

Guest Speakers: Immersive AI Companion Design

Session Title: **Immersive AI Companion Design**

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**Immersive
AI Companion
Design**

Guest Speakers

Dr. Sadler, Randall	rsadler@illinois. edu	US	University of Illinois Urbana Champaign	Randall Sadler [aka Randall Renoir] is Professor at Illinois University, head of the Virtual Worlds SIG of CALICO. He is a TESOL member, book author (Virtual Worlds for Language Learning, The Handbook of Informal Language Learning, New Ways Teaching with Games) and co-owner of EduNation islands, Second Life.
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Philp Heike	heikephilp@gmail.com	Germany	USS	Heike Philp is CEO of let's talk online space, an immersive language education specialist. She is co-initiator of EU funded LANCELOT (virtual classroom), AVALON (virtual world), CAMELOT (machinima), GUINEVERE (3D games) and EXCALIBUR (3D building) projects, founder of the VRT Conference, DaFWEBKON and co-owns EduNation in Second Life and OpenSim.
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Alkhatat, Amany	aa4396@tc.columbia.edu	US		Amany Alkhatat is the co-founder and CEO of Language Cities. She's also a certified gamification facilitator at Sentientia Inc. She's pursuing her doctoral degree in instructional technology at Columbia University, Teachers College. She's a Udemy instructor teaching nearly 7000 students. Her research interests focus on immersive learning, conversational AI, and web3.
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Hamilton, Jennifer	jen@louisiana.edu	US	University of Louisiana at Lafayette	Jennifer Hamilton , MLIS, is Head of Instruction and Assistant Professor at Dupré Library. In 2008, Jen first joined the metaverse as a library intern in Second Life. A teacher-trainee in GUINEVERE, she continues to design immersive learning environments and activities in both FrameVR and Kitely.
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