



2005 new england
regional conference
october 5 - 7
preliminary conference at a glance

Wednesday, October 5

12:00 pm – 5:30 pm

Registration/Info Desk Open

1:00 pm – 2:15 pm

Opening Plenary Session
*Keynote Presentation by
Marc Prensky, Games2train*

2:15 pm - 2:45 pm

Refreshment Break

2:45 pm – 4:00 pm

Conference Sessions

Best Practices, Challenges and Issues

- OS X Deployment Using NetBoot and NetInstall
Barry Albright, Brown University
Edrex Fontanilla, Brown University

Gaming

- Developing Problem Solving Skills Through Game Development
Jared Bendis, Case Western Reserve University
Mace Mentch, Case Western Reserve University

Research and Technology

- DIGIMORPH, An Award Winning Digital Libraries Site
Coco Kishi, University of Texas at Austin

4:00 pm – 4:15 pm

Break

4:15 pm – 5:30 pm

Conference Sessions

Best Practices, Challenges and Issues

- Pedagogical Applications of Film and Teacher Education
David Middleton, Seton Hall University
Tara Hendricks, Seton Hall University

Gaming

- Letting Go of the Reins – Giving Your Learners the Freedom to Play
William Crosbie, Columbia University
Jessica Hammer, Columbia University

Research and Technology

- Engaging Learners and Colleagues in Real-Time, Online
Jonathan Finkelstein, LearningTimes
John Walber, LearningTimes
Others educators world-wide will join "virtually"

5:30 pm – 6:00 pm

Free Time

6:00 pm – 8:00 pm

**Reception and Dinner
BAR**

Thursday, October 6

8:00 am – 5:15 pm

Registration/Info Desk Open

8:00 am – 9:00 am

Continental Breakfast

9:00 am – 10:15 am

Conference Sessions

Best Practices, Challenges and Issues

- What's a Campus-Wide Theme?
Laurie Burruss, Pasadena City College

Gaming

- An Instructional Designer Looks at World of Warcraft
Katie Livingston Vale, Massachusetts Institute of Technology

Research and Technology

- Experiencia, Inc. – Simulation Based Learning at Scale
Connie Campbell, Experiencia, Inc.
Elaine Mondschein, Experiencia, Inc.

10:15 am – 10:30 am

Break

10:30 – 11:45 am

Conference Sessions

Best Practices, Challenges and Issues

- Harvard@Home
Gina Siesing, Harvard University

Gaming

- Developing the Prisoner's Dilemma Learning Object for the Classroom
Keith Adams, Seton Hall University
Andrew Tatusko, Seton Hall University
Stephen M. O'Brien, Seton Hall University

Research and Technology

- Visualizing Research in Virtual Reality and Non-Linear Holographic Rhizomes
Dwight Toavs, National Defense University
Paulette Robinson, National Defense University

11:45 am – 1:00 pm

**Luncheon
Keynote Presentation**

1:00 pm - 2:15 pm

Yale University Campus Guided Tour

2:15 pm - 2:30 pm

Refreshment Break

2:30 pm – 3:45 pm

Conference Sessions

Best Practices, Challenges and Issues

- Introducing the Academic Commons
Michael Roy, Wesleyan University
David Bogen, Emerson College
Rachel Smith, The New Media Consortium

Gaming

- Could This Game Save Your Life? Online Games and the Nurse Educator
Jeanne Po, Boston College
Sarah Castricum, Boston College

Research and Technology

- Analyzing Archival Material: A Window to Another Time and Place
Kathleen Ebert-Zawasky, Wheaton College
Kathryn Tomasek, Wheaton College
Scott Hamlin, Wheaton College

3:45 pm – 4:00 pm

Break

4:00 pm – 5:15 pm

Panel Sessions

Gaming

- The Game Theory of Game Theory
Ruben R. Puentedura, Hippasus

Research and Technology

- Information Wants to be Free, but You Want Yours and They Want Theirs
Ed Lamoureux, Bradley University
Steve Baron, Mandell Menkes, LLC
- Yale Library Panel
TBD

5:15 pm – 5:30 pm

Break

5:30 pm – 7:00 pm

**Reception at the
Yale University British Arts Center
*Sponsored by
Yale University, Digital Media Center for the Arts***

7:00 pm

Evening on Your Own

Friday, October 7

8:30 am – 12:00 am

Registration/Info Desk Open

8:30 am – 9:00 am

Continental Breakfast

9:00 am – 10:15 am

Conference Sessions

Best Practices, Challenges and Issues

- Usable and Accessible System Design for Webs Services and Asset Managements
Karl Horvath, Temple University
Viral Mahta, Temple University
Scott Birl, Temple University

Gaming

- Yale Digital Media Center
TBD

Research and Technology

- "I Remain": Building a Digital Archive and Bringing it to the Classroom
Julia C. Meserjian, Lehigh University
Edward J. Gallagher, Lehigh University
Megan A. Norcia, Lehigh University

10:15 am – 10:45 am

Break

10:45 am – 12:00 pm

Closing Plenary Session
Keynote Presentation by
Philip Long, Yale University