

Unity for Humanity

Summit

2021

OCTOBER 12, 9:00 am EDT

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9:00 am	MAIN STAGE : Welcome & Kickoff			
	STAGE 1 EDUCATION AND INCLUSIVE ECONOMIC OPPORTUNITY	STAGE 2 DIGITAL HEALTH AND WELLBEING	STAGE 3 ENVIRONMENT AND SUSTAINABILITY	STAGE 4 TOOLS FOR CHANGEMAKERS
9:10 am	Reducing barriers to healthcare training with real-time 3D (30 mins)	No prescription required: Democratizing mental healthcare (30 mins)	Level up! Creating a more sustainable gaming universe (30 mins)	User Acquisition for Your Social Impact Mobile Game (30 mins)
9:40 am	Models for creating economic inclusivity (60 mins)	Enabling empathy at scale (to get a shot at saving humanity) (30 mins)	What's next for immersive conservation storytelling (30 mins)	Changing the world with augmented reality (AR) (30 mins)
10:10 am		Funding healthcare innovation (30 mins)	Building a more sustainable fashion future (30 mins)	Convince the world that your project is incredible (30 mins)
10:40 am	MAIN STAGE : Social impact creator journeys (20 mins)			
11:00 am	MAIN STAGE : Unity Social Impact (10 mins)			
11:10 am	MAIN STAGE : Fireside chat with Common and Dr. David Washington (35 mins)			
12:00 pm	Conversations with creators / Networking break			
12:55 pm	MAIN STAGE : Unity for Humanity Grant : What you need to know before applying (5 mins)			
1:00 pm	Powering an equitable workforce with immersive learning (30 mins)	RT3D: The bridge to healthcare innovation (60 mins)	UFH Environment Grant winners conversation (30 mins)	You can do it! Create your first game with Unity (30 mins)
1:30 pm	Transforming communities with RT3D programs (30 mins)		Visualizing Earth's futures (30 mins)	More game, less code: An intro to Unity Visual Scripting (30 mins)
2:00 pm	Peer-to-peer learning: How students teach students (30 mins)	Hospitals of the future (30 mins)	Digital twins for sustainability (30 mins)	GPS: How to create with purpose (30 mins)
2:30 pm	MAIN STAGE : Social impact creator journeys (30 mins)			
3:00 pm	MAIN STAGE : Imagining a better world through the power of the metaverse (30 mins)			
3:30 pm	Partnerships for impact: Tech and education (45 mins)	AI for social good: Fast-tracking COVID-19 and malaria testing with synthetic data (30 mins)	Driving leadership in sustainability and immersive technologies (30 mins)	Unity Essentials workshop (90 mins)
4:30 pm	MAIN STAGE : Conversations with creators / Networking break			
5:00 pm	MAIN STAGE : Reaching for the stars: The ultimate in remote medical care (30 mins)			
5:30 pm	MAIN STAGE : Closing remarks (15 mins)			