OXFORD DIGITAL FESTIVAL

Visitor Guide

Thursday 14 November 2024
Rhodes House,
University of Oxford

Hosted by

Welcome to
Oxford Digital Festival 2024

Welcome to the University of Oxford Digital Festival 2024. Thank you for joining us as we gather to celebrate the advancement of teaching and research by digital means.

At this, our second, annual Festival for Oxford people, I am grateful that our vibrant community of 'digital innovator' colleagues and partners are dedicating their precious time and expertise to exhibit their work and help us reimagine our lives in the digital and AI age. You can find details of all our exhibitors in this visitor guide; do make the time to engage and envision new possibilities with them.

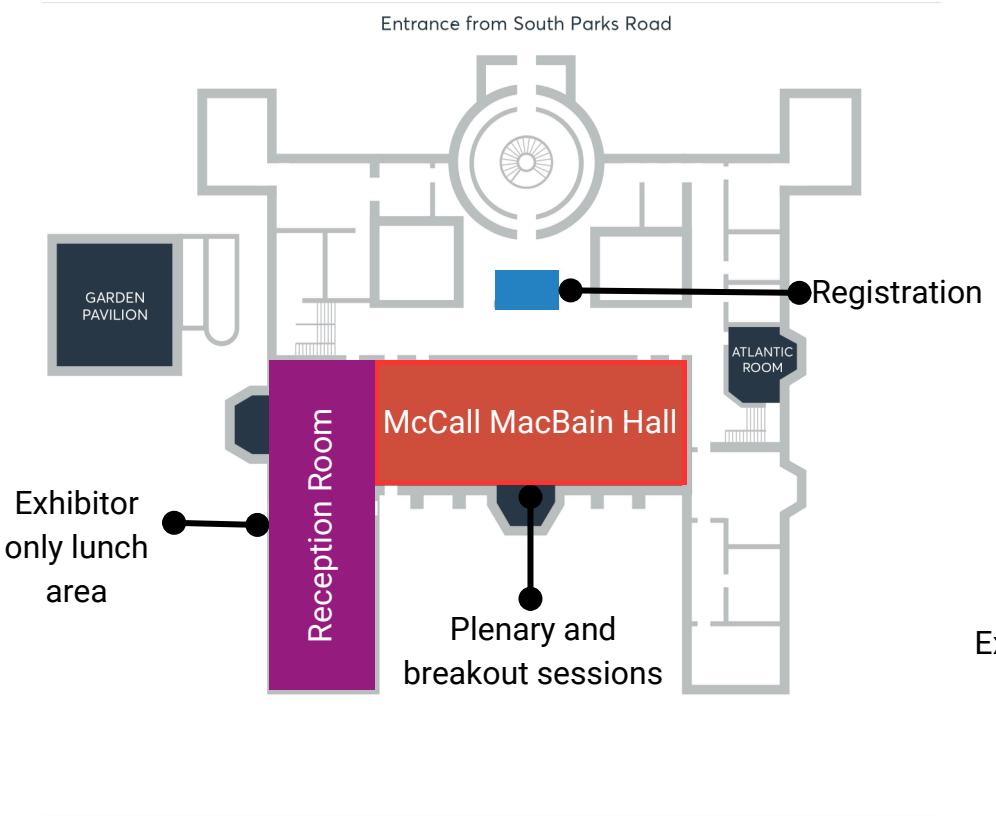
Our programme is enriched by distinguished speakers whose insights will inspire us to reimagine how Oxford's academics, researchers, professional services staff, and students can continue to evolve. If you miss a speaker, please rest assured that the sessions are being recorded so you should not miss out on these transformative conversations.

Professor Anne Trefethen
Pro-Vice Chancellor – People & Digital
University of Oxford

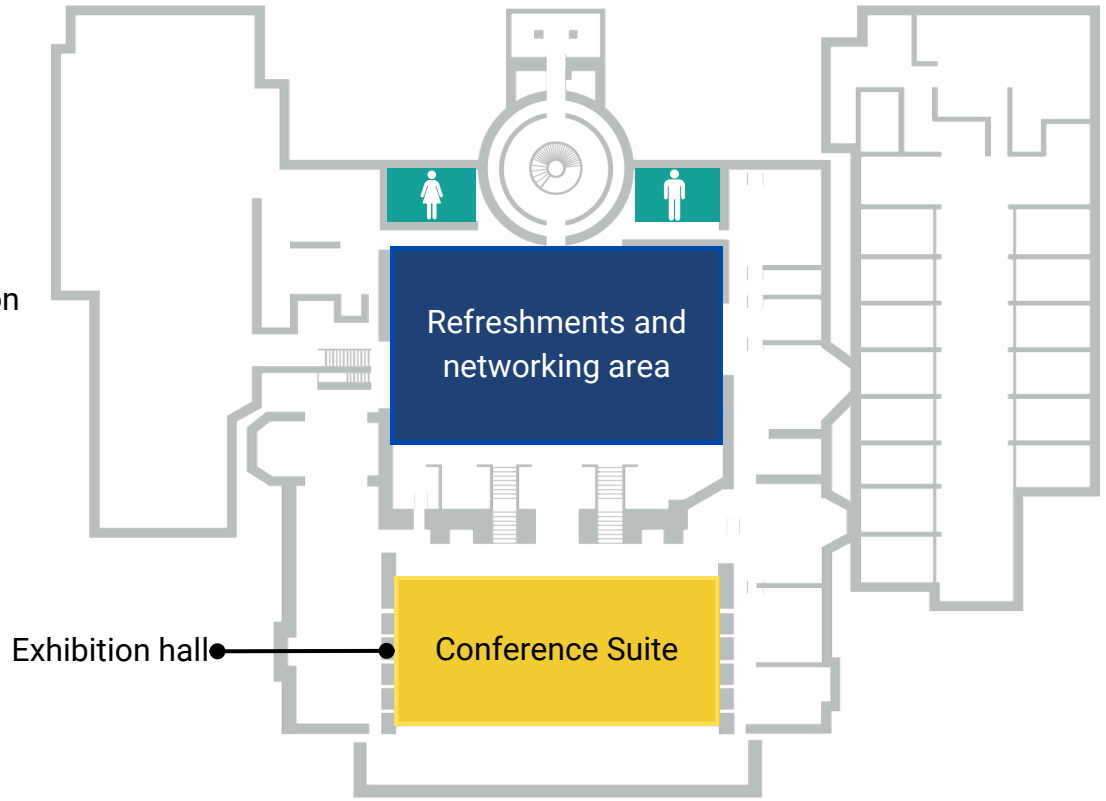
#OxDigiFest

Venue map

Ground Floor Plan



Lower Ground Floor Plan



Agenda

09:30	Registration opens
10:00 - 10:15 *McCall MacBain Hall*	Opening address from **Professor Anne Trefethen**, PVC People and Digital
10:15 - 11:00 *McCall MacBain Hall*	**AI and climate** • **Hannah Christensen**, Associate Professor in Physical Climate, University of Oxford
11:05 - 11:35 *McCall MacBain Hall*	OPTIONAL Workshop 1 – '**AI and me**' – Hear from colleagues in the Gen AI pilot
12:15 - 13:00 *McCall MacBain Hall*	**The future of education – facilitated by Anne Trefethen** • **Kate Maxwell -** SVP and General Manager Global Education, Microsoft • **Adele Every** - MD Public Sector UK and Ireland, Cisco • **Valerie Singer** - General Manager of Global Education, Amazon Web Services (AWS)
13:05 - 14:00 *McCall MacBain Hall*	OPTIONAL Workshop 2 - **'AI and music**' – with Professor Dave de Roure and Rob Laidlow
15:00 - 15:45 *McCall MacBain Hall*	**Sustainable computing - for people and planet - How the UK must harness the heat from data centres** • **Mark Bjornsgaard**, Founder and CEO, Deep Green Technologies
16:30	End of festival

Exhibition Hall open all day

DigiTalks
11:45 - 12:00
&
14:15 - 14:30
See next page for more details

DigiTalks - taking place in the Atlantic Room

11:45 - 12:00	**Rendering flight through a bird's eyes** Prof. Graham Taylor will be speaking about his group's work combining motion capture, 3D rendering and NeRFs to visualise the world through the eyes of a bird, with applications to video gaming and bio-informed design of the built environment to reduce collision risk for birds. **Graham Taylor**
	Eyemmersive Eyemmersive is a virtual reality tourism platform that provides immersive 360-degree video experiences of global destinations, making them accessible to a diverse audience, including individuals with disabilities and neurodivergent users. This innovative service allows those who face barriers to travel—whether due to physical limitations, financial constraints, or geopolitical restrictions—to virtually explore destinations worldwide. **Selvakumar Ramachandran**
14:15 - 14:30	**Cabinet: Digitising Cultural Heritage Objects** Prof. Kathryn Eccles (Oxford Internet Institute) will give a short talk on her experience of digitising and working with 3D cultural heritage objects for the Cabinet project. Cabinet is a unique tool, developed and built in Oxford, which enables academics to assemble and interlink 2D/3D images, video, and audio and to provide the commentary which transforms them into multi-media learning packages. **Kathryn Eccles**
	Train Your Eyes, Train Your Brain – Amblyopia Virtual Reality With Dr Betina Ip and Dr Juju Fars from the Vision Group at NDCN. Can visual training fundamentally improve vision? If so, what does it say about plasticity in the human brain? By using digital technology, including virtual reality headsets and cloud computing, we also ask how digital technology can effectively help recovery of function in the comfort of your own home. **Betina Ip**
	Immersive Assembly Vol 4: 'Dreams & Echoes' - Mediale Immersive Assembly Vol 4: 'Dreams & Echoes' is the fourth annual talent development programme from Mediale. It is a multi-disciplinary residency focusing on learning, peer critique and developing new ideas and collaborations in and around immersive art and technology. Mediale invites artists to consider the role that immersive experiences can play in the exploration of what consciousness means now, and what it could mean in the future. **Josie Bamford**

Meet our speakers

Hannah Christensen

Associate Professor in Physical Climate, University of Oxford

Hannah is an Associate Professorship in Physical Climate and a Tutorial Fellow at Wadham College. She is also a Natural Environment Research Council Independent Research Fellow and holds a Leverhulme Trust Research Leadership Award.

Hannah leads the Atmospheric Processes group where she and her team work to understand the role of uncertain small-scale processes on weather, seasonal and climate timescales. They combine this understanding with expertise in numerical modelling to develop parametrisation schemes for weather and climate models (which have been included in various weather forecasting models around the world). A growing area in their group is the application of sophisticated Machine Learning tools to problems in this area.

Hannah is on the leadership team of the Intelligent Earth Centre for Doctoral Training which is training a new generation of DPhil (PhD) students to tackle some of the most pressing environmental issues using Artificial Intelligence and Machine Learning.

Change of speaker — Stephen Belcher is not available to speak today. We are grateful to Hannah Christensen for agreeing to be our plenary speaker at very short notice.

Meet our speakers

Kate Maxwell

SVP and General Manager Global Education, Microsoft

As General Manager for Worldwide Education industry at Microsoft, Kate delivers on Microsoft's mission to empower every person and organization on the planet to achieve more. Maxwell is an accomplished technology leader and STEM education advocate with 20 years of experience supporting Public Sector customers and students around the world. She has expertise in digital transformation, engineering & technology strategy, and business culture reform, and is a sought-after public speaker, author, and innovator. Maxwell holds two patents and inspires audiences on keynote stages and conference proceedings both domestically and abroad. Before joining the global Education industry at Microsoft, Maxwell served as Chief Technology Officer for the Microsoft Worldwide Defense & Intelligence industry (2020-2023).
Maxwell is a passionate advocate for STEM and a diversity & inclusion thought leader in the tech community. She serves on the Board of Directors for TechPoint Foundation for Youth, an Indiana-based non-profit connecting underprivileged students with opportunities in STEM, as well as TechPoint, an organization focused on growing the Indiana tech ecosystem. She also launched the annual Maxwell Scholarship for Women in Computing and Engineering at her high school alma mater. Maxwell holds a Master's Degree in Systems Engineering from George Mason University and a Bachelor's Degree in Computer Science from the University of Pittsburgh-Johnstown.

Meet our speakers

Adele Every

MD Public Sector UK and Ireland, Cisco

Adele is the Managing Director for Public Sector at Cisco. Focused on driving sustainable business growth through her sales and specialist teams bringing value to government. Adele drives operational excellence and rigour with a focus on account strategy and planning activities to drive targeted sales and marketing campaigns. Prior to joining Cisco, Adele spent 17 years at Capgemini. As Vice President she led a high performing cross functional team to deliver on their largest global account which was circa £1bn per annum to fulfil programmes of national importance including BREXIT and COVID 19 support packages. She has also established and sat on innovation programme boards within the public sector focused on bringing a broad ecosystem of partner offers to support the transformation and SME agenda. She has a mature network across government, connecting MPs, lobby groups, SME tech partners and start ups and has featured in many tech publications including, Technology Record, IT Pro Journal and the New Statesman.

Meet our speakers

Valerie Singer

General Manager of Global Education, AWS

As General Manager for AWS's Global Education team, Valerie is responsible for leading strategy and initiatives for Higher Education, Research K 12, EdTechs and outcome based education worldwide Her Skills to Jobs team enables governments, education systems, and collaborating organizations to deliver skills based pathways to meet the acute needs of employers around the globe, match skilled job seekers to good paying jobs, and advance t he adoption of cloud based technology.
In her ten year tenure at AWS, Valerie has held numerous leadership positions, including driving strategic customer engagement within AWS's Worldwide Public Sector and Industries. Valerie established and led the AWS public sector global partner team, AWS's North American commercial partner team, was the leader for teams managing AWS's largest worldwide partnerships and incubated AWS's Aerospace Satellite Business Group. Valerie established AWS's national systems integrator program and promoted partner competency development and practice expansion to migrate enterprise class, large scale workloads to AWS.
Prior to joining AWS, Valerie held senior positions at Quest Software, Adobe Systems, Oracle Corporation, BEA Systems, and Cisco Systems. She holds a B.S. in Microbiology from the University of Maryland and a Master in Public Administration from the George Washington University.

Meet our speakers

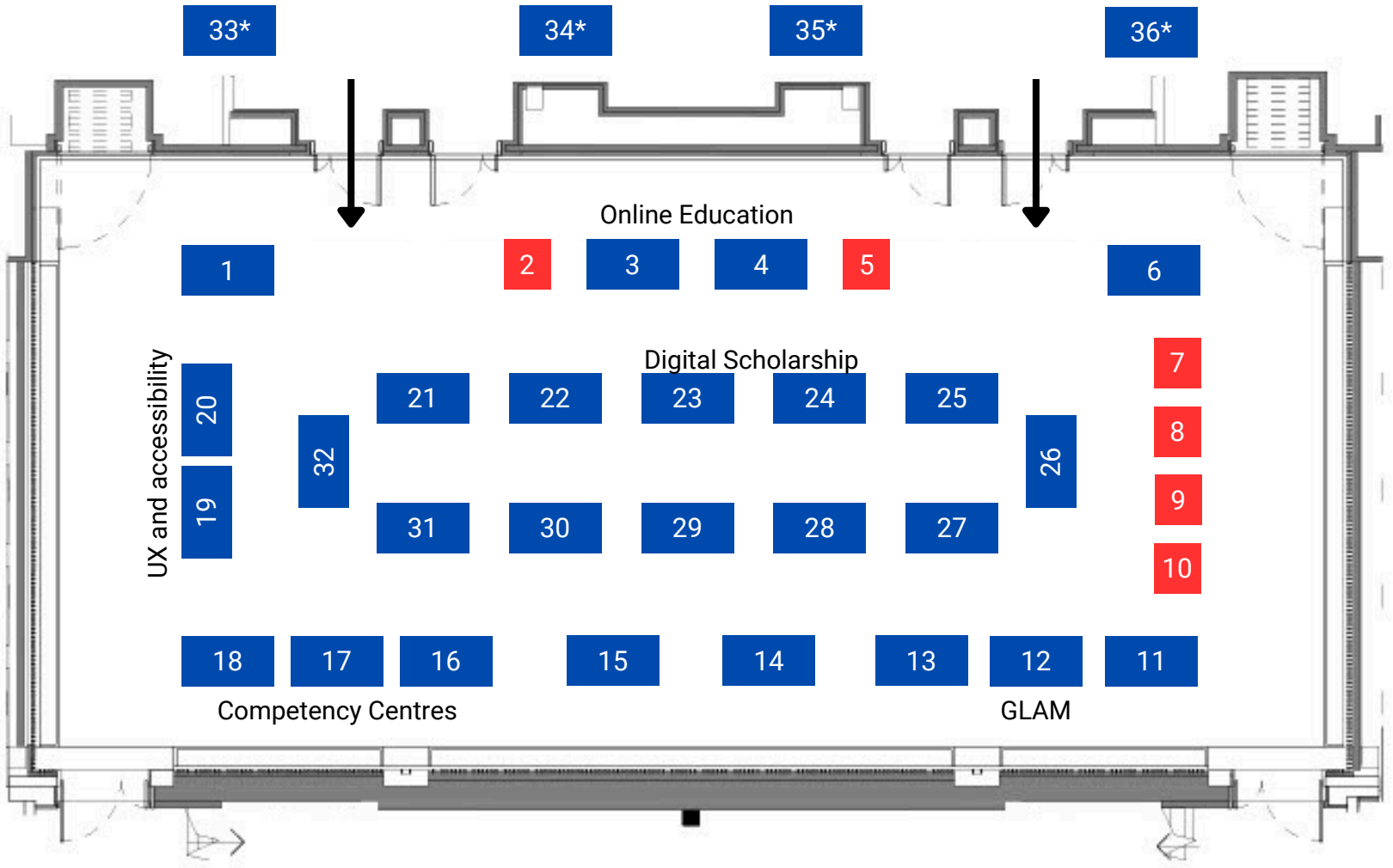
Mark Bjornsgaard

Founder and CEO, Deep Green Technologies

Deep Green was incubated by System Two Group, a VC Mark founded before stepping into CEO duties. System Two has built a fanatical following with its hypothesis driven approach and grew numerous businesses from scratch to scale including Lifted (Senior care - a JV with British Gas), Altogether (US healthcare, JV with GSK) and Secret Source (augmented tech teams, Europe). Mark was a founding investor in Elmo (EV subscriptions sold to BCA group) and is an investor in Caldera (Heat Batteries, Europe), Colibri (augmented tech teams, US) and NewChange FX (real time FX data). He sits on the board of Optect (AI flame detection) and Ctl-Alt (FCA registered fractional ownership). In the early 00s he was the co-founder of Artists First - the legendary music software platform which helped transform the industry from CDs to digital downloads. He holds a number of other board positions and previously consulted to a range of FTSE 100s on M&A strategy and innovation.

Exhibition floorplan

*Stands in networking foyer



1	Eyemmersive	2	Online Education Hub	3	Digital Education Service	4	Oxford Saïd Online
5	Online Course Design	6	Impossible Factory	7	FAIRsharing	8	Opportunities List
9	PixselChat	10	Taylor Editions	11	GLAM	12	GLAM
13	GLAM	14	ARCHiOx	15	Laing O'Rourke	16	Cyber Security & Cloud Computing for Research Competency Centres
17	Workflow & Automation Competency Centre	18	AI & ML Competency Centre	19	User Experience	20	Digital Accessibility
21	Digital Anatomy Education	22	DGscope.id	23	Digital Scholarship	24	Centre for Digital Scholarship
25	Research Data	26	Quantifying Parkinson's	27	IMPRESA	28	Mung!
29	Improving vision using VR training at home	30	Transforming Digital Comms	31	Headless Web Development	32	Improving Wireless
33	MyOxford	34	Cheng Kar Shun Digital Hub	35	Synchrony	36	Digital Transformation

Meet our exhibitors

Stand 1 - Eyemmersive: harnessing VR to make tourism more accessible

A virtual reality tourism platform that provides immersive 360-degree video experiences of global destinations, making them accessible to a diverse audience, including individuals with disabilities and neurodivergent users. This innovative service allows those who face barriers to travel—whether due to physical limitations, financial constraints, or geopolitical restrictions—to virtually explore destinations worldwide. Eyemmersive supports the tourism industry with new revenue models and promotional opportunities. Additionally, Eyemmersive is researching the integration of real-time auditory narration based on visually captured elements (utilizing the Orion Project by Meta, Apple's Pro Vision, and other wearable devices) at tourist sites. This feature will not only enrich the virtual experience but also assist users in navigation, enhancing accessibility.

Stand 2 - Online Education Hub: supporting academic teams to achieve their ambitions for online education, from concept through to evaluation and beyond

Discover how the new Online Education Hub can support course teams to achieve their ambitions for online education. The Hub is part of Oxford's investment in Digital Transformation, helping to increase innovation in education and widen participation and access. Find out about the new end-to-end service for online courses, and how divisions and departments can work with the Hub to develop their online course offerings.

Stand 3 - Digital Education Service by the Centre for Teaching and Learning

The University offers various digital technologies to support flexible and inclusive teaching and learning, in accordance with the Digital Education Strategy. The Digital Education team (Centre for Teaching and Learning) provides support, guidance and consultation for staff and students on the use of the Canvas virtual learning environment and associated technologies. Visit their stand to find out more about using digital tools in your courses.

Meet our exhibitors

Stand 4 - Oxford Saïd Online: reimagining online learning worldwide

OSO's mission is to expand worldwide access to Oxford Saïd's faculty expertise and research, inspiring positive global change by reaching more learners through innovative education strategies. Over the past year, they've implemented new technological solutions that have made learning more accessible and engaging, while also streamlining our content creation process for greater efficiency. By collaborating with global technology partners, OSO helps Oxford Saïd scale their educational programmes through high-quality, personalised online delivery and flexible assessment options. Through strategic partnerships with global institutions focused on education, OSO ensures that cutting-edge content reaches learners worldwide, including those in the most remote areas.

Stand 5 - Online Course Design: TALL team

How do we design high-quality, engaging online learning experiences for students? Visit the stand to explore some of the innovative online courses from the Department for Continuing Education. With over 25 years' experience of designing, developing, and delivering fully online courses to thousands of students each year, we are excited to showcase highlights from our portfolio of over 100 online courses and discuss the advanced techniques and methods behind their design.

Stand 6 - Impossible Factory by Slalom

Oxford's Digital Transformation Delivery Partner, Slalom, bring their Impossible Factory to the Festival. The Impossible Factory is a rapid innovation and prototyping method which helps businesses ideate on problems in a range of different industries and sectors, re-imagine how things can be done differently using technology, and quickly reach scale and commercial viability.

Meet our exhibitors

Stand 7 - FAIRsharing: helping researchers meet data standards

Ensuring data is findable, accessible, interoperable and reusable is a high priority for many researchers, as it makes research more visible, more widely adopted and cited and easier to access by both humans and digital tools. FAIRsharing provides resources on what data and metadata standards and policies to follow, and supports researchers to discover, select and use these resources with confidence.

Stand 8 - Opportunities List: unlocking communication channels

See how members of the Humanities Division have been sharing opportunities. Visit the Opportunities List stand to discover how colleagues have used digital tools to reduce duplication of work and share information between faculties, and how you could do the same in your network.

Stand 9 - PixselChat: follow lectures in your own language

PixselChat is a multi-user platform that delivers instant, real-time translated communication via a range of dynamic products. PixselChat's groundbreaking technology means that you do not have to know someone's language in order to communicate with them in real-time.

Stand 10 - Taylor Editions: digital skills and publication

Taylor Editions is part digital skills training, part publication platform. Learn about its course on creating an xml-encoded digital edition of a text which gives students, staff and researchers a range of digital skills, and raises awareness of other services, such as research data support, and training opportunities, such as the iSkills courses. During the course, students create a digital edition of a text of their choice, which is published on the Taylor Editions website and deposited in ORA data. You can explore different functionalities such as providing variant readings via popovers, adding editorial notes and linking to other resources.

Meet our exhibitors

GLAM Stands 11-13 - Exhibit

The Bodleian Library is trialling a new tool to showcase stories in its collections and make new connections for audiences, starting with a unique Chinese trade route map that's been in Oxford since 1659.

GLAM Stands 11-13 - MARCO: Manuscripts and Archives at Oxford University

This recently launched Boolean service will help you find everything from early medieval manuscripts to Sanskrit literature to modern poetry archives.

GLAM Stands 11-13 - Bes: Creating Identities

Have a go at The Ashmolean's new, inclusive in-gallery touchscreen game for families. It aims to help young children learn about disability histories through Bes, an ancient Egyptian god who was part-man with dwarfism and part-lion.

GLAM Stands 11-13 - 3D at the Museum of Natural History

Find out how 3D digital modelling, animation and printing has helped us look at surprising correlations in the evolution of forelimb bones (arms, legs, flippers and wings) and see the reproduction of the iconic jaw fossil held in the Museum that started a global craze – it's the 200th anniversary of Megalosaurus, the first ever scientifically described dinosaur.

GLAM Stands 11-13 - About Time

How a sundial gifted to a 16-year-old boy inspired one of the greatest collections of timekeepers in the world. Step into the virtual study of Lewis Evans, founder of the History of Science Museum, and hold time in your hands.

Meet our exhibitors

GLAM Stands 11-13 - Wandering in Other Worlds

In 2019, an artist and an anthropologist journeyed to Evenkia in the Siberian Arctic, retracing an expedition led by anthropologist Maria Czaplicka in 1914. Through 360 videos on a VR headset, you can experience the world of the Evenki, their storytelling, cosmology and living in harmony with nature.

Stand 14 - ARCHiOx: Analysis and Recording of Cultural Heritage in Oxford

Oxford University's Bodleian Libraries has been working with the Factum Foundation from Madrid, using their exceptional high resolution 3D imaging technology to reveal near-invisible text and artwork from originals in the Bodleian's collections. The data from recordings can be used to show the 3D surface of an original to reveal what is difficult or impossible to record through conventional photography, or to create accurate 3D facsimiles. Learn more about new 3D recordings from the last year from collections across Oxford University's GLAM institutions ranging from fossilised insects at the OUMNH to High Rennaissance drawings at the Ashmolean Museum.

Stand 15 - Laing O'Rourke: constructing the new Schwarzman Centre and beyond

Explore how digital technologies are being applied to build the new Schwarzman Centre of Humanities and other construction projects – from 3D virtual/augmented reality to digital automation and dashboards. See how engineering and construction enterprise Laing O'Rourke have been using these tools to accelerate construction and enhance safety standards.

Stand 16 - Cyber Security Competency Centre

Do you want to help contribute to keeping your work and your colleagues safe? Do you want to improve your skills and gain formal training and certification in modern cybersecurity? The Cyber Security Competency Centre can help with free consultation, staff training, and technical support to help protect your department, centre or project whilst providing access to a community of fellow information security associates.

Meet our exhibitors

Stand 16 - Cloud Computing for Research Competency Centre

Find out if there are benefits to choosing and deploying the cloud-based solutions for your research project. Learn about free consultation, staff training delivered by external providers, and technical support to help protect your department, centre or project. Based in the Medical Sciences Division, the Cloud Computing for Research Competency Centre have a small team of technical experts and software developers who can alleviate any concerns you may have about setting up with an external provider and you can consult with to work on longer projects. Come and learn about their new in-house cloud calculator tool!

Stand 17 - Workflow and Automation Competency Centre

Do you wish there was an easier way to input data, manage processes, or automate manual tasks? The Workflow and Automation Competency Centre can help analyse your needs and provide practical solutions. You can access free consultation, staff training in Power Automate, and technical support to transform the way that your department, centre or project works. Automating elements of your workflow means freeing up staff time and replacing manual, potentially error-prone processes with simple but powerful software solutions.

Stand 18 - AI and Machine Learning Competency Centre

This Competency Centre can help you best harness the potential of generative AI tools in a controlled and secure way. Learn about free staff training in AI literacy, consultancy on how to deploy AL/ML methods in education, research, and professional services, and access to approved and supported tools, to help transform your work Discover find the right solutions for your AI/ML needs and identify how best to use them while aligning with the University's guidelines. Learn about their new system for departments to purchase their own AI licences and how the centre can support you with useful resources.

Meet our exhibitors

Stand 19 - User Experience: putting users at the heart of digital services

The University aims to place users at the heart of all its digital services. User expereince is a central part of Oxford's Digital Transformation programme as it ensures technology serves the people it is for. Discover more about user experience at the University with interactive demos on research techniques and more.

Stand 20 - Digital Accessibility: creating a digitally inclusive future

We now know to what extent students and staff with disabilities are being left behind across the digital estate. This is a result of the baseline accessibility measurement that was devised and conducted by the Digital Accessibility project, powered by Oxford's Digital Transformation. Learn about the real impacts of the most prevalent issues and discover new resourcesto correct and prevent these issues within your own digital products. Explore what a collaborative, truly digitally inclusive future could look like at the University.

Stand 21 - Digital Anatomy Education: hands-on experience of VR and 3-D modelling with medical image segmentation

How can VR change the way we teach and learn? Try out the latest VR being used by clinical lecturers to create immersive and interactive learning experiences for medical students learning about anatomy and discover how new segmentation of 3D models from medical images are being used for educational and clinical applications. Learn about how innovation is improving the ways we teach and learn about the human body, ultimately enhancing both educational outcomes and patient care.

Meet our exhibitors

Stand 22 - DGscope.id: diagnostics and monitoring from afar

Developed by an Oxford DPhil student, DGscope is an affordable digital stethoscope to aid telemedicine, telemonitoring, medical training, and research while minimising errors that might result in inaccurate diagnoses.

Stand 23 - Digital Scholarship at Oxford: enhancing research with digital tools

How can we use digital tools to enhance and improve research, increase the use of the University's collections in digital research and build communities around new approach and tools? These are the questions Digital Scholarship at Oxford aims to answer through its work to unlock the University's latent potential to produce internationally significant, innovative and engaging digital research.

Stand 24 - Centre for Digital Scholarship: harnessing technology best practice

The Centre for Digital Scholarship (CDS) is a space and place for the Bodleian Libraries to engage, lead and shape discussions around digital scholarship practice and research. Learn about events, training, and services including the Sustainable Digital Scholarship (SDS) Service which safeguards the legacy of research at Oxford by ensuring research outputs remain findable, accessible, interoperable, and reusable for years to come and Electronic Enlightenment which offers high-quality academic digital editions of over 70,000 letters from the 17th to the 19th centuries.

Stand 25 - Research Data Oxford: supporting researchers at all stages

A collaborative and well-established community of practice, including IT Services, the Bodleian Libraries and others which supports researchers and their projects at Oxford. Learn how and when different services at Oxford contribute to the Research Data Management Lifecycle from inception and data management to publication and archiving.

Meet our exhibitors

Stand 26 - Quantifying Parkinson’s disease using wearable technology

The Oxford Quantification in Parkinsonism (OxQUIP) study was established with the primary aim of utilising digital technology to develop objective biomarkers to accurately diagnose, differentiate, and track treatment response and progression of PD and PSP patients. Today we will be presenting some of our work using various sensors, what type of data we collect and how it is helping us shape protocols for clinical trials.

Stand 27 - IMPRESA: transforming operations by streamlining workflow

The IMPRESA project aims to transform Nuffield Department of Medicine's operations by developing a comprehensive web application designed to streamline various workflows within NDM. The platform integrates multiple workflows into a single system, addressing inefficiencies from using separate platforms. IMPRESA includes modules for Grants, Timesheets, Collaborator Invoices, and Research Contracts, each designed to enhance specific areas. Initially designed for NDM, find out more about how IMPRESA's adaptable framework could be used by other departments.

Stand 28 - Mung!: Digital Inclusion for ALL ages. Raising elderly smartphone literacy. Revolutionising AgeTech

Mung! is the world’s first AI-driven AgeTech start-up dedicated to tackling digital ageism through innovative software designed for older users and custom software + consulting solutions to help businesses adapt and expand into the ageing market. Mung!’s first product, Musu, is an AI-powered app covering 100+ languages that assists older people with navigating the functions and apps on their smartphones. As a champion of inclusive and community-centered co-design processes, Mung! holds bi-monthly free digital skills workshops custom-developed for older community members - integrating the feedback we receive directly into our software design and development. From providing older consumers 24/7 smartphone assistance to helping older people use VR and more advanced technologies decades down the line, Mung! is pioneering AgeTech and revolutionising the tech industry.

Meet our exhibitors

Stand 29 - Improving Vision using VR training at home

How can you use VR headsets to improve your vision at home? How do changes in vision relate to changes in the brain? Amblyopia, a common neurodevelopmental condition that impairs vision in one eye and how well the eyes work together, has no treatment in adulthood, and adult amblyopes have to cope with reduced vision. However, visual training can rescue vision in amblyopes, so they are using virtual reality headsets to deliver an intense training regime at home to help improve vision. This stand showcases the use of VR technology as a tool for delivering sensory rehabilitation in the home environment.

Stand 30 - Transforming Oxford's Digital Communications

Oxford’s online communications are being transformed thanks to flexible, scalable and secure platforms for internal and external audiences. Learn about the joined-up ecosystem and strategic approach to online content, which is part of Oxford’s Digital Transformation. The outcomes will include a website and intranet platforms that aim to provide an excellent experience for our content creators and our end users, and a community of support, guidance, and direction for those working in this area.

Stand 31 - Headless web development: improving website performance and security

In a recent survey of CMS users, the most common pain point experienced with their CMS was struggling to add new technology, followed by security issues. Both of these were true for the Merton College web team, who decided to future-proof their website by redeveloping on a headless system. Learn how the Merton team and developers are working to improve functionality, security and user experience.

Meet our exhibitors

Stand 32 - Improving Wireless Programme: improving connectivity across the University

In a digital world, connection is key. Meet the team behind the Improving Wireless Programme, powered by Digital Transformation. Learn how they aim to provide a unified wireless infrastructure across the collegiate University, ensuring wireless works everywhere, is accessible to all, and underpins strategic activities in support of teaching, learning and research.

Stand 33 - MyOxford: the Oxford University student app

Find out about MyOxford, the new student app which launched in Michaelmas term 2024. MyOxford provides quick access to essential University systems, services, and important updates. On-course students with a Single Sign-On (SSO) account can download MyOxford from the App Store or Google Play and access it via a web browser.
Students' unique SSO is integrated within MyOxford to allow seamless access to: Nexus365 (email, calendar, OneDrive), Canvas VLE (Virtual Learning Environment), Search Oxford Libraries Online (SOLO), Student Self Service (eVision), CareerConnect, college-specific systems and content, and more. Powered by Oxford's Digital Transformation.

Stand 34 - Cheng Kar Shun Digital Hub events programme: a digital space at Jesus College

The Cheng Kar Shun Digital Hub is an interdisciplinary education, research and events space at Jesus College Oxford. The Hub hosts a term-time programme designed to bring together the brightest minds and the curious to discover, explore, use and benefit from the latest advances in digital technologies. Learn about the current programme of activities and how to collaborate with the Hub.

Meet our exhibitors

Stand 35 - Synchrony: interactive digital art inspired by cell behaviours in the embryonic heart

Synchrony' is an interactive artwork by computational artist Andy Lomas in collaboration with the Srinivas & Riley research groups, who are studying heart development at the Institute of Developmental and Regenerative Medicine, University of Oxford. Developing heart cells in human embryos must organise themselves and synchronise their contractions for the heart to beat correctly and achieve its four-chambered structure. ‘Synchrony’ uses a stereoscopic installation to explore how coordinated cell behaviours emerge from simple local interactions between cells. Real-time simulations of visual and auditory patterns can be modified in real-time by viewers, allowing them to test the effects of parameters that control cell behaviour.

Stand 36 - Oxford’s Digital Transformation Programme

Oxford aims to be a university that continuously modernises digitally so academics, researchers, professional services staff, and students can thrive, not just survive in the evolving digital world. The Digital Transformation Programme is placing end-users at the heart of Oxford’s digital services and systems, enabling the University to preserve its unique place in the world by being digitally fit for the future. Come and chat with the team to find out more about Oxford’s evolving digital landscape.