

VR @ ONA16

Make sure you attend all the VR + Journalism sessions offered at this year's Online News Association Conference. Here's the VR Journalism schedule:

Hype or Here: When Should I Use 360/VR in My Storytelling?

- Thursday - 11:30 AM - 12:30 PM | Centennial Ballroom A | [#ONA16VR](#)
- Add your notes here: <http://bit.ly/ona16vr-notes>

Dozens of newsrooms have gotten into 360 video / virtual reality reporting since ONA15, so it's time to explore the question of when and where it makes sense to use these technologies in our storytelling. We've assembled a group of leading producers to give us a 360-degree view of the most interesting journalism applications of VR to date.

// Speakers



[Jessica Laretti](#)

Head of Editorial, HuffPost RYOT

<http://jessicalaretti.com/>



[Jenna Pirog](#)

Virtual-Reality Editor, The New York Times Magazine

[jennapirog](#) | <http://nytimes.com/vr>



James Pallot

Co-Founder Emblematic Group

[jpallot1](#) | <https://emblematicgroup.squarespace.com/>

// Moderator



[Robert Hernandez](#)

VR Technical Session: Spatialized Audio Design

- Thursday - 2:30 PM - 3:30 PM | Agate A | [#ONA16VRtech](#)
- Add your notes here: <http://bit.ly/ona16vr-notes>

Audio design remains one of the trickiest aspects to creating a good virtual or mixed reality piece. One of the leading audio producers experimenting with this new format, Nick LaMartina, will walk through the current state of the art, leading a discussion around how creators have approached audio design and what questions remain on the table. NOTE: This is a technical session designed for practitioners.

// Speaker



[Nick LaMartina](#) - Audio Contractor, LaMartina Audio
[NickLaMartina](http://lamartina-audio.com) | <http://lamartina-audio.com>

Table Talks: Audio, Photo + Video (VR Journalism)

- Friday - 10:00 AM - 12:00 PM | Centennial Ballroom G | [#ONA16](#)
- Add your notes here: <http://bit.ly/ona16vr-notes>

Anything and everything you wanted to know from 360/live action to 3D/CGI production and story for journalism. We'll talk about hardware, software and production tips. Open for all levels curious about immersive journalism. This is part of the Table Talk series: "Join us for a series of participatory, inspiring conversations on challenging topics in your area of expertise."

// Speaker



[Robert Hernandez](#)
Associate Professor of Professional Practice, USC Annenberg School of Journalism
[webjournalist](http://blog.webjournalist.org/about/) | <http://blog.webjournalist.org/about/>

VR Technical Workshop: Introduction to Unity

- Friday - 2:00 PM - 3:00 PM | Agate A | [#ONA16VRtech](#)
- Add your notes here: <http://bit.ly/ona16vr-notes>

True virtual reality is more than 360 video; it also contains computer-designed graphic elements. We'll do a quick crash course on the Unity game engine, one of the most common tools for creating a true VR experience. You'll get an overview of what Unity has to offer, some pointers for getting started and resources for learning more about the platform. Though this is an introductory course, we consider this a technical workshop.

Note: Please make sure you download Unity (personal license version) *BEFORE* the session ... and preferably before you meet the hotel's WiFi.

// Speakers



Daniel Pacheco
Professor, Newhouse, Syracuse University
[pachecod](#) | <http://journalvation.syr.edu>



Ashley Pinnick
VR Developer at Dead Bug Creek VR, Women in VR co-founder
<http://www.ashleypinnick.com/>

Quick Guide to Your Basic 360 / VR Toolkit

- Friday - 3:30 PM - 4:30 PM | Centennial Ballroom G | [#ONA16VRtech](#)
- Add your notes here: <http://bit.ly/ona16vr-notes>

The number of tools for making 360 video and virtual reality projects has exploded over the past year or two. We'll do a quick overview of affordable cameras, audio equipment and software to help you get started.

// Speakers



Shaheryar Popalzai
ICFJ-Knight Fellow, International Center for Journalists
[spopalzai](#) | <http://shaheryarpopalzai.com>



Lakshmi Sarah
Co-Founder, Tiny World Productions
LakiTalki | <http://www.lakisarah.com>



Kevin Tsukii
Immersive Video Lead, Immersive Group
kevintsukii | <http://emblematicgroup.com>



Nicholas Whitaker
Training and Development Manager, Google
nickdigital | <http://nicholaswhitaker.com>

VR Technical Town Hall

- Saturday - 10:00 AM - 11:00 AM | Centennial Ballroom B | [#ONA16VRtech](#)
- Add your notes here: <http://bit.ly/ona16vr-notes>

If you've been through the process of making your first VR piece, this Town Hall is for you. It's a chance to openly discuss best practices, tools, current and upcoming gear and what's on the near horizon for this rapidly growing medium. This active conversation is aimed to empower and advance VR Journalism creators.

// Moderator



Robert Hernandez
Associate Professor of Professional Practice, USC Annenberg School of Journalism
webjournalist | <http://blog.webjournalist.org/about/>

Journalistic Standards in a Virtual World

- Saturday - 11:30 AM - 12:30 PM | Centennial Ballroom A | [#VRstandards](#)
- Add your notes here: <http://bit.ly/ona16vr-notes>

As VR expands into newsrooms, it's time, as former AP Standards Editor Tom Kent put it in a recent Medium post, for an ethical reality check: "How real is virtual reality intended to be? Where's the line between actual event and the producer's artistic license? Is VR journalism supposed to be the event itself, an artist's conception of the event or something akin to a historical novel, 'based on a

true story'?" We'll talk with some of the leaders in the field about ethical conundrums present and future.

// Speakers



Ben Kreimer

Drone and VR Specialist, Freelance and Drone Journalism Lab

benkreimer | <http://www.benkreimer.com>



Kelly McBride

Vice President, The Poynter Institute

KellyMcB | <http://Poynter.org>



Andrew Metz

Managing Editor, Frontline

<http://www.pbs.org/wgbh/frontline/>

// Moderator



Sarah Hill

CEO & Chief Storyteller, StoryUP VR

sarahmidmo | <http://story-up.com>

// RESOURCES

- Crowdsourced notes for all the VR sessions offered at ONA16: <http://bit.ly/ona16vr-notes>
- VR Tipsheet by @webjournalist: <http://bit.ly/vrtipsheet>
- Facebook groups:
 - 360 Video Professionals: <https://www.facebook.com/groups/360.video.professionals/>
 - Women in VR: <https://www.facebook.com/groups/womeninvr/>
 - Facebook 360: <https://www.facebook.com/groups/facebook360community/>
- VR Industry news:
 - Upload VR: <http://uploadvr.com/>
 - Road to VR: <http://www.roadtovr.com/>
 - VRScout: <http://vrscout.com/>
 - VRLA Newsletter: <https://vrlanews.ongoodbits.com/>