



Conference Keynotes

Tuesday May 19th Opening Keynote: Opening Learning for All by Serving Stone Soup Globally! (Dr. Gerry Hanley)

Free and open educational resources and services are being used to expand access to education for diverse communities nationally and internationally which can improve equitable access to sustainable employment. The Stone Soup folktale serves as an effective change management strategy for digital and distance education by providing inclusive methods that leverage free and open educational resources and services.

Wednesday May 20th Luncheon Keynote: Embrace Lifelong Learning (Dr. Sae Schatz, Ph.D)

Abstract: Sae Schatz, Ph.D., serves as the Director of the Advanced Distributed Learning (ADL) Initiative, a government program for research, development, and policy stewardship of distributed learning. Before joining the civil service in 2015, Sae worked as an applied human–systems scientist, with an emphasis on human cognition and learning, instructional technologies, adaptive systems, human performance assessment, and modeling and simulation. During that time, she led the authorship and execution of the Marine Corps’ "Making Good Instructor Great course" and was also the chief scientist for the award-winning Border Hunter research effort and the Joint Staff J7’s Blended Learning–Training project. Sae is a professional graphic designer, who often uses her visual design skills to enhance professional publications, presentations, and infographics—in order to help scientific concepts better overcome the research–practice gap

Thursday May 21st Closing Keynote: How Smart Are Your Shoes? Future IOE Innovations of Emerging Smart A.I. and Mixed Realities Technologies for Distance Teaching and Learning (Dr. Robbie Melton)

This keynote presentation highlights the latest emerging educational and workforce IOE (Internet of Everything) smart A.II (Artificial Intelligence) and mixed realities technologies (VR/AR/Holograms/Wearables) innovations and OER (Open Education Resources) transforming teaching, learning, and training, at a distance. The presentation includes a showcase of presented the innovations integrated with audience interactive demonstrations of VR/AR.
