Creating Digital Holy Spaces

Exploring the essence of sacred spaces through digital architecture

This workshop invites you to design and experience digital 'holy spaces' using VR technology, blending immersive exploration with reflection on what defines the sacred. No prior knowledge of VR, architecture or design is required - you will learn new skills on the spot!

- For students, teachers, educators and religious communities
- 2.5-hour interactive session
- VR-based experience in digital sacred space creation

Design and explore virtual sacred spaces with VR — contact us to book your experience!

Prof. Dr. Thomas Schlag (URPP Digital Religion(s), University of Zurich) is a theologian with a research focus on religious education, church theory, and pastoral theology, with implementations of technology in religion.

Christian Schlag (URPP Digital Religion(s), University of Zurich), is a student of architecture and co-founder of the V3chta platform. His research framework revolves around virtual and augmented reality and its impact on religious spaces.

Contact: thomas.schlag@theol.uzh.ch

Virtuous Reality

Uncover meaningful VR experiences

Discover the potential of VR to create immersive, powerful experiences. Through curated VR environments, participants explore philosophical and ethical questions while reflecting on VR's role in fostering empathy and meaning.

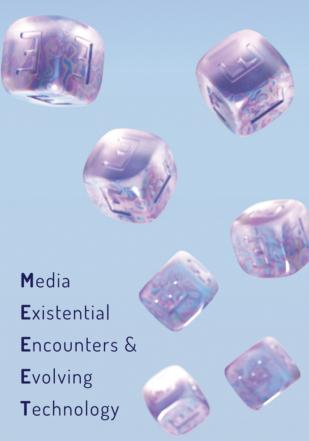
- For students, teachers, educators and religious communities
- 2.5-hour interactive session
- Immersive VR experiences exploring the "big questions" in life

Experience VR's power to inspire meaning and empathy — contact us to reserve your session today!

Dr. Fabian Winiger (URPP Digital Religion(s), University of Zurich), specialized in spiritual care, brings unique insights into the intersections of VR and meaning-making.

Contact: fabian.winiger@uzh.ch







Religion, Al, and Utopianism

Envisioning digital futures with AI and religion

This workshop explores digital "topias" between religion and Al. Discover the concepts of "utopia", "dystopia", "heterotopia", "cybertopia", "Al", "machine learning" and "algorithms" through handson VR experiences and creative writing. If participants are educators, the goal will be to rethink their teaching practices in light of emerging digital realities.

- For students, teachers, educators and religious communities
- 5-hour for teachers, 3-hour for students
- Hands-on VR and collaborative storytelling with a guest writer

Reimagine the future of religion and AI — contact us to secure your spot!

Prof. Dr. Beth Singler (URPP Digital Religion(s), University of Zurich) is a cultural and digital anthropologist and a leading expert in AI and religion.

Dr. Yves Mühlematter (URPP Digital Religion(s), University of Zurich) is an expert in the fields of Religious Studies and Pedagogy. His research focus lies on utopian and dystopian future narratives.

Contact: beth.singler@uzh.ch

yves.muehlematter@uzh.ch

Al and Ethics

Engage with the ethics of AI in society

This workshop equips students to critically examine the ethical implications of AI. Through hands-on exercises and discussions, students will develop an informed perspective and skills for ethical decisionmaking in a technology-driven world.

- For students, teachers, educators and religious communities
- 3-hour interactive session with a guest writer
- Role-play with discussions and a guest writer

Prepare for the ethical challenges of AI — contact us to arrange your session!

Prof. Dr. Beth Singler (URPP Digital Religion(s), University of Zurich) is a cultural and digital anthropologist and a leading expert in AI and religion.

Katharina Yadav (URPP Digital Religion(s), University of Zurich) is a doctoral student with research interests in Pastoral Theology in the (Post-)Digital, Digital Church Practices and Digital Theology.

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Explore Technology Hands-On

The MEEET Lab (Media Existential Encounters and Evolving Technology Lab) at the University of Zurich provides a unique space for hands-on exploration of technology, from traditional writing tools to the latest gaming devices.

Teach the teachers

Open to researchers, students and the general public, the Lab fosters collaboration on projects related to technology, digitalization and their future developments. It supports the learning and teaching of technological and digital literacy at all levels of education and helps educators discover new and innovative ways to teach.

Hub for Events

In addition, the Lab serves as a hub for public engagement on important issues related to the digital transformation of our society.

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