Superintendent Perspectives on Virtual Reality Learning Environments

Session Description:
Using virtual reality in school is more than a vision of the future - it is already here and affecting hundred of thousands of students each day. Join three superintendents who have added virtual reality in their districts learn how these programs came to fruition, are progressing, and how they are preparing their students for the high-tech jobs of tomorrow. Discover the benefits, opportunities and future considerations - as well as the challenges associated with this technology.

Panelists:
Dr. Christine Johns, Superintendent of Schools at Utica Community Schools
Dr. Valya S. Lee, Superintendent of Schools at Liberty County School System
Jill Gierasch, Deputy Superintendent at Plainview-Old Bethpage Central School District
Elizabeth Lytle, Panel Moderator, Director of Education at zSpace, Inc.

About the Panelists:
Dr. Christine Johns has served as Superintendent of Utica Community Schools in Sterling Heights, MI since 2006. Under Dr. Johns' leadership, Michigan’s second largest school district has been at the forefront of implementing educational changes to promote a college culture that is focused on the success of every child.

Superintendent Valya S. Lee, Ed.D. is a veteran educator who is passionate about leading, teaching and learning. After advancing through the ranks of K-12 education, her school system experiences include serving as superintendent in two Georgia school districts prior to her appointment to Superintendent of Schools in Liberty County. With a documented record of successful executive management, Dr. Lee is committed to advancing Liberty County School System towards achievement and recognition as a world-class school system.

Jill Gierasch is the Deputy Superintendent of the Plainview-Old Bethpage School District in Nassau County, NY. She has taken the lead in providing more opportunities for students and teachers to participate in meaningful STEAM related projects and activities. Problem solving, collaboration and inquiry have been at the forefront of this work.

Elizabeth Lytle created and directed the first school-based STEM VR lab program and then continued on to lead zSpace in bringing screen-based VR to K-12 education. Already reaching hundreds of thousands of students with virtual reality today, zSpace is leading the adoption of VR in education. Today, Elizabeth works as the Director of Education, working closely with educators and software partners to develop AR/VR learning experiences.