Intel Tech Learning Lab Tour

Oct. 17, 2018 – As students and educators are preparing to enter an ever-increasing demanding sophisticated workforce, schools across the country are using educational technology, programs and policies of the past to prepare our children for their eventual careers.

Intel is taking some of the most advanced technology to education institutions across the country during the "Tech Learning Lab," a multi-city tour that provides hands-on technology workshops for both students and educators to strengthen learning outcomes. Through innovation, technology, the power of data and a focus on ease of implementation for educators, Intel technology is shaping the future of learning, preparing students for careers in the modern workplace and empowering educators to take them there.

Intel Tech Learning Lab
During this immersive educational tour, Intel will:
- Introduce school and district decision makers to the importance of powerful, technology-driven approaches to education
- Demonstrate the benefits of advanced technologies on student learning outcomes, especially in preparation for their eventual careers
- Connect students, educators, and administrators with immersive, educational experiences involving advanced technologies, like PC, VR, AI, and IoT
- Develop school programming to engage with educators and spark conversations that go beyond the session to fuel curiosity about how technology impacts our world, daily lives and the classroom. Examples of these sessions will include:
    o Coding
    o Virtual Reality
    o Artificial Intelligence
    o Design Thinking and Life Skills

Tour details include:
- Intel outfitted a mobile container truck as the "Tech Learning Lab" with 8-17 VR demo stations, PCs, and IoT smart whiteboards
- Intel's Tech Learning Lab tour will make various stops at schools, museums, and select events across the country, starting October 17 at the Bronx Academy of Letters
- The tour includes stops at key markets, including New York City, Atlanta, San Diego, Oakland and more
- VR experiences part of the Tech Learning Lab include:
    o Location-based edutainment
        ▪ Virtual field trip where users will be transported to the Renwick Gallery at the Smithsonian American Art Museum in Washington, D.C.
    o Robotics lab
        ▪ RoboEngineers by Filament Games allows participants to create robots with a high degree of realism and test out their virtual robots on a pre-built set of courses or build their own courses.

- o Chemistry lab
  - Hololab Champions transports players into a virtual game show where they learn real lab practice skills to complete experiments within a virtual lab.
- o Dissection lab
  - Life science dissection lab by VictoryVR provides a safer, cost-effective and more humane anatomy lesson for education. VR enables students to learn the concepts of anatomy and life science way without compromising learning outcomes.
- o Arts lab
  - Tilt Brush is a room-scale 3D painting VR experience from Google that provides students the excitement of painting in three dimensions using rainbows, electricity, snowflakes, and even fire, all with incredible ease and an intuitive interface.
- o Space lesson
  - Adventures in space by VictoryVR is a science curriculum unit that allows students the opportunity to pilot a spaceship and travel the universe to explore the Milky Way Galaxy, a Black Hole, a Comet, and more.
- o STEM curriculum
  - Lifeliqe is VR application that offers 1,000 interactive 3D models and 20 VR K–12 STEM experiences. Participants can explore 10 categories of 3D models covering Life Science, Earth and Space Science, Physical Science or Math, visualizing scientific concepts and environments that would be otherwise inaccessible.
- o Educator content creation toolbox
  - Enduvo VR allows teachers and content experts to quickly and easily develop and share lessons in VR. Teachers can quickly build lessons with assessments without any knowledge of VR coding. Students receive personalized attention through one-on-one, real-world 3D learning experience, directly from the experts themselves.
- o ENGAGE by Immersive VR Education
  - ENGAGE is a VR distance learning platform aimed to increase learning retention and class interaction. Educators can teach and train remotely, create their own virtual environments and content for specialized lessons and share them to anyone around the world.

Technologies featured in this campaign include:
- PCs
  - o Intel Core i3, Core i5, Core i7
  - o Omen by HP Laptops, Desktops, Accessories, and Displays
  - o HP Chromebook

- o Acer
- o Lenovo
- o Alienware
- Virtual Reality
    - o HTC VIVE Pro Full Kit and HTC VIVE Virtual Reality System
    - o Oculus Rift + Touch Virtual Reality System
- Artificial Intelligence
    - o Intel® Movidius™ Vision Processing Unit
- IoT
    - o IFP7550 : ViewSonic ViewBoard 75" Interactive whiteboard display
    - o VPC14-WP-2 : ViewSonic slot-in PC for IFP50-series with vPro