

THURSDAY, APRIL 25TH

REGISTRATION OPENS AT 8AM  
Please have your Eventbrite tickets ready.

SCHEDULE | DAY 1

9:00am 6:00pm	<b>interactiveZone</b> digifest <b>educators forum</b> digifest
9:15am 9:30am	OPENING REMARKS Luigi Ferrara, George Brown College
9:30am 10:00am	TALK   CORUS ENTERTAINMENT   MAIN STAGE The Next Generation of Human-Like Vehicles Ron DiCarlantonio, iNAGO
10:00am 11:00am	PANEL   CORUS ENTERTAINMENT   MAIN STAGE Future of Smart Transportation and Mobility Colin Dhillon, APMA   Afraj Gill, Dropbike   Saeid Habibi, McMaster U Sam Saad, Innovation Factory   Sue Zielinski, Independent consultant
11:00 - 11:15am	BREAK
11:15am 12:00pm	TALK   CORUS ENTERTAINMENT   MAIN STAGE Neural Enhanced Creativity: How Machine Learning Can Evolve The Creative Process Samuel Snider-Held, MediaMonks (NYC)
12:00 - 12:45pm	LUNCH
12:00pm 1:00pm	PERFORMANCE   DANIELS BUILDING   ROOM 245 Btw Lf & Dth - interFACING disAPPAERANCE by Digital Dramaturgy Lab <sup>2</sup>
12:45pm 1:30pm	KEYNOTE   CORUS ENTERTAINMENT   MAIN STAGE UX and Datavis: A Tale of Convergent Paths Manuel Lima, Google UX
1:30pm 2:15pm	TALK   CORUS ENTERTAINMENT   MAIN STAGE Beyond the Shadows: Business Lessons from the Dark Web Scott King, Critical Mass
2:00pm 3:00pm	PERFORMANCE   DANIELS BUILDING   ROOM 245 Btw Lf & Dth - interFACING disAPPAERANCE by Digital Dramaturgy Lab <sup>2</sup>
2:15pm 3:15pm	PANEL   CORUS ENTERTAINMENT   MAIN STAGE Tech for Social Good Alishba Imran, The Knowledge Society   Ceit Butler, GBC   Jenna Pilgrim, Streambed Media Bassem El Remesh, Chainsafe Systems   Maria Toorpakai Wazir, Maria Toorpakai Foundation
3:15 - 3:30pm	BREAK
3:30pm 4:30pm	PANEL   CORUS ENTERTAINMENT   MAIN STAGE Creative Branding + Cannabis Matt Humphreys, Diff   Kirsten Gauthier, 48North   Greg Gorzkowski, Ample Organics Brandi Leifso, Evio   Charles Bern, Patio Interactive
4:30 - 5:00pm	BREAK
5:00pm 7:00pm	PANEL   CORUS ENTERTAINMENT   MAIN STAGE IT'S A START Pitch Competition   Finalists Presentation



FRIDAY, APRIL 26TH

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SCHEDULE | DAY 2

9:00am 6:00pm	<b>interactiveZone</b> digifest			
9:05am 9:15am	OPENING REMARKS			
9:15am 10:00am	DEMO   CORUS ENTERTAINMENT   MAIN STAGE Giacomo Gianella, Streamcolors			
10:00am 11:00am	WORKSHOP   DANIELS   ROOM 246 Sensory Design Exercises Dr. Lois Frankel & Research team, Carleton University	WORKSHOP   DANIELS   ROOM 232 Enhanced and Accessible Learning using WebVR Anthony Scavarelli, Algonquin College	TALK   CORUS   MAIN STAGE The Impact of A.I. on Language Learning Hosni Zaouali, Voilà Learning	
11:00am 12:00pm	DEMO   DANIELS   ROOM 246 Classroom Tech for Engaged Student Learning Anita Gandhi, Academy School District 20	WORKSHOP   DANIELS   ROOM 232 Photographic Animation for Film Makers and Photographers Tom Gasek, Rochester Institute of Technology	PANEL   CORUS   MAIN STAGE Digital Innovation +Jewellery Wing-Ki Chan, GBC   Paul McClure, GBC Korinna Azreiq, GBC   Lina Avendano, GBC Valerie Lamiel, GBC	
12:00 - 1:00pm	LUNCH			
12:00pm 1:00pm	PERFORMANCE   DANIELS BUILDING   ROOM 245 Btw Lf & Dth - interFACING disAPPAERANCE by Digital Dramaturgy Lab <sup>2</sup>			
1:00pm 1:35pm	PERFORMANCE   CORUS ENTERTAINMENT   MAIN STAGE Bears Stars and Trees by The Chimera Project Featuring Arik Pipestem			
1:45pm 2:45pm	TALK   DANIELS   ROOM 246 The Matrix of Applied Research Karanvir Sidhu, Student Sheridan College Ken Doyle, Tech-Access Canada Mike Darmitz, SIRT   Michael Bekiaris, SIRT Dan Stopnicki, Seed Interactive	TALK   DANIELS   ROOM 232 Deaf-First Design: Gamification for Accessible Learning Amineh Olad, George Brown College Ali Kokulu, George Brown College	TALK   CORUS   MAIN STAGE Best Practices for VR Education 2019 Julie Smithson, VRAR Association	
2:00pm 3:00pm	PERFORMANCE   DANIELS BUILDING   ROOM 245 Btw Lf & Dth - interFACING disAPPAERANCE by Digital Dramaturgy Lab <sup>2</sup>			
2:45pm 3:45pm	WORKSHOP   DANIELS   ROOM 246 Imagining Futurities Rosa Duran, George Brown College Jennifer Chan, Department of Imaginary Affairs	TALK   DANIELS   ROOM 233 The JPEG is DEAD! Julia Krolik, Art the Science   Pixels & Plans Owen Fernley, Pixels & Plans	TALK   CORUS   MAIN STAGE Data and Online Learning: The Future of Work and Learning Jake Hirsch-Allen, LinkedIn Canada	
3:45 - 4:00pm	BREAK			
4:00pm 5:00pm	TALK   DANIELS   ROOM 246 Leveraging Technology to Triple Participation Rates Bobby McDonald, Parlay Ideas	DEMO   DANIELS   ROOM 232 Emerging Tech in Education Rob Theriault, Georgian College	WORKSHOP   DANIELS   ROOM 233 Design With Less Xavier Masse, GBC   Christopher Pandolfi, Department of Unusual Certainties Robert Giusti, Institute without Boundaries	
4:00pm 5:30pm	OFF-SITE TOUR Artscape Daniels Launchpad 	OFF-SITE TOUR Cisco Canada Innovation Centre 	OFF-SITE TOUR Autodesk Research Centre 	OFF-SITE TOUR Goethe Institute 
5:30pm 7:00pm	BOOK LAUNCH + TALK   DANIELS BUILDING   ROOM 240 The Full Stack Web App Playbook Tom Barker, Six Trends Inc.			



SATURDAY, APRIL 27TH

SCHEDULE | DAY 3

10:00am 4:00pm	<b>GAME ARCADE + INTERACTIVE ZONE + WORKSHOPS + AUTISM REALITY EXPERIENCE</b>	
10:00am 10:30am	<p>TALK   CORUS ENTERTAINMENT   STAGE 3  <b>So You Landed Your First Job, Now What?</b>                  Saikat Asaduzzaman, George Brown College</p>	
10:00am 12:00pm	<p>WORKSHOP   CORUS ENTERTAINMENT   ROOM 101 &amp; MAIN STAGE  <b>Discovering Hoop Dance</b>                  The Chimera Project</p>	
10:30am 12:00pm	<p>TALK   CORUS ENTERTAINMENT   STUDIO 3  <b>ROM's Christian Dior Exhibit Research &amp; the Pattern Technology Used</b>                  Berta Pavlov, George Brown College</p>	
12:00pm 12:30pm	<p>OFF-SITE TOUR                  Artscape Launchpad </p>	<p>OFF-SITE TOUR                  Self guided tour at Goethe Institute </p>
12:00pm 12:30pm	<p>TALK   CORUS ENTERTAINMENT   ROOM 101  <b>NextGen Creative Growth: Hacking to Raise Creators, Not Consumers!</b>                  Arushi &amp; Artash Nath, HotPopRobots</p>	
12:00pm 1:00pm	<p>TALK   CORUS ENTERTAINMENT   STUDIO 3  <b>Diagrams for Game Designers - Show Vs Tell</b>                  Jeffrey Pidsadny, Sheridan College</p>	
12:00pm 2:00pm	<p>PERFORMANCE   DANIELS BUILDING   ROOM 245                  Btw Lf &amp; Dth - interFACING disAPPAERANCE by Digital Dramaturgy Lab <sup>2</sup></p>	
1:00pm 3:00pm	<p>WORKSHOP   CORUS ENTERTAINMENT   MULTI PURPOSE ROOM  <b>Robotic Dreams Future Cities</b>                  STEAMLabs</p>	
2:00pm 2:30pm	<p>TALK   CORUS ENTERTAINMENT   STUDIO 3  <b>In Frame: What Video Games Can Learn from Graphic Novels</b>                  Carl Spidla, Mythical Voltage</p>	
2:30pm 3:00pm	<p>TALK   CORUS ENTERTAINMENT   STUDIO 3  <b>Games You Keep Playing After Putting the Device Down</b>                  Michael Conway, George Brown College</p>	
4:00pm	<p>WRAP-UP</p>	

