2013

VWBPE Sponsorship Opportunities

6th 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 July 24, 2013

To: Saturday July 27, 2013

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

Contact Information:

Kevin Feenan,
VWBPE Executive Committee
Sponsorship, Finance, and Logistics
Tel: +1.613.276.1911
eMail: sponsorship@vwbpe.org

VWBPE Background

Use of 3D virtual technology has been making its way into mainstream education, non-profit and business settings. This 6th Annual Virtual Worlds Best Practices in Education Conference (VWBPE13) 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 affects.

The past several conferences have attracted a growing following.

Conference	Confirmed Attendees	Countries	Presentations	Attendance Hours
SLBPE 2007	1700	15	24	Unkn
VWBPE 2009	3000	25	75	2hr/pp
VWBPE 2010	2100	65	170	4hr/pp
VWBPE 2011	2400	95	200	4hr/pp
VWBPE 2012[1]	2100	90	150	4hr/pp

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

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[1] Note that 2012 numbers are approximated due to Linden Lab no longer providing statistical support for community events and conferences.

Sponsorship Packages

Our goal is to raise $15,000 USD between April 1st, 2013 and July 15th, 2013. 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 the 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)

Company name and logo displayed on

- 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 space at the main gateways
- Poster Booth in the Poster Area
- HD Video Recording (Pre-Roll) with graphic for all recorded video

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 space at the main gateways
- Poster Booth in the Poster Area
- HD Video Recording (Post-Roll) with graphic for all recorded video

Bronze Sponsor ($500 x 16)

- General placement on Conference Homepage on VWBPE website with hyperlink
- General placement on Sponsor Page on VWBPE website with hyperlink
- General placement on Sponsor Boards throughout the venues
- General placement on Sponsor Boards at the main gateways locations
- Poster Booth in the Poster Area
- HD Video Recording (post-roll) without graphic for all recorded video

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 will be a first for VWBPE as we will be holding the conference in multiple virtual worlds. While Second Life's virtual environment will still be hosting the main venues, other locations may include OpenSim, purpose built Unity3D environments, 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.