# CEdMA Europe Conference Agenda

17-18 April 2018 Waltham Abbey Marriott

# Tuesday 17th April 2018 "Changes in Customer demands - Generations Past, Present and Future"

Time	Topic	Leader
0930	Welcome, Introduction, Conference Structure	Tony Coates, Chairman
1000	Keynote: The Transformational Future of Learning and Development - How Advances in Science and Technology Could Transform the Ways We Live, Work, and Learn  In this fast-paced talk, Rohit and Helena will argue that unprecedented disruption across society will place learning in a central role in ensuring future business survival and growth, enabling professional development, and supporting job transitions. They believe that, in order to address the changing demands of society, our mindsets need to change and adapt to new ways of doing business, emerging technologies, and learning modalities. Key topics to be covered will include the evolution of L&D theories and strategies, social learning, harnessing technologies such as AI to serve the learner,	Rohit Talwar and Helena Calle, Fast Future
	raising digital literacy, and evolving a culture of learning to meet future needs.	
1100	Break	
1130	Reality Checks for 2018 There is a lot of guessing going on nowadays about how such items as Artificial Intelligence (AI), Augmented Reality (AR), Virtual Reality (VR), Internet of Things (IoT), gamification, and other buzzwords, will affect us in 2018.  Here's your chance to discuss up to a dozen of these in preparation of choosing four of them for detailed discussion in the Breakout Groups.	Kevin Streater, ForgeRock and Mike Dowsey
1230	Breakout	
1300	Lunch	
1400	Learning Styles for the Generations  How do different learning modalities, styles and methods help to increase student engagement and knowledge retention based on current generational preferences? How do we appeal to the changing learning needs of the students of today and the workforce of tomorrow?	Dr Stuart Allen, University of Warwick
1500	Breakout	
1530	Break	
1600	New Realities for the Learner experience - how and when to use VR, AR and MR  Successfully implementing immersive technologies for learning programs is about far more than the technology itself. Find out how to identify the right opportunities and apply the right technology for your project.	Robin Scott, Make Real
1700	Breakout	
1730	Close	All
1830	Drinks	
2000	Dinner, which includes the Impact Award Winner Announcement	All

## Wednesday 18th April 2018 "Changes in Customer demands - Generations Past, Present and Future"

Time	Topic	Leader
0900	CEdMA Europe AGM	Tony Coates Chairman
0915	Barometer Update	Mike Dowsey
0930	Leveraging the results of the CEdMA 2018 Business Metrics Survey for your business  Let's review what data are available, how to access, and some highlights	Mike Dowsey
1030	Break	
1100	Impact Award Presentation by Winner	?????
1230	Lunch	
1330	Feedback from the breakouts	AII
1430	Discussion – topics for workshops and conferences	All
1445	Conference Summary	Tony Coates Assima
1500	Close	

#### **Future Events**

Wed 13 Jun, half-day Workshop
Mon 8 Oct, joint BCS/CEdMA Europe half-day workshop???
Tue-Wed Oct 9-10, Conference
Tue 4 Dec, half-day Workshop

### **Guest Speakers**

#### Rohit Talwar, Fast Future

Rohit is a Futurist - His interests include the evolving role of technology in business and society, emerging markets, the future of education, sustainability and embedding foresight in organisations

#### Dr Stuart Allen, University of Warwick

Stuart Allen BSc PhD SFHEA, is a Senior Teaching Fellow at the School of Life Sciences, University of Warwick. As a Senior Fellow of the Higher Education Academy, and with 20 years of Higher Education teaching experience, he has demonstrated leadership and innovation in teaching methods in the ever-changing landscape of the University sector. Stuart's teaching styles range from a traditional approach to student learning in a didactic manner to circa 300 undergraduate students, running hands on laboratory sessions, to facilitated learning in small group tutorials. One of Stuart's main interests is teaching using various modalities to a range of students with different learning preferences to maximise engagement. Research lies at the heart of his professional development; both in terms of science and education.

#### Robin Scott. Make Real

Robin is a founding partner of Make Real, an immersive technology business providing learning and commercial solutions for the likes of Vodafone and EDF Energy. When not managing the day-to-day governance of the business, Robin spends much of his time working with existing and potential partners to understand how and when to incorporate immersive technology within their businesses. Prior to founding Make Real, Robin worked in the simulation industry for large aerospace companies. Following this he spent 6 years working in the gaming industry. He also has considerable experience in the delivery of large-scale software products in the publishing industry.