



FACULTY AND PROFESSIONAL STAFF ACCOMPLISHMENTS
March 2018

I. PUBLICATION

II. CONFERENCES

Valerie Hanson and Tom Schrand, Hallmarks, College of Science, Health and the Liberal Arts

- Co-Presenters: “Designing and Aligning: Synchronizing Goals and Assessment for a 3-D View of General Education.” Association of American Colleges and Universities (AAC&U) Conference, 2018 General Education and Assessment: Foundations for Democracy. Philadelphia, PA. February 17, 2018.

III. EXHIBITIONS

Stuart Lehrman, Adjunct Faculty, Kanbar College of Design, Engineering and Commerce

- “Road Rage” photographs included in the Photo 36 Award Exhibition. Perkins Center for the Arts. Collingswood, NJ. March 10, 2018 – April 7, 2018.

Gulbin Ozcan-Deniz, Construction Management, and Andrew Hart, Architecture, College of Architecture and the Built Environment

- Ozcan-Deniz, G. and Hart, A. (2018), “21st Century Education: VR-based Learning”, e-Learning Conference 3.0, March 8, 2018, USciences, Philadelphia, PA.
 - Visualization is an important aspect of the 21st century teaching. Educators are looking for interactive tools to be able to demonstrate theoretical subjects to both on campus and distance learning students effectively. Virtual Reality (VR) challenges the traditional learning experience by presenting dynamic demonstration abilities of real-case complex environments with a high level of interactivity. The current technology allows a user to be present in the virtual world alone through immersive VR. Collaborative immersive VR technology has just arrived into the market and is now available for educational purposes. In the light of technical improvements, this presentation will evaluate the potential of immersive VR applications for design and non-design students. Two types of current tools, as individual and collaborative VR, will be used with Architecture and Construction Management to compare their benefits as modern teaching tools. At the end of this session, attendees will be able to:
 - Understand the potential of VR in teaching
 - Recall the pros and cons of using immersive VR tools in classes
 - Recognize the difference between individual and collaborative VR applications
 - Available via:
https://www.researchgate.net/publication/323701543_21st_Century_Education_VR-based_Learning

IV. GRANT

V. AWARD

VI. EDUCATION

VII. OTHER PROFESSIONAL ACTIVITY

Hitoshi Ujiie, Surface Imaging, Kanbar College of Design, Engineering and Commerce

- Acquired direct to garment digital printer from Brother International as an industry partnership to the Center for Excellence in Surface Imaging (\$28,000).