

2015

VWBPE Sponsorship Opportunities

8th Annual Virtual Worlds Best Practices in Education Conference

Use of 3D rendering technology has been making its way more and more into mainstream education in both academic and business settings. This conference is for those educators who need an opportunity to connect with others on the cutting edge in the use of virtual worlds and how to best apply them in a practical setting. Unlike other conferences on virtual world education and technology, this conference is for educators, by educators, having consistently delivered value for money far in excess of any other conference of its type available anywhere in the world today.

Conference Overview

From: Wednesday March 18, 2015

To: Saturday March 21, 2015

Cost: VWBPE is a FREE conference made possible by the generous contributions of time, money, and facilities by volunteers and conference partners.

Website: <http://www.vwbpe.org>

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VWBPE Executive Committee
Virtual Worlds Best Practices in Education
March 18-21, 2015





VWBPE Background

Use of 3D virtual technology has been making its way into mainstream education, non-profit and business settings. This 8th Annual Virtual Worlds Best Practices in Education Conference (VWBPE15) is the definitive event bringing together educators/trainers, practitioners, administrators and policy makers from around the world to present, discuss and review ongoing developments in the field of 3D virtualization, its applications, and opportunities.

The conference provides a virtual venue where high quality academic papers, grassroots practical application modeling, roundtables, and discussions, will be presented to leading businesses and academics in the field of virtual collaboration. All proposals are selected through a peer-review process to ensure that all presentations represent leading edge work which is current and relevant.

John (Pathfinder) Lester stated: "I strongly believe this fantastic conference is a watershed moment for education". The recorded sessions are archived on Treet TV's Website and have drawn thousands of viewers during the past years. Similarly, blog posts, articles, wiki's, and twitters have reached thousands of more educators and related professionals around the world fostering an ongoing interest in the importance of the conference, its reach, and effects.

The past several conferences have attracted a growing following.

Conference	Confirmed Attendees	Countries	Presentations
VWBPE 2009	3000	25	75
VWBPE 2010	2100	65	170
VWBPE 2011	2400	95	200
VWBPE 2012	2100	90	150
VWBPE 2013	2200	65	100
VWBPE 2014	3300	75	80

The impact of the conference will be dramatic and provide an ideal platform for advertising and sponsorship.

Sponsorship

Sponsorship provides a number of benefits to your organization during and after the conference. As a sponsor of this event, your organization can associate its name with a high profile and growing annual event. One that reaches a broad international audience, is growing in global recognition, and has become a sustainable event on an annual basis.

As a sponsor, your organization gains the following competitive advantages:

- High visibility with leaders in the field of 3D virtualization and collaboration
- Opportunities to raise brand awareness globally both during the conference and after
- Opportunities to promote your products/services through presentations and/or exhibits
- Outreach to a broad spectrum of teachers, administrators, business and government leaders



Sponsorship Packages

Our goal is to raise \$15,000 USD between December 15th, 2014 and March 10th, 2015. The funds raised will provide for venue design and set-up, high-definition and low-definition video streaming of the conference in real-time to the internet, transcription for those people who are deaf and hard of hearing, community development social activities and other incidental expenses. How much or how little of these activities depends on our sponsors.

The VWBPE Committee is asking for your support at one of three sponsorship levels Gold (\$1500), Silver (\$1000), Bronze (\$500) or Blue Ribbon (any amount under \$500).

Gold Sponsor (\$1500 x 2)

- Premier placement on Conference Homepage on VWBPE website with hyperlink
- Premier placement on Sponsor Page on VWBPE website with hyperlink
- Premier placement on Sponsor Boards throughout the venues
- Sponsor Booth in the Poster Area (see poster guidelines on the VWBPE website)
- Full Page ad on the Conference proceedings (inside front or inside back page) to be provided by the sponsor
- 15-30 second ad spot on VWBPE live streaming of conference main channel (to be provided by the sponsor).

Silver Sponsor (\$1000 x 4)

- Preferred placement on Conference Homepage on VWBPE website with hyperlink
- Preferred placement on Sponsor Page on VWBPE website with hyperlink
- Preferred placement on Sponsor Boards throughout the venues
- Sponsor Booth in the Poster Area (see poster guidelines on the VWBPE website)
- 1/2 Page ad in the Conference proceedings (back pages) to be provided by the sponsor
- 5-10 second ad spot on VWBPE live streaming of conference main channel (will be created by VWBPE film and stage crew).

Bronze Sponsor (\$500 x 16)

- Preferred placement on Sponsor Page on VWBPE website with hyperlink
- Preferred placement on Sponsor Boards throughout the venues
- Sponsor Booth in the Poster Area (see poster guidelines on the VWBPE website)
- 1/4 Page ad in the Conference proceedings (back pages) to be provided by the sponsor

Blue Ribbon Community (varying amounts over \$50 and under \$500)

- Honourable mention placement on Sponsor Page on VWBPE website with hyperlink
- General placement on Blue Ribbon Community Board in Second Life
- LD Video Sponsor mention at least once throughout the 4 days



Virtual Gift Bags and Sponsor Board Locations

Each year VWBPE encourages all for-profit and non-profit organizations to contribute something to the Virtual Gift Bag. In the past these items have included virtual clothing (branded and unbranded), toys, tools, samples, scripts, coupons, etc.. In the past we have had upwards of 100 different items offered to the conference participants. If you have something to add please just pass it along in world or contact us at info@vwbpe.org to arrange.

Sponsor boards will be placed at each of the main speaking venues, the social area, and gateway. Visitors pick up their virtual gift bags at the gateway area.

This year VWBPE will be holding the conference in multiple virtual world locations for the 3rd year in a row. While Second Life's virtual environment will still be hosting the main venues, other locations may include OpenSim and other "non-traditional" virtual world environments which are capable of supporting presentations, discussion forums, demonstrations, and hands-on workshops. Watch the <http://vwbpe.org> website to get more information on locations for this year's conference.

Metaverse TV / Treet TV

<http://business.treet.tv/shows/bpeducation>

<http://metaversetv.com/live>

Treet TV and Metaverse TV are again partnering with VWBPE to provide high definition video capture of the conference. Over the past several years over 60 hours of video footage has been captured and is made available free to the academic community in addition to other video broadcasts.

Your sponsorship at the Gold, Silver, and Bronze level not only provides exposure for your products and services during the conference but is captured as part of the online availability of these videos well after the conference has concluded. This is a tremendous value with VWBPE video being accessed on a daily basis by education organizations around the world.