educators to teach the anatomy of the brain with a holographic model, making the 3D brain a natural extension of the physical world and making learning easier.

**FACULTY**
» Claudia Krebs

**STUDENT TEAM**
» DanteCerron
» Robyn Choi
» Mehrdad Ghomi
» Cynthia Liu
» Yana Pertels
The Interactive Orchestra project is a virtual reality experience that aims to provide a virtual podium for music students who wish to gain experience conducting an orchestra. It seeks to create a more convenient bridge between student learning in the classroom and experiential learning in front of an orchestra. The experience will simulate the response latency from a symphony orchestra relative to the beat of the conductor, allow the user to influence the music elements such as tempo and dynamics, and provide instantaneous feedback on gestures.

EML.UBC.CA/PROJECTS/INTERACTIVE-ORCHESTRA/

**FACULTY**
- Jonathan Girard

**STUDENT TEAM**
- Vanessa Bayubaskoro
- William Beltran
- Serena Chao
- Georgette Espina
- Michael Goh
- Farhan Kassam
- Jonathan Kay
- Conrad Sosnowski
- Andrea Tang
- Angel Wen
- Jessica Wu
- Tiffany Wu
- Shavonne Yu
- Julia Zhu
JOURNEY WITH ME

Journey with Syrian refugees who have left their hometowns to start their life anew in Vancouver. The purpose of this project is to evoke empathy and help students understand the emotional consequences of the Syrian Civil War. By using this app, students will be forced to make choices throughout the app to progress the narrative of the experience. By the end of the experience, students should have a better understanding of both the physical and emotional journeys of Syrian refugees.

EML.UBC.CA/PROJECTS/JOURNEY-WITH-ME/

FACULTY
» Siobhán McPhee

STUDENT TEAM
» Sabrina Ge
» Farhan Hussain
» Samantha Peng
JUPYTER 3D

Jupyter notebooks is a data science tool used by many scientists to program their physics simulations. Although widely used in industry and very easy to learn, currently there is no way to connect these notebooks to a VR environment.

Jupyter 3D is a set of tools being developed to allow users to display and interact with data in VR. The users can interface with everything through jupyter notebooks. The tools created will be general enough that people can make their own physics simulations.

EML.UBC.CA/PROJECTS/JUPYTER-VR/

FACULTY
» Michael Lamoureux
» Matthew Yedlin

STUDENT TEAM
» Librason Chen
» Rayhan Fakim
» Sabrina Ge
» Harvey Huang
» Patrick Kong
» Musa Mohannad
» Daanyaal Sobani
» Abel Waller
» Julia Zhu
This project is a collaboration between UBC IT and EML to create a language teaching assistance tool that will combine AI and VR. The goal of this project is to create a Virtual Reality environment for the AI conversation agent that UBC IT is creating. For the initial phase of this project it will focus on conversational language practice in both English and German.

EML.UBC.CA/PROJECTS/LANGUAGE-CHATSIM/
The way mathematics are currently being taught relies on students to have strong spatial reasoning skills so that they can analyze three dimensional and higher structures through the limitations of two dimensional representation. This augmented reality app enables users to visualize multivariable functions in three dimensions so that students may learn the underlying concepts at a deeper level much quicker.

**FACULTY**
» Patrick Walls

**STUDENT TEAM**
» Saqib Majumder
» Daanyaal Sobani
» Cheng Zhou

[EML.UBC.CA/PROJECTS/MATH-WORLD/](EML.UBC.CA/PROJECTS/MATH-WORLD/)
Your class starts in 10 minutes and you haven’t had coffee. You are standing at the Rose Garden, take a look around and what do you see? Most days—a sea of people. Your goal right now is to get from one side of UBC’s crowded “Main Mall” to the other in time for your next class. Easier said than done. For one thing, there’s constant construction. And of course, there are thousands of students trying to get to class in time (just like you). The timer starts, and you set off. Good luck doing the Main Mall Hustle.

STAFF

» Kirk Karasin

STUDENT TEAM

» William Beltran
» Paolina Buck
» Michael Goh
» Kelly Lee
» Morgan Mo
» Juyeong Oh
» Winston Wu
» Michael Xian

EML.UBC.CA/PROJECTS/MAIN-MALL-HUSTLE/
This project will capture live medical training to be played back in a volumetric format. The goal of this project is to democratize learning to students distributed across the province, as it has traditionally been difficult to connect patient volunteers with staff and students. Through the use of technology MedIT hopes to create a rich and equal learning opportunity for all medical students.

MEDICAL VOLUMETRIC VIDEO

**FACULTY / STAFF**
- Zac Rothman
- Paul Milaire
- Kirk Karasin
- Andrew Wang

**STUDENT TEAM**
- Paolina Buck
- Michelle Huynh
- Atif Mahmud
- Miriam Wagner
- Brant Yin

EML.UBC.CA/PROJECTS/MEDICAL-VOLUMETRIC-VIDEO/
Through this project, we hope to learn more about brain plasticity and suggestibility. This project seeks to emulate and expand upon, in a virtual environment, the rubber hand phenomena.

By replicating and extending the idea of this phenomena, and incorporating the element of pain into it, we will explore the degree to which physical pain is affected by visual cues.

FACULTY
» Steven Barnes

STUDENT TEAM
» Abel Waller
» Penjani Chavula
» William Beltran
» Sean Efe Yilmaz
Physics World helps students with difficult physics concepts through visualization. At the current version of the project, it includes a trajectory game where the player attempts to predict the trajectory of a missile launch by plotting points with their controller. This was designed to help players acquire an intuition of how trajectories have a parabolic shape regardless of the variables.

EML.UBC.CA/PROJECTS/PHYSICS-WORLD/

FACULTY
» Matt Yedlin

STUDENT TEAM
» Austin Kwok
» Theresa Kikuch
» Michael Goh
» Larry Liu
» Luella Sun
» Nathan Tong
» Hafsa Zahid
SOIL TOPARGRAPHY

The Soil TopARgraphy phone app allows students to view topographical distribution of different soil types. The objective of the Soil TopARgraphy app is to allow students to learn about the effects of topography on formation of different soil types through an immersive and visual AR terrain. This app brings interactivity to lectures and laboratory sessions and promotes student engagement and deeper comprehension of the material.

STUDENT TEAM
» Daphne Liu
» Tiger Oakes
» Emma Ng
» Daanyaal Sobani

FACULTY
» Maja Krzic

EML.UBC.CA/PROJECTS/SOIL-TOPARGRAPHY/
Field trips are a vital part of learning about geography, but what if you lack funding? What if a site is too dangerous for people to visit? What if a site is halfway around the world? By making it a virtual project, students are given the opportunity to access these sites from classrooms, or even the comfort of their own homes. Students can also interact with environments in more ways than possible in reality, giving them tools to play with time, space, and scale.

EML.UBC.CA/PROJECTS/GEOGRAPHY-VR/

FACULTY
» Loch Brown
» Arthur Green
» Derek Turner
» Jennifer Moss

STUDENT TEAM
» Janet Chen
» Weijun Chu
» Ryan Dahooh Oh
» Sepand Dyanatkar

» Darren Fum
» Harvey Huang
» Theresa Kikuchi
» Laurent Lausky
» Kelly Lee
» Gowtham Mohan
» Karen Qi
» Asia Schmock
» Luke Schuster
» Jeanie Suparman
» Yuntao Wu
» Shavonne Yu
**APPENDIX B – EVENTS**

**Grand Opening of Emerging Media Lab’s IKBLC Space**

Through collaborations between UBC IT, UBC Library, and the Centre for Teaching, Learning and Technology, there is now a more public and accessible space for EML in the heart of campus for all who are interested in emerging media technology.

In celebration of this grand opening, EML hosted a panel discussion featuring four of our Faculties in Residence and two of our student Work Learns. This was celebrated in conjunction with the end of semester showcase, where our projects were presented and displayed.

**Lectures**

» Historical Overview of VR and its Application Space by Meehae Song (January 23, 2018)

» Making Art with AI with Steve DiPaola (February 27, 2018)

» Human-Computer Interaction Research Issues in VR/AR Lecture with Dongwook Yoon (March 27, 2018)

» It’s About Bananas: Approaching Narrative Form in Digital Interactive Storytelling with Jennifer Moss (June 13th, 2018)
» Towards Better User Interfaces for 3D Lecture by Wolfgang Stuerzlinger (May 29, 2018)

» Learning to Visualize in Augmented Reality (in collaboration with the UBC Cognitive Systems Society, March 8, 2019)

Workshops
» Virtual Reality Night VR and BCI (November 17, 2017)
» Development for Google Cardboard Workshop (February 7, 2018)
» Development for WebVR Workshop (March 7, 2018)
» Virtual Reality (VR/AR/SIM) Workshop (June 20, 2018)
» VR Prototyping with WebVR (October 22-24, 2018)
» Intro to Immersive Media Development (October 9, 2018)
» 3D Modelling Workshop (February 7th, 2019)

Outreach and Community Engagement
» BCTechSummit (2018, 2019)
» TEDxUBC (2018, 2019)
» IdeaXChange (2018)
» TEC Expo (July 2018)
» TLEF Showcase (May 2018)
» VancouVR (2018)
» Santa Ono’s visit (January 26, 2018)
» Canadian Higher Education IT (CANHEIT 2018)
» BC Campus Festival of Learning (May 2018)
» VR/AR Global Summit (September 2018)
» BC Game Jam (2018)
» BC Children’s Hospital Presentation (June 2018)
» UBC Electrical and Computer Engineering Capstone Showcase (April 2019)
» Educational Technology Support Media Showcase (October 2018)
» Educational Technology Users Group Showcase (October 2018)
WHERE TO FIND US:

UBC Emerging Media Lab
Irving K. Barber Learning Centre
Room 183, 1961 East Mall
Vancouver, BC Canada V6T 1Z1

Development Space
Neville Scarfe Room 1,
2125 Main Mall
Vancouver, BC Canada V6T 1Z4

Phone: 604 822 6834
E-mail: emergingmedia.lab@ubc.ca

Website: eml.ubc.ca
Twitter: @ubc_eml
Instagram: @ubc_eml