



# SHI INTERNATIONAL CORP. JUNE 2020 VIRTUAL EDUCATION SUMMIT

June 24 - 25, 2020 | Virtual



## Day 1 | Virtual SHI Education Summit Wednesday, June 24, 2020

11:00 - 11:45 a.m.	<p><b>Partner Keynote: Intel - Reinventing the Role of Technology in Education: Now and Into the Future</b></p> <p><b>Presenter:</b> Cigdem Ertem, Global Director for Education &amp; Public Sector Sales, Intel Client Computing Group</p> <p><i>COVID-19 has changed the way we use technology to ensure continuity and resiliency throughout our education systems. In this session, we will discuss the impact of the Fourth Industrial Revolution on our job market, what is required for our students to be successful, and the urgent need to reinvent the role of technology in education.</i></p>
12:00 - 12:45 p.m.	<p><b>Remote Learning and Digital Engagement</b></p> <p><b>Presenter:</b> Rob Valadez, Manager - Unified Communications Practice, SHI</p> <p><i>Join us to learn how unified communication and collaboration platforms such as Microsoft's O365/ Teams and Zoom can be leveraged to increase student engagement and interaction.</i></p>
1:00 - 1:45 p.m.	<p><b>Creating the 21st Century Classroom</b></p> <p><b>Presenter:</b> Dr. Katrina Adkins, Senior Program Director - K-12 &amp; Higher Education, SHI</p> <p><i>Join us to learn how new classroom technologies, furniture and design increase productivity in the physical and virtual classroom.</i></p>
2:00 - 2:45 p.m.	<p><b>Increasing Student Engagement via STEM and esports</b></p> <p><b>Panelists:</b> Dr. Katrina Adkins, Senior Program Director, SHI; and Jessica Elzen, Sales Account Manager, Douglas Stewart CO; and Sarah Segrest, Director of Business Development, Douglas Stewart CO; and Josh Kell, CEO, Horizon AVL</p> <p><b>Moderator:</b> Michael McCracken, Senior Director - End User Solutions, SHI</p> <p><i>This session will provide an overview on how STEM and esports curriculums are being used to provide hands-on educational experiences.</i></p>
3:00 - 3:45 p.m.	<p><b>Hosting and Securing the Digital Learning Environment</b></p> <p><b>Presenters:</b> Michael McCracken, Senior Director - End User Solutions, SHI; and Garth Whitacre, Field Solutions Manager - Security Solutions, SHI; and Kevin English, Director of Mobility, SHI; and Mark Moreno, Regional Solutions Manager - Infrastructure Solutions, SHI</p> <p><i>Find out how educational institutions are hosting and securing the applications and data needed to support their teachers, administrators and students. Topics include navigating the traditional data center, cloud and hybrid infrastructure models, and the security controls needed to ensure the safe storage and usage of sensitive data and applications.</i></p>
4:00 - 4:45 p.m.	<p><b>Leveraging Funding Through Grants and E-rate</b></p> <p><b>Presenters:</b> Elizabeth Evans, Senior Grants Development Consultant for K-12, Manager of Education Projects, Grants Office LLC; and Liz Shay, Grants Development Consultant for Higher Education, Grants Office LLC; and Peter Kaplan, National K-12 E-rate Channel Manager, Hewlett Packard Enterprise</p> <p><i>This session will provide an overview of funding available to education entities.</i></p>
5:00 - 5:45 p.m.	<p><b>Partner Keynote: Google – Say “New Normal” One More Time...</b></p> <p><b>Presenter:</b> Michael Patterson, North America G Suite for Education, Google</p> <p><i>A big fear or source of anxiety for any educator is “change,” and we are now living through one of the most significant periods of change in education, and for that matter, society.</i></p> <p><i>How we can effectively weave the fabric of Remote Learning, Digital Student Engagement, Safety, Equity and Access into the future of education? ... By building the New Norm of the “21st Century Classroom” together.</i></p>

## Day 2 | Virtual esports Symposium Thursday, June 25, 2020

11:00 - 11:15 a.m.	<p><b>Welcome</b></p> <p><b>Presenters:</b> Dr. Katrina Adkins, Senior Program Director - K-12 &amp; Higher Education; and SHI Joey Gawrysiak, Professor and Director of Esports, Shenandoah University</p>
11:15 a.m. - 12:00 p.m.	<p><b>Keynote: esports for Education</b></p> <p><b>Presenter:</b> Josh Kell, CEO, Horizon AVL</p> <p><i>The ever-changing landscape of esports can lead to many industry questions related to curriculum, broadcast, training rooms, arenas, building a community and culture, and recruitment and enrollment. Join us as we give answers to those questions, discuss the K-12 and collegiate esports landscape, and provide resources on ways to develop programs within the esports universe.</i></p>
12:15 - 1:00 p.m.	<p><b>esports Student Panel</b></p> <p><b>Presenters:</b> Brad Blanchard, Morgan Keeler and Sean Kelly - Students, Shenandoah University</p> <p><i>Many of today's higher education institutions offer varsity esports programs that compete with teams around the country as part of the National Association of Collegiate Esports. Find out which games and teams Shenandoah University is playing and how esports is making inroads within academia.</i></p>
1:15 - 2:00 p.m.	<p><b>Building an esports Facility</b></p> <p><b>Presenters:</b> Josh Kell, CEO, Horizon AVL; and Joey Gawrysiak, Professor and Director of Esports, Shenandoah University; and Zach Harrington, Head Coach and Assistant Director of Esports, Shenandoah University</p> <p><i>Many of today's educational institutions are bringing esports to their campus but are unsure of what industry requirements to follow. This session will explain the fundamentals of building esports facilities that comply with industry and curriculum integration standards, as well as ways to develop successful esports programs. Join us to learn more about esports curriculum, broadcast, training rooms, arenas, building a community and culture, and boosting recruitment and enrollment.</i></p>
2:15 - 3:00 p.m.	<p><b>Hardware and Networking for esports</b></p> <p><b>Presenters:</b> David Wible, Mid-Atlantic Territory Manager, Acer; and Dharan Arun, Account Manager, Cisco Meraki; and Troy Severson, Sales Director of Gaming, Intel</p> <p><i>Discover what happens behind the scenes in esports, and learn what it takes to make esports happen!</i></p>
3:15 - 4:00 p.m.	<p><b>Coaching and Organizing a Team</b></p> <p><b>Presenters:</b> Chris Aviles, Teacher/esports Coach, Fair Haven, New Jersey; and James O'Hagan, Director of Digital &amp; Virtual Learning, Racine Unified; and Joey Gawrysiak, Professor and Director of Esports, Shenandoah University; and John Robertson, Director of Esports, Tipton High School</p> <p><i>Esports is not just about gaming. Organizing and coaching a team takes time, enthusiasm, dedication, and a great understanding of the esports industry. Join us to hear from some of the nation's most skilled esports coaches and learn how to successfully build and support an esports team at your school.</i></p>
4:15 - 5:00 p.m.	<p><b>Curriculum for esports</b></p> <p><b>Presenter:</b> Josh Kell, CEO, Horizon AVL</p> <p><i>Some benefits of esports include digital citizenship, team building, positive social development, and serving as places of inclusion. Scaling esports programs requires an administrator's vision, stakeholder buy-in, and academic and cybersecurity policies. This workshop will teach ways to develop K-12 roadmaps for adopting new technologies and gaining support for gaming, as well as standardizing equipment and implementing an esports curriculum as part of a CTE pathway.</i></p>
5:00 - 5:30 p.m.	<p><b>Closing Keynote</b></p> <p><b>Presenter:</b> Dr. Katrina Adkins, Senior Program Director - K-12 &amp; Higher Education, SHI</p>