

2002 NMC Summer Conference

THE OHIO STATE UNIVERSITY
COLUMBUS, OHIO
JUNE 19 – 22, 2002

Tools and Techniques

Best Practices, Challenges & Issues

Emerging Technologies

Technological Leadership and Management Effectiveness

New Media Centers



Welcome!

2002 NMC SUMMER CONFERENCE

Welcome to the 2002 NMC Summer Conference! The NMC has been at the forefront of using technology in compelling ways since its founding in 1993, and our member institutions—an impressive list of colleges, universities, and now, museums—have become well-recognized as innovative leaders in the creative application of technology to teaching, learning, and creative expression. As we look forward to our tenth year, the NMC is equally well-recognized, and the reasons are many.

Key among them is that the NMC is a very special group of people and institutions that share a vision about the potential of technology to transform human experience. It is a community that values collaboration and knowledge sharing. The work we are all engaged in—using technology to help people learn, communicate, and express themselves—is important and deeply meaningful. All of our 116 learning organizations and eleven visionary companies bring tremendous creativity and expertise to the exploration of new ways of teaching, learning, and creative expression, and as such, there is a remarkable depth of knowledge and experience within the membership.

As we gather for our 9th Summer Conference, it is a good time to reflect on this community and its potential. This year has been one of renewed focus and new growth, and a lot of energy. There are many new projects underway within the NMC, new member services, and more of both yet to come. The 2002 NMC Summer Conference is a reflection of that energy, and working together, we have put together what I think is one of the most exciting and comprehensive programs to date.

This year, the program focuses on four key tracks: *Tools and Techniques*; *Best Practices, Challenges & Issues*; *Emerging Technologies*; and *Technological Leadership and Management Effectiveness*. These tracks were developed from the rich conversations we had at the seven Regional Director's Meetings and many campus visits this spring, and each track is filled with interesting sessions. The fun and popular *Five Minutes of Fame* will return again, with an expanded and enhanced format, and we will have keynotes from two visionary and thoughtful speakers, Charles Csuri and Randy Hinrichs.

The 2002 NMC Summer Conference will also see the launch of our newest program, the *Centers of Excellence Awards*, in which we will recognize the work of some of our most innovative members with what will surely become the NMC's most prestigious honor. Thanks to the hard work of many people, especially our OSU hosts, we are looking forward to an engaging and valuable time together.

Let the conference begin!

Laurence F. Johnson, Ph.D
Chief Executive Officer
June 19, 2002

New Media Centers





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Conference Host

THE EMERGING TECHNOLOGIES STUDIO

College of the Arts, The Ohio State University

Our host institution, The Ohio State University, has as its mission the attainment of international distinction in education, scholarship, and public service. Serving more than 55,000 students as Ohio's leading comprehensive teaching and research university, Ohio State combines a responsibility for the advancement and dissemination of knowledge with a land-grant heritage of public service. It offers an extensive range of academic programs in the liberal arts, the sciences, and the professions.

Our host college within the university is the College of the Arts. OSU Arts is music, dance, art, art education, history of art, design and theatre, and the Advanced Computing Center for the Arts and Design (ACCAD). OSU Arts faculty and guest artists create, study, teach, perform, exhibit, research and archive, honoring the past and tapping into the exciting future. With converging media and the virtual world, the creation of art and design continuously takes new forms that could only have been imagined just a short time ago. All degree-granting units of the College of the Arts incorporate amazing new technologies in selected areas of their programs. In many cases, projects involving technology are interdisciplinary in nature, enabling students to collaborate on research assignments.

Our host New Media Center is the Emerging Technologies Studio, which serves the College of Arts as a center for the study of new and emerging media technologies. The ETS is an initiative of the College of the Arts and ACCAD, supported by the College of the Arts and the Ohio State University Academic Enrichment Program. The ETS consists of three separate labs: one for faculty research and development, an intelligent classroom, and one for project presentation.

The ETS provides state-of-the-art resources for faculty and students to incorporate the use of multimedia and emerging technologies in research, special projects, and teaching in the Arts. Graduate and undergraduate classes in multimedia technologies are conducted in the lab each semester as well as workshops and in-service training. ETS staff and graduate students research and assist with information regarding interactivity, current and emerging trends in multimedia technologies and distance learning.

OSU Conference Steering Committee

The efforts of the local Conference Steering Committee were instrumental in bringing this meeting to life:

Traci Temple, Director, ETS, Steering Committee Chair

Jeff Smutny, Technical Support

Viki Jones, Conference Logistics

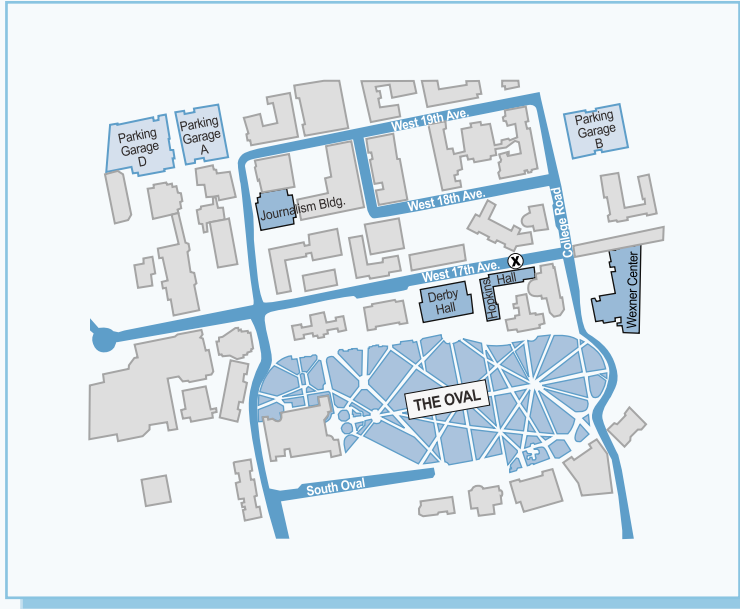
The critical support of the following individuals is also gratefully acknowledged:

Karen A. Bell, Dean of the College of the Arts

Wayne Carlson, Chair of Industrial, Interior and Visual Communication Design

New Media Centers





Location of Conference Sessions and Events

The buildings highlighted in the map above are the locations of conference sessions and events. The conference will be centered in Hopkins Hall on the Oval, with Registration in the first floor lobby. Sessions will held in Hopkins Hall, Derby Hall, the Journalism Building, and the Wexner Center. The noon meals will be served on the Oval immediately in front of Hopkins Hall.

Free shuttle buses will ferry attendees from the Holiday Inn and Marriott hotel parking lots to Hopkins Hall each morning from 7:00 a.m. to 9:00 a.m. Buses will run a return circuit between the campus and hotels at the end of the last conference events daily. A special run will be made Wednesday from 11:30 a.m. to 1:00 p.m. between the preconference workshops to accommodate attendees of those sessions. A complete bus schedule will be provided in your registration packets.

For those interested, two special buses will leave each of the hotels for the airport at 12:30 p.m. and 1:00 p.m. Saturday. Tickets are required for the two airport runs, and may be picked up for free at the registration desk.

⊗ = Bus stop pickup location.

About the Conference

NEW MEDIA CENTERS—SUMMER 2002

NMC Summer Conference

The NMC Summer Conference is one of the country's most unique technology-focused events. For NMC members, the annual NMC Summer Conference is the key opportunity to meet face-to-face, attend hands-on training, and participate in highly interactive discussions about emerging technologies, best practices, campus challenges, innovation, and pedagogy. The conference is always hosted by a member college or university that opens its doors to its fellow members in extraordinary ways, and provides not only state-of-the-art computer labs and other space for the conference, but also a high-level of technical resources and support. NMC corporate and academic members collaborate in the program and both groups attend and offer sessions, provide hands-on training, share information on new tools, and contribute in ways that create a strong sense of community and shared purpose. These characteristics make the NMC Summer Conference one of the most distinctive in higher education.

Conference Tracks

The 2002 NMC Summer Conference Program focuses on four key tracks, each developed from member suggestions at the seven Regional Director's Meetings and associated campus visits this spring.

Track One: Tools and Techniques. This track focuses on learning how to best use technology tools for teaching and learning. Included are hands-on and demo sessions covering specific products. Additional sessions will provide opportunities for members to share nifty tricks and techniques for using these tools in an academic environment.

Track Two: Best Practices, Challenges and Issues. This track is an opportunity to explore the challenges currently faced in using technology effectively for teaching and learning.

Track Three: Emerging Technologies. This track is part of the NMC's Emerging Technology Initiative, in which one or two technologies are part of a year-long focus by the organization, with a comprehensive view covering policy, technical, and pedagogical concerns. This year the key focus is on streaming, but you will see sessions on other emerging technologies as well.

Track Four: Technological Leadership and Management Effectiveness. This track explores the management issues and techniques involved in using technology for teaching, learning, and creative expression:

Accommodations

If you require any special accommodations or assistance during the conference, please inform the conference organizers and every effort will be made to meet your needs.

New Media Centers



NEW MEDIA

CENTERS



Special Sessions

2002 NMC SUMMER CONFERENCE

New Media Centers

Preconference Workshops

Preconference Sessions provide attendees with special in-depth opportunities for professional development, and require advance registration. In most cases, payment of a special fee is also required. As such, admittance to Preconference Sessions will be by ticket only. If you have registered for one or more Preconference Sessions, you will receive your ticket(s) when you pick up your registration packet. Registration will open at 7:30 a.m. Wednesday, June 19th, in Hopkins Hall.

Hands-On Sessions

Hands-On Sessions are a central focus of NMC conferences, and attendees will have the opportunity to learn a wide range of new skills and software in these special sessions. Seating for Hands-On Sessions is limited and as has been the case at past conferences, admittance is granted strictly on a first come-first served basis. This year, attendance at the Hands-On Sessions will also require a ticket. Tickets will be distributed at the conference registration desk in Hopkins Hall each morning for that day's sessions. Some sessions are reserved for advanced training, and novices should make note of those sessions as they presuppose a high level of prior experience and skill with the tools. Sessions which do not indicate an experience prerequisite are open to all attendees.

Five Minutes of Fame

Five Minutes of Fame is a trademarked event allowing NMC academic members to show off their latest new media projects. At every Five Minutes of Fame demonstration—held each year at the NMC Summer Conference, at Educause, at the League for Innovation's Conference on Information Technology, and at NMC Regional Conferences—selected New Media Centers get five minutes each to highlight innovations of all sorts, from multimedia and web-based projects to course modules and newly invented or adapted tools to student portfolios and collaborations with off-campus groups. In each fast-paced session, you'll see numerous examples of the exciting work of your NMC colleagues. This year, in a new, expanded format, the five minute demonstrations will be supplemented by ten minutes of exposition on the significance of the project, techniques used, and lessons learned.

Horizon Project

The Horizon Project, a new effort launched this year by the NMC, is an ongoing effort to provide definition and focus within the continuously shifting landscape of emerging technologies. Some of these technologies may offer considerable opportunity to advance teaching, learning, and creative expression in higher education. In this special session, NMC members will be invited to help further the work of the Horizon Project by participating in a discussion of key technology trends, issues, and developments to watch that will be integrated into the first report of the Horizon Project.

Preconference Day

WEDNESDAY AT A GLANCE

- 7:30am–4:00pm Registration—Hopkins Lobby
- 7:30am–4:00pm Csurí Exhibit—Hopkins Gallery
- 8:30am–4:00am Preconference Workshop
Precon A: Advanced Final Cut Pro
Track One: Tools & Techniques Δ † Hopkins 346
- 8:30am–11:30am Preconference Workshops
Precon B: Streaming Media: From Soup to Nuts
Track Three: Emerging Technologies † Wexner Center
Precon C: Advanced Adobe Premiere
Track One: Tools & Techniques Δ † Hopkins 362
Precon D: Accessibility: The New Y2K
Track Two: Best Practices, Challenges & Issues Δ † D Derby 29
- 1:00pm–4:00pm Preconference Workshops
Precon E: Adv. Tech. with Macromedia Flash MX
Track One: Tools & Techniques Δ † Journalism 220
Precon F: Prac. Approaches to Digital Assets Mgt.
Track Two: Best Practices, Challenges & Issues † Hopkins 162
Precon G: Advanced Adobe Photoshop 7.0
Track One: Tools & Techniques Δ † Hopkins 362
Precon H: Adobe DV Product Tour
Track One: Tools & Techniques D Wexner Center
- 6:00pm–7:00pm Registration at COSI
- 6:00pm–8:00pm Opening Reception at COSI
Sponsored by Adobe Systems & COSI Columbus
Shuttles will depart the hotels for COSI at 5:45 pm

Δ=hands-on session †=ticket required D=product demo

New Media Centers



NEW MEDIA

CENTERS

Thursday ~ June 20 ~ At a Glance

THURSDAY ~ JUNE 20 ~ AT A GLANCE

Time	TRACK ONE Tools & Techniques	TRACK TWO Best Practices, Challenges & Issues	TRACK THREE Emerging Technologies	TRACK FOUR Leadership and Mgt. Effectiveness
7:30am-8:30am	Registration & Coffee – Hopkins Lobby – Coffee Courtesy of the NMC			
7:30am-5:30pm	Charles Csuri Exhibit at Hopkins Hall Gallery			
8:30am-9:45am	Opening Plenary Session—Charles Csuri, "The Computer and Creativity"			
10:00am-11:15am	ACCAD Tour (Free. Tour information and bus tickets available in Hopkins Hall at the Registration Desk.)			
10:15am-11:30am	Breakout Sessions			
	Introduction to Adobe Premiere <i>Hopkins 346 — Mac Lab</i> Δ \dagger Intro to Macromedia Flash MX <i>Journalism 220 — PC Lab</i> Δ \dagger Powerful Tools for Design: What's New in Mac OS X for Creative Prof. <i>Hopkins 362 — Mac Lab</i> Δ \dagger Resource Dev. on a Shoestring <i>Hopkins 162</i> Two New Tools from MetaLogic <i>D</i>	Using Funded Client-Based Projects For Adv. Multimedia Classes <i>Hopkins 246</i>		Library/IT Partnerships <i>Hopkins 262</i> Streaming Media Applications and Uses for Education <i>Wexner Center</i>
11:30am-12:30pm	ACCAD Tour (Free $\&$ lunch is included—Tour information and bus tickets available in Hopkins Hall.)			
11:45am-12:45pm	Lunch On The Oval, Sponsored by Real Networks			
12:45pm-2:00pm	ACCAD Tour (Free. Tour information and bus tickets available in Hopkins Hall at the Registration Desk.)			
1:00pm-2:15pm	Breakout Sessions			
	Audio Production Techniques <i>Derby 29 — PC Lab</i> Δ \dagger Introduction to Final Cut Pro 3.0: Apple's Premier Digital Video Editing Software <i>Hopkins 346 — Mac Lab</i> Δ \dagger	Creative New Media Approaches to Design Education <i>Hopkins 162</i> Developing and Supporting an Open Source Learning Mgt.System <i>Hopkins 262</i>	Streaming Media Infrastructure Deployment <i>Wexner Center</i>	

\dagger = ticket required

Δ = hands-on session

D = product demo

THURSDAY ~ JUNE 20 ~ AT A GLANCE

Time	TRACK ONE Tools & Techniques	TRACK TWO Best Practices, Challenges & Issues	TRACK THREE Emerging Technologies	TRACK FOUR Leadership and Mgt. Effectiveness
2:15pm-3:30pm	Macromedia Dreamweaver MX <i>Journalism 220 — PC Lab Δ †</i> New Features of Adobe Photoshop 7.0 <i>Hopkins 362 — Mac Lab Δ †</i>	The Wireless Crusade: The UTEP <i>Experience Hopkins 248</i> Using Usability Studies in Requirements Gathering <i>Hopkins 246</i>		
2:45pm-4:00pm	ACCAD Tour (Free Tour information and bus tickets available in Hopkins Hall at the Registration Desk.)			
	Breakout Sessions			
	Macromedia Fireworks MX <i>Journalism 220 — PC Lab Δ †</i> New Features of Adobe LiveMotion 2.0 <i>Hopkins 362 — Mac Lab Δ †</i> Whats New in Final Cut Pro 3?: A Hands-On Update for Current Final Cut Pro Experts <i>Hopkins 346 — Mac Lab Δ †</i>	Digital Video Lab Management <i>Hopkins 248</i> Learning Objects 101 <i>Wexner Center</i> Teaching, Learning and the Significance of Interactivity <i>Hopkins 246</i>	Creating Online Lectures with softV.net <i>Darby 29 — PC Lab Δ †</i> OneView: e-Learning Collaboration Tools <i>Hopkins 162 D</i>	The Road Ahead: NMC Update <i>Hopkins 262</i>
4:15pm-5:30pm	Breakout Sessions			
	Building a Digital Portfolio with Apple's DVD Tools <i>Hopkins 346 — Mac Lab Δ †</i> Building E-learning with Macromedia Flash MX <i>Journalism 220 — PC Lab Δ †</i> Intro to Adobe After Effects 5.5 <i>Hopkins 362 — Mac Lab Δ †</i> Using OneView—e-Learning Collaboration Tools <i>Darby 29 — PC Lab Δ D</i>	Digital Storytelling: New Applications/New Directions <i>Hopkins 248</i> Implementing a Learning Object Repository <i>Wexner Center</i> Using Technology to Educate in Informal Settings <i>Hopkins 246</i>	Industry Panel Discussion: Real, Quicktime, and Windows Media Player Formats <i>Hopkins 162</i>	Center Reorganizations: Issues & Challenges <i>Hopkins 262</i>
6:00pm-8:00pm	Bar-B-Que Dinner—Sponsored by Microsoft			
	Legend: † = ticket required Δ = hands-on session D = product demo			

Friday ~ June 21 At a Glance

FRIDAY ~ JUNE 21 ~ AT A GLANCE

Time	TRACK ONE Tools & Techniques	TRACK TWO Best Practices, Challenges & Issues	TRACK THREE Emerging Technologies	TRACK FOUR Leadership and Mgt. Effectiveness
7:30am-8:30am	Registration & Coffee – Hopkins Lobby			
7:30am-5:30pm	Charles Cauri Exhibit at Hopkins Hall Gallery			
8:30am-9:45am	Breakout Sessions			
	<p>Macromedia MX Product Review <i>Hopkins 162 D</i></p> <p>New Features of Adobe Photoshop 7.0 <i>Hopkins 362 — Mac Lab Δ †</i></p> <p>Powerful Tools for Design: Mac OS X for Creative Professionals <i>Hopkins 346 — Mac Lab Δ †</i></p> <p>Using Vegas Video to Create a Multimedia Lesson <i>Journalism 220 — PC Lab Δ †</i></p>	<p>No More Reinventing the Wheel! MERLOT-CATS Website for Tool and Resource Sharing <i>Derby 29 — PC Lab Δ †</i></p> <p>Supporting Faculty with Learning Grants <i>Hopkins 246</i></p>	<p>Using Internet 2 to Create Multisite Performance Events <i>Wexner Center</i></p>	<p>Technology Meditation <i>Hopkins 248</i></p> <p>The Road Ahead: NMC Update <i>Hopkins 262</i></p>
10:15am-11:30am	Plenary Session—NMC Center of Excellence Awards, Sponsored by Macromedia			
11:45am-12:45pm	Lunch On The Oval, Sponsored by Macromedia			
1:00pm-2:15pm	Breakout Sessions			
	<p>Accessibility w/ Macromedia Dreamweaver MX <i>Hopkins 262</i></p> <p>Building a Digital Portfolio with Apple's DVD Tools <i>Hopkins 346 — Mac Lab Δ †</i></p> <p>Creating Online Lectures with sofTV.net <i>Derby 29 — PC Lab Δ †</i></p> <p>Intro to Macromedia Flash MX <i>Journalism 220 — PC Lab Δ †</i></p>	<p>The New Apple Learning Interchange: An Apple/NMC Collaborator <i>Hopkins 362 — Mac Lab</i></p> <p>From Practice to Theory: An Archaeology of Instructional Technology <i>Hopkins 246</i></p>		<p>Designing Smart Classrooms <i>Hopkins 248</i></p> <p>Special Session: The Horizon Project <i>Hopkins 162</i></p>
2:45pm-5:30pm	Five Minutes of FameSM			

† = ticket required

Δ = hands-on session

D = product demo

Time	TRACK ONE Tools & Techniques	TRACK TWO Best Practices, Challenges & Issues	TRACK THREE Emerging Technologies	TRACK FOUR Leadership and Mgt. Effectiveness
7:30am-8:30am	Coffee—Hopkins Lobby			
7:30am-11:30am	Charles Csuri Exhibit at Hopkins Hall Gallery			
8:30am-9:45am	Breakout Sessions			
	Synchronized Multimedia: On-the-Fly Development <i>Journalism 220 — PC Lab D</i> Webcasting and Digital Management Tools from Sonic Foundry <i>Hopkins 246 D</i>	75 hours of Dreamweaver in 75 Minutes <i>Derby 29 — PC Lab Δ †</i> Integrating Pedagogy into Faculty Training <i>Hopkins 162</i> Issues with Developing a Faculty Project for Publication <i>Hopkins 248</i>		Special Session: The Horizon Project <i>Weyer Center</i> Digital Asset Management and Stock Photography <i>Hopkins 262 D</i>
10:15am-11:30am	Closing Plenary Session—Randy Hinrichs, "Pedagogy and Scholarship in the Early 21st Century"			

† = ticket required

Δ = hands-on session

D = product demo

SPECIAL EXHIBITION—Wednesday through Saturday at Hopkins Hall Gallery Computer Artist, Professor Charles Csuri, presents an interactive exhibition at Hopkins Hall Gallery

On the occasion of the New Media Consortiums 2002 Conference, hosted by OSU, recent artworks by internationally acclaimed computer artist, Professor Charles Csuri, are presented within the context of an interactive exhibition at Hopkins Hall Gallery, June 19–22, 2002. The unique digital environment is created through video projections of Csuri's computer generated drawings. Through visitor manipulation of Csuri's VMRL and Quicktime files on ten state-of-the-art iMac computers, three-dimensional images with cast shadows are formed, fractured, and re-formed through virtual time and space in a continuous animation across the Gallery walls. Digital galleries of recent imagery and an interactive CD-ROM using animation, sound and the artist's commentary are also presented. This exhibit will be open throughout the duration of the conference.

Sponsored by Apple Computer, Inc. and the Hopkins Hall Gallery and Corridor. Special thanks to Peter Gersmann, Programmer, Prudence Gil, Curator, Hopkins Hall Gallery and Corridor, and Matt Feeman, Apple Computer, Inc.



Wednesday, June 19

CONFERENCE DETAILS

New Media Centers

7:30 a.m. – 4:00 p.m. Registration—Hopkins Lobby

8:30 a.m. – 4:00 p.m. Preconference Workshop

Attendance at preconference sessions is limited to ticket holders only. Each preconference session requires prior registration and payment of a special fee.

Precon A—Advanced Final Cut Pro

Track One: Tools & Techniques

Hopkins 346 — Mac Lab

Hands-On Session — Ticket Required

This double-length session (8:30 a.m. – 4:00 p.m.) will be a whirlwind of information on the revolutionary video editing program, Final Cut Pro 3. The session will start with a basic review of the powerful features of Final Cut Pro. Video effects processing, advanced color correction, and media management will be the primary focus, as well as advanced shooting and editing techniques. This workshop is not intended for beginners; to participate, you should have a thorough familiarity with nonlinear film editing, OS X, and previous experience using Final Cut Pro.

Dan Shellenbarger holds an MFA in Digital Video and has been nominated three times and won an Emmy for his editing and directing work in video. He currently works as the Director of Ohio Government Telecommunications as well as a part-time art instructor at OSU.

8:30 a.m. – 11:30 a.m. Preconference Workshops

Attendance at preconference sessions is limited to ticket holders only. Each preconference session requires prior registration and payment of a special fee.

Precon B—Streaming Media: From Soup to Nuts

Track Three: Emerging Technologies

Wexner Center

This seminar provides an end-to-end overview of every aspect of streaming video and audio. You'll learn about cameras, audio, lighting, Internet and streaming protocols, encoding, media servers, media players, web development, lecture capture, live and on-demand streaming and the tools that make all this easy. The emphasis will be on practical knowledge and real-world experience, with plenty of examples and demonstrations. You'll leave this seminar with the knowledge needed to develop a comprehensive capacity for streaming.

Instructor Rich Loen is the founder and VP of R&D at sofTV.net, a premier streaming solutions company.

Precon C—Advanced Adobe Premiere

Track One: Tools & Techniques

Hopkins 362 — Mac Lab

Hands-On Session — Ticket Required

Build advanced skills in Premiere 6.0, a simple and powerful professional video editing tool. Premiere 6.0 comfortably closes the DV to Web gap with new support for DV on the Windows platform and cross-platform support for all of the leading Web video formats. Learn how Premiere integrates features and functions. This session is not appropriate for beginners. Attendees should have had significant hands-on experience with Premiere and digital video editing.

Conducted by Adobe Professional Training Staff

WEDNESDAY, JUNE 19

Precon D—Accessibility: The New Y2K

*Track Two: Best Practices, Challenges & Issues
Demo & Hands-On Session -- Ticket Required*

Derby 29 — PC Lab

Accessible sites offer significant advantages for everyone, but design and coding practices can block access. Working in collaboration with accessibility consultant Sarah Horton of Dartmouth College, the Pasadena City College Web Team is building a new Web environment by putting accessibility first. Attendees will learn practical solutions for accessible design, as well as the tools, techniques, and the politics and pathways of true universal design. Discover practical applications of access guidelines developed by the Web Accessibility Initiative of the World Wide Web Consortium to address the needs of users with disabilities, and what you need to do to meet the requirements of the law (Section 508) and make Web materials accessible.

Pat Rees, Web Producer, and Joseph Karr O'Connor, Director of the New Media Center, Pasadena City College

1:00 p.m. – 4:00 p.m. Preconference Workshops

Attendance at preconference sessions is limited to ticket holders only. Each preconference session requires prior registration and payment of a special fee.

Precon E—Advanced Techniques with Macromedia Flash MX

*Track One: Tools & Techniques
Hands-On Session -- Ticket Required*

Journalism 220 — PC Lab

In this mini-course, you will use Macromedia Flash MX ActionScript to create animation, process data, and manipulate components. This session is not appropriate for beginners. Participants taking this course should already know and use Macromedia Flash on a regular basis.

Allen Ellison, Macromedia

Precon F—Practical Approaches to Digital Assets Management

Track Two: Best Practices, Challenges & Issues

Hopkins 162

Join colleagues for a thorough exploration of the challenges and issues of digital assets management with an emphasis on practical approaches and near-term solutions. Issues discussed in this session will include: defining assets management, best practices for product evaluation; campus influences on buy vs. build and purchasing decisions; access control and authentication; media storage and delivery; digital rights management; and interoperability.

Claire Dougherty, Northwestern University, Les Finken, University of Iowa, Louis King, University of Michigan, and friends.

Precon G —Advanced Adobe Photoshop 7.0

*Track One: Tools & Techniques
Hands-On Session -- Ticket Required*

Hopkins 362 — Mac Lab

Attendees who have experience with earlier versions of Photoshop will see how the latest new features and tools included in Photoshop 7.0 can be used to increase productivity working with students. Using the new files browser, healing brush, and brushes palette, streamline your workflow while working natively in OS X to get dramatic results quickly. This workshop is not appropriate for beginners; attendees should be thoroughly familiar with earlier versions of Photoshop.

Conducted by Adobe Professional Training Staff



WEDNESDAY, JUNE 19

Precon H—Adobe DV Product Tour

Track One: Tools & Techniques

Product Demo Session — FREE

Wexner Center

Learn how to create compelling, professional-quality digital video to grab your viewers' attention. Whether you're creating digital video for broadcast, film, VHS, DVD, or streaming media on the Web, you can deliver a more engaging experience using the Adobe Digital Video tools. This free digital video preconference session will show you how to put your ideas into motion and get breathtaking results.

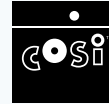
Conducted by Adobe Professional Training Staff— No ticket required

6:00 p.m. – 7:00 p.m. Registration at COSI

6:00 p.m. – 8:00 p.m. Opening Reception at COSI

Sponsored by Adobe Systems & COSI Columbus

Shuttles will depart the hotels for COSI at 5:45 pm



Thursday, June 20

CONFERENCE DETAILS

7:45 a.m. – 8:30 a.m.

Registration & Coffee Hopkins Lobby

Coffee Courtesy of the NMC

8:30 a.m. – 9:45 a.m. Opening Plenary Session

"The Computer and Creativity"

Charles A. Csuri, ACCAD, The Ohio State University

Chuck Csuri is a renowned computer artist on the faculty of The Ohio State University. As part of his keynote address, he has agreed to share a glimpse into some of his latest work with "living" art objects. A special exhibition of Professor Csuri's work will run throughout the conference in the Hopkins Hall Gallery.

The orderly and procedural universe of the computer was a radical shift from the spontaneous world of the paint brush. Beginning in 1964, I began to expand my concepts about creativity. I have learned to use many approaches to create an art object. For the first time, I will be presenting my Artificial Idiocy or Cognitive Art Object system. This is where objects live in a three dimensional world, do message passing, have behaviors and memories. It's great fun. They can be serious, playful, idiosyncratic or even dysfunctional as they communicate to make decisions about the texture of a work of art. – Charles Csuri



THURSDAY, JUNE 20

10:00 a.m. – 11:15 a.m. ACCAD Tour

This tour of the Advanced Computing Center for the Arts and Design (ACCAD) will run at various points on Thursday, June 20. Join us for a look at the advanced facilities and exciting projects housed at OSU's ACCAD.

Free. Tour information and bus tickets available in Hopkins Hall at the Registration Desk.

10:15 a.m. – 11:30 a.m. Breakout Sessions

Introduction to Adobe Premiere

Track One: Tools & Techniques

Hopkins 346 — Mac Lab

Hands-On Session -- Ticket Required

Learn how Premiere 6.0 can help you achieve high-quality video output while reducing production time. Adobe Premiere 6.0 is here, and it's ready for even the most demanding production environments. Check out Premiere 6.0 with its enhanced interface and capture window. Increase your workflow with the new storyboard feature, control your webpage content and learn how to manipulate multiple audio tracks simultaneously.

Conducted by Adobe Professional Training Staff

Introduction to Macromedia Flash MX

Track One: Tools & Techniques

Journalism 220 — PC Lab

Hands-On Session -- Ticket Required

Macromedia Flash MX is the fastest way to create rich Internet content and applications. In this session participants will learn how to create graphics and text, symbols, instances, and libraries, and animations with shape and motion tweens.

Tom Person, Macromedia

Powerful Tools for Design: What's New in Mac OS X for Creative Professionals

Track One: Tools & Techniques

Hopkins 362 — Mac Lab

Hands-On Session -- Ticket Required

With the arrival of Mac OS X, the next generation operating system from Apple, there's now an incredibly robust and powerful operating system for creative professionals on the Mac. In this hands-on session, you'll experience Mac OS X from a design professional's perspective, learning why Mac OS X is the ultimate platform for design work. You'll experience how three cutting-edge graphics technologies—Quartz, OpenGL, and QuickTime—bring graphics capabilities to Mac OS X beyond anything ever seen in a desktop operating system.

Chris Doemel, Systems Engineer, Apple Computer

Resource Development on a Shoestring

Track Two: Best Practices, Challenges & Issues

Hopkins 162

Faculty Support Centers operate with limited resources. Instructional resource materials, including How-Tos or QuickStart guides, screen action and VHS movies, and Virtual Resources, are important adjuncts to hands-on workshops and individual consultations for teaching routine, entry-level technology learning tasks. We discuss our experiences developing an effective set of multi-media resources and the challenges and opportunities of that process. One key element is involving students in the production process. In addition to samples of some of our finished resource products, we present a model of our student production process and a typology and examples of the most common instructional resource types.

Star Muir and Rick Reo, George Mason University



THURSDAY, JUNE 20

Two New Tools from MetaLogic

Track One: Tools & Techniques

Hopkins 248

Product Demo Session

MetaLogic, Inc. will demonstrate two products: MetaCat 3.0 and a set of web-based software tools (yet unnamed) that educators can use in web course material. Metacat 3.0 is an enterprise digital asset management solution with search and manipulation tools tailored for education—available to all NMC institutions for only a technical support fee. The web-based software tools promote peer interaction and improve critical thinking, allow for database-driven coaching and hints placed at appropriate places in course content, and enable educators to create web-based notetaking tools to assist in organizing web-based research.

Sara Moshman, MetaLogic

Using Funded Client-Based Projects For Advanced Multimedia Classes

Track Two: Best Practices, Challenges & Issues

Hopkins 246

The Bradley University undergraduate academic major in multimedia authoring has successfully created a professional atmosphere in its senior-level courses by seeking out funded external projects. This sessions will focus upon the mechanics of setting up such arrangements and the positive and negative aspects of working with students in a client-focused production environment.

Howard Goldbaum and Ed Lamoreaux, Bradley University

Library/IT Partnerships

Track Four: Leadership & Management Effectiveness

Hopkins 262

This session addresses the new need for collaboration between library and computing staff which grows out of the blurring of lines between many library and IT services, such as digital media creation and storage, digital publishing, and the definition of standards for digital objects. The Dartmouth folks will give examples of several successful collaborative projects between the Dartmouth College library and Curricular Computing. Emphasis will be placed on successful collaborative processes, rather than project implementation details. Les Finken will offer a framework for Library/IT collaboration to support personal digital media collections.

Barbara Knauff, Susan Simon and Jeff Bohrer, Dartmouth College; and Les Finken, University of Iowa

Streaming Media Applications and Uses for Education

Track Four: Leadership & Management Effectiveness

Wexner Center

Participants will view how streaming is being used today by other education institutions for outreach and teaching to on-campus and remote students. This session is relevant for decision makers who are concerned with extending the reach and quality of educational products and services; and those who have responsibility for providing the tools and infrastructure to support innovative teaching techniques. Topic covered will include: what can you do with streaming media, examples of how education institutions are using streaming today, what did it take to get there, and what are innovators plans for the future.

Sandra Winters and Janinne Brunyee, Real Networks

11:30 a.m. – 12:30 p.m. ACCAD Tour

Free & Lunch is included. Tour information and bus tickets available in Hopkins Hall at the Registration Desk.

THURSDAY, JUNE 20

11:45 a.m. – 12:45 p.m. Lunch On The Oval

Sponsored by Real Networks



12:45 p.m. – 2:00 p.m. ACCAD Tour

Free. Tour information and bus tickets available in Hopkins Hall at the Registration Desk.

1:00 p.m. – 2:15 p.m. Breakout Sessions

Audio Production Techniques

Track One: Tools & Techniques

Derby 29 — PC Lab

Hands-On Session -- Ticket Required

In this lesson, participants will learn how to create, record, edit, enhance, and deliver digital audio using Sonic Foundry software. Participants will learn how to create music for PowerPoint, video and Flash using ACID Pro. 3.0; record, edit and enhance audio using Sound Forge 6.0; pre-process audio and encode for web delivery using Sound Forge 6.0 and Noise Reduction 2.0; and create a "Red Book" standard audio CD using Vegas Video 3.0

Michael Bryant, Sonic Foundry

Introduction to Final Cut Pro 3.0: Apple's Premier Digital Video Editing Software

Track One: Tools & Techniques

Hopkins 346 — Mac Lab

Hands-On Session -- Ticket Required

A revolution in non-linear digital video editing is transforming the way TV and films are being produced—and Apple's Final Cut Pro software and G4-based hardware is leading the way. In this introductory hands-on session, you'll learn the basics of Apple's non-linear video editor—from capturing and managing content to adding special effects and correcting color to outputting your final project. See why so many colleges and universities are now teaching film and video with this flexible and affordable solution from Apple. This session is for participants brand new to Final Cut Pro.

Bill Hanson, Consulting Engineer, Apple Computer

Macromedia Dreamweaver MX

Track One: Tools & Techniques

Journalism 220—PC Lab

Hands-On Session -- Ticket Required

Macromedia Dreamweaver MX is a single environment to quickly create, build, and manage websites and Internet applications. Learn how to define a site, build a table, add text and graphics, and insert Macromedia Flash movies and buttons.

Tom Person, Macromedia

New Features of Adobe Photoshop 7.0

Track One: Tools & Techniques

Hopkins 362—Mac Lab

Hands-On Session -- Ticket Required

Come and see the latest version of Adobe Photoshop 7.0 software, the professional image-editing standard. Learn how the new version helps you work more efficiently, explore new creative options, and produce the highest quality images for print, the

New Media Centers



NEW MEDIA CENTERS

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Web, and anywhere else. Learn how you, your faculty, and your students can create exceptional imagery with easier access to file data, streamlined Web design, faster, professional-quality photo retouching, and more.

Conducted by Adobe Professional Training Staff

Creative New Media Approaches to Design Education

Track Two: Best Practices, Challenges & Issues

Hopkins 162

This session outlines the creative research and development process of three exemplary projects of the Centre for Art and Technology at Emily Carr Institute. The first is the DVD interactive interface for the doctoral dissertation of Virtual Environment pioneer Char Davies. The second is a unique online course at ECIAD entitled Telling Story: Voice in Photography, and the third is a student interactive interface design project creatively interpreting the contemporary uses of genetics. The audience will be invited to envision a project of their own using the creative process. The relevance of such exercises for art and design education will be discussed.

Carol Gigliotti, Emily Carr Institute Of Art and Design

Developing and Supporting an Open Source Learning Management System

Track Two: Best Practices, Challenges & Issues

Hopkins 262

This session will provide attendees the opportunity to dialogue with representatives from Stanford's Academic Computing group about the journey which led to the development of CourseWork, Stanford University's open source web-based learning management system. Katie will give an update about the Open Knowledge Initiative (OKI), and will talk about the genesis and progress of the Open CourseWare project. She will also demo several tools that have been created under the auspices of OKI and will show a few of the OCW public materials.

Kim Haworth, Makoto Tsuchitani, and Peter Chen, Stanford; and Katie Livingston Vale, MIT

The Wireless Crusade: The UTEP Experience

Track Two: Best Practices, Challenges & Issues

Hopkins 248

The Undergraduate Learning Center (UGLC) at the University of Texas at El Paso has recently deployed Personal Digital Assistants (PDAs) for classroom use. UGLC saw beyond the mere capabilities of PDAs. Along with custom-developed applications, they have become powerful interactive teaching and learning tools. Some of the interactive teaching and learning applications include students drawing 3D diagrams on their PDAs and receiving immediate verification of the accuracy, and teachers giving interactive quizzes during lectures with immediate display of results. This presentation will provide insights about the planning and implementation processes and the lessons learned.

Kwan Lee, University of Texas, El Paso

Using Usability Studies in Requirements Gathering

Track Two: Best Practices, Challenges & Issues

Hopkins 246

This session will demonstrate how user testing was used during the requirements-gathering phase of a project to better understand the user's needs and preferences. How lessons learned from the user study influenced the development of the final product, and how the usability study was conducted will also be discussed.

Lou Zweier, Calif. State University Center for Distributed Learning

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Streaming Media Infrastructure Deployment

Track Three: Emerging Technologies

Wexner Center

Participants in this session will gain a detailed understanding of the necessary infrastructure components required and deployment options available to support a stream media solution. Best practices will be presented and points of learning shared based on proven deployment implementations. This session will be of interest to participants who have responsibility for ensuring an effective, economical and scalable streaming infrastructure. This will be a highly interactive session, so come prepared with your questions and comments.

Sandra Winters and Ken Singer, Real Networks; David Mycue, MIT

2:15 p.m. – 3:30 p.m. ACCAD Tour

Free. Tour information and bus tickets available in Hopkins Hall at the Registration Desk.

2:45 p.m. – 4:00 p.m. Breakout Sessions

Macromedia Fireworks MX

Track One: Tools & Techniques

Journalism 220 — PC Lab

Hands-On Session -- Ticket Required

Macromedia Fireworks MX is the easiest way to create, optimize, and export interactive graphics in a single, web-centric environment. Learn how to create vector and bitmap graphics, optimize images for the web, and build interactive buttons.

Tom Person, Macromedia

New Features of Adobe LiveMotion 2.0

Track One: Tools & Techniques

Hopkins 362 — Mac Lab

Hands-On Session -- Ticket Required

During this introduction to Adobe LiveMotion's latest version which runs native in OS X, you'll be introduced to the basic features of the Flash design software and learn your way around the easy-to-use interface. You'll learn how to use shape tools, styles, and aliases to create compelling, animated web interfaces in no time at all!

Conducted by Adobe Professional Training Staff

What's New in Final Cut Pro 3?: A Hands-On Update for Current Final Cut Pro Experts

Track One: Tools & Techniques

Hopkins 346 — Mac Lab

Hands-On Session -- Ticket Required

Already teaching and using Final Cut Pro, Apple's non-linear video editing application for film and video production, and interested in the new features included in the recently released version 3? In this hands-on session, you'll get experience with a number of powerful new features in Final Cut Pro 3, including OfflineRT offline video editing, advanced color correction, the Voice Over tool, and stunning 3D titles and effects. A strong working knowledge of Final Cut Pro software is required for this session.

Bill Hanson, Consulting Engineer, Apple Computer

Digital Video Lab Management

Track Two: Best Practices, Challenges & Issues

Hopkins 248

This session addresses common problems associated with managing a computer lab



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oriented around digital video production. The first part will cover general lab issues such as: accommodating both MAC and PC users; tape formats and how to deal with several formats with a minimum of equipment; software-based NLEs (Non Linear Editors); project storage on portable Firewire hard drives; faculty training; video for classroom vs. streaming off the web, etc. The second part will feature brief demonstration of a MAC training aid and Vegas Video, a PC based editor.

Walt Gajewski, CSU Long Beach and Claudine Franquet, CSU Chico

Learning Objects 101

Track Two: Best Practices, Challenges & Issues

Wexner Center

Digital assets, digital libraries, learning objects... what is the difference and how can they have an impact on education? Some of the issues that will be discussed are rights management, granularity, or size of a learning object, reusability, metadata, adoption by faculty, and inter-repository communication. Participate in an engaging panel where the issues will be discussed and case studies will be used to illustrate possible solutions. An international panel including representatives from Merlot, Belle/Careo (Canadian national repository research project), Maricopa College and industry partner MetaLogic will facilitate the discussion.

Mike Mattson, U. Calgary; Lou Zweier, CSU Center for Distributed Learning; Alan Levine, Maricopa Community College; Sara Moshman, Metalogic

Teaching, Learning and the Significance of Interactivity

Track Two: Best Practices, Challenges & Issues

Hopkins 246

Interaction is one of the higher order levels of feedback that behaviorists and cognitivists agree are important in the educational process. Because multimedia requires the interaction of a user, casual decisions can not be made. Therefore, the engagement of multimedia cannot be treated as a passive activity. The user must take on an equal amount of responsibility if the program is to be successful. Our design process will be demonstrated through a variety of interactive multimedia programs focused on the objective of teaching and learning. Designers explore how information design (complex information or systems) can be made more accessible by engaging the user through interactivity.

R. Brian Stone, The Ohio State University

Creating Online Lectures with sofTV.net

Track Three: Emerging Technologies

Derby 29 — PC Lab

Hands-On Session — Ticket Required

Now everyone can create online lectures, in a snap! Come learn how professors can capture lectures live and automatically create web pages with the professor's voice, synchronized PowerPoint slides, notes, and table of contents. And, learn how to do a live video webcast of your lecture with synchronized PowerPoint slides. Great for distance learning and reaching students outside the classroom.

Rich Loen, founder and VP of R&D, sofTV.net

OneView: e-Learning Collaboration Tools

Track Three: Emerging Technologies

Hopkins 162

Demo Session

Participants will learn how Alpha Virtual's academic partners are using OneView Media Room in unique ways to make streaming media a collaborative experience.

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Gary Manfredi, Alpha Virtual's Director of Product Design will demo the OneView™ collaboration platform and Claudia L'Amoreaux, Alpha Virtual's Director of Education Services, will moderate a panel discussion with academic pilot project partners and audience. Panel members will share challenges they face in using streaming media and how OneView is solving these.

Claudia L'Amoreaux and Gary Manfredi, Alpha Virtual

The Road Ahead: NMC Update

Track Four: Leadership & Management Effectiveness

Hopkins 262

The new CEO of the NMC will present an overview of the many new initiatives and projects underway within the NMC, and use that presentation as the backdrop for dialog with attendees on the current and future directions of the NMC. Come share your ideas, and help build the future of the NMC! (This session will be repeated Friday morning at 8:30 a.m.)

Larry Johnson, New Media Centers

4:15 p.m. – 5:30 p.m. Breakout Sessions

Building a Digital Portfolio with Apple's DVD Tools

Track One: Tools & Techniques

Hopkins 346 — Mac Lab

Hands-On Session -- Ticket Required

Film and video producers can build powerful digital portfolios of their work using the easy-to-learn rich media tools built into the Power Mac G4. With inexpensive, easy to carry DVD disks, video experts can assemble video clips quickly and easily using Apple's latest generation DVD authoring tools. In this hands-on session, you'll learn about the different DVD standards in the DVD authoring space today, and experience how Apple's video tools like iMovie 2 and Final Cut Pro, paired with its DVD authoring tools iDVD 2 and DVD Studio Pro, make a winning digital portfolio creation engine.

Bill Hanson, Consulting Engineer, Apple Computer

Building E-learning with Macromedia Flash MX

Track One: Tools & Techniques

Journalism 220 — PC Lab

Hands-On Session -- Ticket Required

Learn how to use Macromedia Flash MX to create rich e-learning content. In this session, participants will learn how to use the pre-built e-learning components in Macromedia Flash MX including learning interactions, quiz templates, and other learning-related features.

Tom Person, Macromedia

Introduction to Adobe After Effects 5.5

Track One: Tools & Techniques

Hopkins 362 — Mac Lab

Hands-On Session -- Ticket Required

Learn about the interface and animation basics in Adobe After Effects 5.5. Set keyframes and adjust parameters over time, as well as set position, scale, rotation, and opacity. Understand how to integrate Adobe Photoshop files and use simple animation techniques to create beautiful animations, all while working in OS X!

Conducted by Adobe Professional Training Staff



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Using OneView – e-Learning Collaboration Tools

Track One: Tools & Techniques

Hands-On Product Demo

Derby 29 — PC Lab

Participants will learn how to make streaming media a collaborative experience between educators and students using Alpha Virtual's OneView™ collaboration platform. OneView Media Room enables interactive group viewing of streaming media in a virtual screening room environment. Every participant will be able to control the action (play, stop, pause, fast forward/rewind), change the play list selection and chat about content in real-time. Discussion of challenges and creative uses of the technology will follow hands-on experience.

Claudia L'Amoreaux and Gary Manfredi, Alpha Virtual

Digital Storytelling: New Applications/New Directions

Track Two: Best Practices, Challenges & Issues

Hopkins 248

Center for Digital Storytelling Director Joe Lambert will discuss the experiences of their work in Digital Storytelling in the last several years, specifically discussing the implications of their work for higher education. Project examples will include their recent work with the British Broadcasting Corporation, the Kellogg Foundation, UC Berkeley School of Education, and the Bard Graduate Center in New York.

Joe, with partner Nina Mullen and the late Dana Atchley, led the development of a unique training method for assisting people in writing, assembling and editing stories in digital media. Over the last seven years, he and his partners have worked directly with more than 5000 people to complete digital projects, and initiated programs based on their method for schools, communities and corporations in 26 states and 12 countries.

Joe Lambert, Director, Digital Storytelling Institute

Implementing a Learning Object Repository

Track Two: Best Practices, Challenges & Issues

Wexner Center

What are the issues, challenges and benefits when you try to implement a learning object repository? An international panel, including representatives from Merlot, Belle/Careo, Maricopa College and industry partner MetaLogic, will discuss the pedagogical and technological issues of building and using a repository. There will also be a presentation of a unique tool, ALOHA, that was developed for the Belle/Careo Canadian repository project. ALOHA is a metadata agnostic markup tool that seamlessly integrates with media and metadata servers to greatly reduce the time and pain of indexing and publishing Learning Objects.

Mike Mattson, U. Calgary; Lou Zweier, CSU Center for Distributed Learning; Alan Levine, Maricopa Community College; Sara Moshman, Metalogic

Using Technology to Educate in Informal Settings

Track Two: Best Practices, Challenges & Issues

Hopkins 246

While it used to be that students had to come to the museum to experience our unique interactive ways of educating, technology is now allowing us to take the museum and its experiences to the classroom. In this session we will discuss and demonstrate some of the ways we are using technology to enhance the learning of students in their own classrooms. We will share some of our electronic education experiences including Video Visits, highly interactive inquiry-based programs, and

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Surgical Suite, a program that allows students to view live open heart surgery and interact with the surgical team while they operate. We will also share some of our web-based learning experiences such as Open Heart, a web program that compliments Surgical Suite.

Kim Whaley, Ph.D., Vice-President for Education; Gail Wheatley, Director of Electronic Education

Real, QuickTime, and Windows Media Player Formats: An Industry Panel Discussion

Track Three: Emerging Technologies

Hopkins 162

Tom will moderate a panel of industry representatives who will explore the particular strengths of the three major approaches to streaming media, Real Networks, Apple QuickTime, and Windows Media. Come to this session prepared to participate, with comments based on your own experience using and supporting these formats, and questions for the panel. Learn which of these streaming platforms are best suited for differing situations, and which third party products support them.

Tom Bray, University of Michigan, moderator with NMC Corporate Partners

Center Reorganizations: Issues & Challenges

Track Four: Leadership & Management Effectiveness

Hopkins 262

Is your NMC in flux? Not quite sure where it's headed? Is your organizational structure holding you back from success? Then come share your experiences. This session is designed to explore how an NMC organization can stay current, remain flexible in tough times, and shift focuses without starting from scratch. From these discussions, we hope to build a list of ideas and techniques that can help all NMCs remain relevant and important to the university culture.

Ken Keller, Washington University

6:30 p.m. – 8:30 p.m. Bar-B-Que Dinner

Sponsored by Microsoft

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New Media Centers



NEW MEDIA CENTERS



Friday, June 21

CONFERENCE DETAILS

New Media Centers

8:00 a.m. – 8:30 a.m. Registration & Coffee

Hopkins Lobby/Coffee Courtesy of the NMC

8:30 a.m. – 9:45 a.m. Breakout Sessions

Macromedia MX Product Review

*Track One: Tools & Techniques
Product Demo Session*

Hopkins 162

Macromedia MX is an integrated family of tool, server, and client technologies for building rich Internet applications that can be delivered across major platforms and devices. Learn how you can create next-generation Internet solutions that extend existing infrastructure and standards to offer effective user experiences.

Tom Person, Macromedia

New Features of Adobe Photoshop 7.0

*Track One: Tools & Techniques
Hands-On Session – Ticket Required*

Hopkins 362 — Mac Lab

Come and see the latest version of Adobe Photoshop 7.0 software, the professional image-editing standard. Learn how the new version helps you work more efficiently, explore new creative options, and produce the highest quality images for print, the Web, and anywhere else. Learn how you and your students can create exceptional imagery with easier access to file data; streamlined Web design, faster professional-quality photo retouching, and more.

Conducted by Adobe Professional Training Staff

Powerful Tools for Design: What's New in Mac OS X for Creative Professionals

*Track One: Tools & Techniques
Hands-On Session – Ticket Required*

Hopkins 346 — Mac Lab

With the arrival of Mac OS X, the next-generation operating system from Apple, there is now an incredibly robust and powerful operating system for creative professionals on the Mac. In this hands-on session, you'll experience Mac OS X from a design professional's perspective. You'll learn how three cutting-edge graphics technologies—Quartz, OpenGL, and QuickTime—bring graphics capabilities to Mac OS X beyond anything ever seen in a desktop operating system.

Chris Doemel, Systems Engineer, Apple Computer

Using Vegas Video to Create a Multimedia Lesson

*Track One: Tools & Techniques
Hands-On Session – Ticket Required*

Journalism 220 — PC Lab

In this session, participants will learn about the features of Vegas Video while putting together a short multimedia lesson. Topics covered will include: video capture; video and audio editing; editing music; using still photographs in video; simulating camera moves with pan/crop tool; using metadata to create closed caption text and URL flips; adding PowerPoint slides to a video presentation; encoding for the web and video CD; creating titles and credits; and enhancing the video and audio with transition, filters and effects.

Michael Bryant, Sonic Foundry

FRIDAY, JUNE 21

**No More Reinventing the Wheel!
MERLOT-CATS Website for Tool and Resource Sharing**

*Track Two: Best Practices, Challenges & Issues
Hands-On Session -- Ticket Required*

Derby 29 — PC Lab

The Community of Academic Technology Staff MERLOT-CATS website is an open source repository for technical tools, training materials, and other resources that academic technology staff have created and/or have found useful in their jobs and wish to share with their colleagues. This sharing enables academic technologists to better serve the faculty and students on their campuses--without having to reinvent the wheel. Attendees will learn how to navigate the site, contribute materials, and otherwise participate in the MERLOT-CATS online community. To best experience this hands-on workshop, visit <http://cats.merlot.org> beforehand!

Abbe Altman, California State University Center for Distributed Learning

Supporting Faculty with Learning Grants

Track Two: Best Practices, Challenges & Issues

Hopkins 246

The Maricopa Center for Learning & Instruction (MCLI) coordinates an internal grants program that awards over \$180,000 each year to improve, advance, and enrich student learning. The grants include development of instructional technology for learning, support of new teaching methodologies, arranging for visits for external content experts, pilot faculty development programs, and much more. Alan will describe the program and its impact, as well as the process of developing an online application process and lead a discussion of how other institutions implement internal grant processes.

Alan Levine, Maricopa Community College

Using Internet2 to Create Multisite Performance Events

Track Three: Emerging Technologies

Wexner Center

This session is a comprehensive primer on producing multisite performance events using Internet2. Although the focus is on I2 performance events, many of the principles are applicable to any streamed multisite event. Phil will present a dense synthesis of topics bringing together technical, artistic, and bridging considerations. Also covered will be video, audio, team structure, codecs, network problems, project management, co-broadcast as I1 streams, documentation of the event, sound checks and elimination of feedback.

Phil Galanter, New York University

Technology Mediation

Track Four: Leadership & Management Effectiveness

Hopkins 248

The Technology Mediation approach promotes the meaningful integration of technology in education while being mindful of its impact on our society and culture. It also has to do with the enhancement of the teaching and learning process using appropriate "mediating" technologies. The Technology Mediation Landscape is a tool developed for a Summer Institute at Emerson College, providing a road map for faculty to determine what technologies are appropriate to the curricular content. The Landscape tool takes into account the advantages of the traditional pedagogic approaches while leveraging new technologies in the curriculum.

Hari Nair, Emerson College

New Media Centers



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The Road Ahead: NMC Update

Track Four: Leadership & Management Effectiveness

Hopkins 262

The new CEO of the NMC will present an overview of the many new initiatives and projects underway within the NMC, and use that presentation as the backdrop for dialog with attendees on the current and future directions of the NMC. Come share your ideas, and help build the future of the NMC! (This session is also being held Thursday afternoon at 2:45 p.m.)

Larry Johnson, New Media Centers

10:15 a.m. – 11:30 p.m. Plenary Session NMC Center of Excellence Awards

Sponsored by Macromedia



This year, and each year at the summer conference from now on, the NMC will recognize the work of a small number of truly outstanding member institutions with its highest honor, the new Center of Excellence Award, symbolized by a specially designed translucent obelisk. The criteria for the award are as follows:

The NMC Center of Excellence Award is given to NMC member institutions that have had an exceptional record of success in the integration of technology with teaching, learning, or creative expression. This success may be evidenced by:

- *the quality of faculty or student work that is in some way connected to the efforts of the institution,*
- *by the effectiveness of the institution in advancing the integration of technology with teaching, learning, or creative expression, or*
- *by the impact of this work on students and learning within the institution or by its influence on practitioners across the academy.*

The award should be granted without regard to the size of an institution's staff or resources, and in a manner that ensures equal consideration to successful efforts large and small.

Join with us as we celebrate the work of these extraordinary New Media Centers in this special session devoted to honoring innovation within the NMC!



11:45 a.m. – 12:45 p.m. Lunch On The Oval

Sponsored by Macromedia



1:00 p.m. – 2:15 p.m. Breakout Sessions

Accessibility w/ Macromedia Dreamweaver MX

Track One: Tools & Techniques

Hopkins 262

Macromedia Dreamweaver MX provides a complete set of tools available for building, editing, and maintaining accessible websites and web applications. Learn how to validate websites for accessibility and to create accessible web content.

Kirsti Abo, Macromedia

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Building a Digital Portfolio with Apple's DVD Tools

Track One: Tools & Techniques

Hopkins 346 — Mac Lab

Hands-On Session -- Ticket Required

Film and video producers can build powerful digital portfolios of their work using the easy-to-learn rich media tools built into the Power Mac G4. Using inexpensive, easy to carry DVD disks, video experts can assemble video clips quickly and easily using Apple's latest generation DVD authoring tools. In this hands-on session, you'll learn about the different DVD standards in the DVD authoring space today, and experience how Apple's video tools like iMovie 2 and Final Cut Pro, paired with its DVD authoring tools iDVD 2 and DVD Studio Pro make a winning digital portfolio creation engine.

Bill Hanson, Consulting Engineer, Apple Computer

Creating Online Lectures with sofTV.net

Track One: Tools & Techniques

Derby 29 — PC Lab

Hands-On Session -- Ticket Required

Now everyone can create online lectures in a snap! Come learn how professors can capture lectures live and automatically create web pages with the professor's voice, synchronized PowerPoint slides, notes, and table of contents. And, learn how to do a live video webcast of your lecture with synchronized PowerPoint slides. Great for distance learning and reaching students outside the classroom.

Rich Loen, founder and VP of R&D, sofTV.net

Introduction to Macromedia Flash MX

Track One: Tools & Techniques

Journalism 220 — PC Lab

Hands-On Session -- Ticket Required

Macromedia Flash MX is the fastest way to create rich Internet content and applications. In this session participants will learn how to create graphics and text, symbols, instances, and libraries, and animations with shape and motion tweens.

Tom Person, Macromedia

The New Apple Learning Interchange: An Apple/NMC Collaboration

Track Two: Best Practices, Challenges & Issues

Hopkins 362 — Mac Lab

Demo & Hands-On Session -- Ticket Required

In this session, you'll see how a number of New Media Centers institutions have created video case study exhibits in the new Apple Learning Interchange—a web based environment igniting imagination, conversation and improvement in education.

Barry Adams, Apple Computer

From Practice to Theory: An Archaeology of Instructional Technology

Track Two: Best Practices, Challenges & Issues

Hopkins 246

What if we were archeologists, knowing none of the buzzwords and labels of Learning theories, and had only the "artifacts" of instructional technology to deduce our culture's values and attitudes about teaching and learning? Could we extrapolate theory from practice? This will be a loose and fun discussion based on a few "artifacts" (e.g. PowerPoint presentations) provided by the presenter. Participants are also encouraged to bring their own artifacts. The discussion will briefly introduce Foucault's "archeology" paradigm of investigation and turn the topic to instructional technology. Participants will speculate freely on each artifact and how it reflects the culture's attitudes towards learning or technology or both.

Kurtis Scaletta and Kimerly Wilcox, University of Minnesota





New Media Centers

FRIDAY, JUNE 21

Designing Smart Classrooms

Track Four: Leadership & Management Effectiveness

Hopkins 248

This session will educate decision makers on how to devise or upgrade existing facilities to match today's technology teaching, and will serve as a roadmap for planning, implementing and taking care of your own technology classrooms. Kwan, Lori, and Kathy will present a process that involves the university community in the implementation of technology standards throughout campus classrooms and describe a redeployment model that multiplies the impact of upgrades on the top level classrooms by distributing equipment to other classrooms

Kwan Lee, University of Texas, El Paso; and Lori Swinney and Kathy Smart, University of North Dakota

Special Session: The Horizon Project

Track Four: Leadership & Management Effectiveness

Hopkins 162

The Horizon Project, a new effort launched this year by the NMC, is an ongoing effort to provide definition and focus within the continuously shifting landscape of emerging technologies. Some of these technologies may offer considerable opportunity to advance teaching, learning, and creative expression in higher education. In this special session, NMC members will be invited to help further the work of the Horizon Project by participating in a discussion of key technology trends, issues, and developments to watch that will be integrated into the first report of the Horizon Project.

Larry Johnson, New Media Centers

2:45 p.m. – 5:30 p.m. Five Minutes of FameSM

Five Minutes of Fame is a trademarked event allowing NMC academic members to show off their latest new media projects. At every Five Minutes of Fame demonstration, selected academic New Media Centers get five minutes each to highlight innovative course modules, newly invented or adapted tools, student portfolios, and collaborations with off-campus groups. In this fast-paced session, you'll see numerous examples of the exciting work of your NMC colleagues. In a new, expanded format, the five minute demonstrations will be supplemented by ten minutes of exposition on the significance of the project, techniques used, and lessons learned.

6:00 p.m. – 8:00 p.m. Directors' Dinner

Dialog with the NMC Board (by invitation only)

Sponsored by Adobe



Saturday, June 22

CONFERENCE DETAILS

8:00 a.m. – 8:30 a.m. Coffee

Hopkins Lobby/Coffee Courtesy of the NMC

SATURDAY, JUNE 22

8:30 a.m. – 9:45 a.m. Breakout Sessions

Synchronized Multimedia: On-the-Fly Development

Track One: Tools & Techniques

Journalism 220 — PC Lab

Hands-On Session -- Ticket Required

Steve will present tutorials created by UCLA School of Medicine faculty members, using L3i's iQube menuing system and Videx content authoring tool. The presenters will also demonstrate how to build a Videx tutorial. Videx will create links from a main video frame to slides containing: text, images, audio, additional video, web links and quizzes, all authored by the Videx tool. This authoring session will showcase the utility of Videx which enables content authoring times to be reduced by upwards of 90%.

Paul Hill, L3I Interface Technologies and Steve Rossen, UCLA

Webcasting and Digital Management Tools from Sonic Foundry

Track One: Tools & Techniques

Hopkins 246

Product Demo Session

In this lesson participant will be introduced to Sonic Foundry's innovative webcasting and asset management technologies. Featured technologies include: MediaSite Live (live and on-demand webcasting); Publisher 5.0 (rich multimedia publishing, management, and access); MediaWorks (asset management, storage and delivery); MediaTaxi; MediaCollective; and MediaCenter

Michael Bryant, Sonic Foundry

75 hours of Dreamweaver in 75 Minutes

Track Two: Best Practices, Challenges & Issues

Derby 29 — PC Lab

Hands-On Session -- Ticket Required

Dreamweaver continues to gain acceptance as the authoring tool of choice at more and more universities. However, it can be difficult to teach faculty to use it effectively given the time constraints that plague us all. In this train-the-trainer session, Walt and Claudine will teach a workshop they have been using successfully to teach faculty how to publish a 4-page website after only two hours of instruction. NMC attendees will build a site as if they were CSU Long Beach faculty members.

Walt Gajewski, CSU Long Beach and Claudine Franquet, CSU Chico

Integrating Pedagogy into Faculty Training

Track Two: Best Practices, Challenges & Issues

Hopkins 162

Lessons learned from 15 years of experience in faculty technology will be shared, including surfacing assumptions, understanding faculty motivation, and integrating pedagogy into faculty training. Demonstration of a recently developed online training modality will be included. Participants are encouraged to offer their own techniques and challenges for working with faculty.

Lou Zweier, California State University Center for Distributed Learning and Jay Field, California State University, Sonoma

Issues with Developing a Faculty Project for Publication

Track Two: Best Practices, Challenges & Issues

Hopkins 248

This session will use a Functional Assessment tool for K-12 educators and students that is being developed at Duquesne University as a case study for a discussion of the issues involved in developing faculty projects for publication. The project uses Macromedia Director and several third party Xtras, such as the V12 database engine.



SATURDAY, JUNE 22

As this product nears completion, a number of questions have arisen on policies, procedures, and support of this product once it gets published. These issues will be discussed with the intent to discover best practices and lessons learned.

Stephen Hardesty, Ed McKaveney and Beverly Evans Duquesne

Special Session: The Horizon Project

Track Four: Leadership & Management Effectiveness

Wexner Center

The Horizon Project, a new effort launched this year by the NMC, is an ongoing effort to provide definition and focus within the continuously shifting landscape of emerging technologies. Some of these technologies may offer considerable opportunity to advance teaching, learning, and creative expression in higher education. In this special session, NMC members will be invited to help further the work of the Horizon Project by participating in a discussion of key technology trends, issues, and developments to watch that will be integrated into the first report of the Horizon Project.

Larry Johnson, New Media Centers

Digital Asset Management and Stock Photography

Track Four: Leadership & Management Effectiveness

Hopkins 262

Product Demo Session

This session will explore the increasing need to manage rich media across a network environment, and provide a glimpse at the comprehensive solutions being developed at MediaBin and Corbis. Best practices and standards related to the management of digital photography, multimedia, documents, and video will be explored. Key topics will include storing digital assets with metadata, translating images to various formats and sizes on the fly, metadata editing, version control, and much more.

John Laspia, Senior Business Development, MediaBin Corporation and Piper Carr, Senior Business Development Manager, Corbis Corporation

10:15 a.m. – 11:30 a.m. Closing Plenary Session

"Pedagogy and Scholarship in the Early 21st Century"

Randy Hinrichs, Research Manager, Learning Science and Technology, Microsoft

New hardware and software technologies are making it possible to rethink the role of computing in our lives. For the University, these technologies open the door to new approaches to education and scholarship. The way computer systems are being designed and built will improve education and scholarly research over the next 5 to 10 years. In this keynote address, Randy will discuss those technologies, recent relevant research, and projects the Learning Science and Technology group are working on in Microsoft Research.

*Randy Hinrichs has been working as an educational technologist researcher for over 20 years. He pioneered technology-enabled curriculum in Los Angeles in his own company, Systems Plus, Inc in the early 80s. He joined Sun Microsystems University as the Internet Education Manager prior to the explosion of web-based technology resulting in two ground breaking books, *Web Page Design: A Different Multimedia (cognitive and interactivity design)*, and *Intranets: What's the Bottom Line (creating learning organizations with intranet technology)*. He currently supports large scale research in Learning Science and Technology (LST) and is expanding research efforts in LST with universities, government and industry in an effort called the Learning Federation. His own penchant for technologies is simulation-based technologies that enable activity-based learning, discovery learning and game-based learning.*



Academic Members

NEW MEDIA CENTERS

Current academic members of New Media Centers are actively engaged with faculty in promoting the appropriate uses of new media technology for teaching and learning.

Amherst College (MA)
Art Institute of Boston (MA)
Bennington College (VT)
Bradley University (IL)
Brooklyn College CUNY (NY)
Brown University (RI)
California Polytechnic at Pomona (CA)
California State University, Chico (CA)
California State University, Hayward (CA)
California State University, Long Beach (CA)
California State University, Monterey Bay (CA)
California State University, San Marcos (CA)
Capilano College (Canada)
Carleton College (MN)
Century College (MN)
Collin County Community College (TX)
Columbia University (NY)
Cornell University (NY)
Dartmouth College (NH)
De Anza College (CA)
Duquesne University (PA)
El Centro College (Dallas CCD) (TX)
Emerson College (MA)
Emily Carr Institute of Art & Design (Canada)
Florida A&M University
Florida State University (FL)
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Marquette University (WI)
Massachusetts Institute of Technology (MA)
McHenry County College (IL)
Medical College of Ohio/BGSU (OH)
Michigan State University (MI)
Milwaukee Institute of Art & Design (WI)
Mount Holyoke College (MA)
National Chengchi University (Taiwan)
New School for Social Research (NY)
New York University (NY)
Northeastern University (MA)
Northwestern University (IL)
The Ohio State University (OH)
Pennsylvania State University (PA)
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Rensselaer Polytechnic Institute (NY)
Rochester Institute of Technology (NY)
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Rutgers (NJ)
San Diego Community College District (CA)
Santa Fe Community College (NM)
Savannah College of Art & Design (GA)
Sonoma State University (CA)
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Stanford University (CA)
State University of N. Y., Training Center (NY)
Terra Community College (OH)
Truman State University (MO)
Universidade de Los Andes (Colombia)
University of Akron (OH)
University of Alaska, Anchorage (AK)
University of Arizona (AZ)
University of Art & Design, Helsinki (Finland)
University of British Columbia (Canada)
University of Calgary (Canada)
University of California, Davis (CA)
University of California, Los Angeles (CA)
University of California, Santa Barbara (CA)
University of Central Florida (FL)
University of Colorado at Boulder (CO)
University of Delaware (DE)
University of Hawaii (HI)
University of Houston, Clear Lake (TX)
University of Iowa (IA)
University of Maine (ME)
University of Manitoba (Canada)
University of Michigan, Ann Arbor (MI)
University of Minnesota (MN)
University of Mississippi (MS)
University of Montana (MT)
University of Nebraska, Lincoln (NE)
University of New Brunswick (Canada)
University of New Mexico (NM)
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New Media Centers



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