

2006 NMC Summer Conference

Guide to the Free Hands-On Sessions

Thursday, June 8 – Friday, June 9

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 admittance requires pre-registration and a ticket. Those who register for the Hands-On Sessions early using the online system will receive tickets in their registration packets. The tickets that have not been claimed will be distributed at the conference registration desk each evening for the next day's sessions, immediately following the current 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.

Thursday, June 8

10:15 am – 11:30 am

Conference Sessions

Peter B. Lewis Building

Aperture

Tools and Techniques

Hands-On Session – Ticket Required

Product Demo Session

Audience: All

Background: All

Peter B. Lewis Building, Room 121

Learn to manage, edit and archive digital photographs. Attendees will learn the basics of image management step-by-step through Aperture's powerful photo editing, image retouching, proofing, publishing, and archiving features. Presenters will show how to prepare a project workflow by importing images with Aperture, create folders, albums, and browser views. Also covered will be the topics of grouping images into stacks, using the zoom tool, loupe tool, comparing and rating your images and basic image adjustments such as rotate, straighten, crop, removing red-eye, white balance and exposure.

Apple Professional Training Staff

Collaborative Learning with Breeze and Captivate

Tools and Techniques

Hands-On Session – Ticket Required

Product Demo Session

Audience: All

Background: All

Peter B. Lewis Building, Room 124

Breeze is deployed using Macromedia Flash Player, a technology already installed on more than 98% of browsers worldwide. This session will take a look at several of the applications that are a part of the Breeze platform. We will show how Breeze Presenter lets trainers author rich multimedia presentations and SCORM-conforming learning objects using Powerpoint and the Breeze plug-in. This session will also demonstrate how Breeze Meeting allows you to create an environment for collaborating in real-time, any time there is access to the Internet. As an added bonus this session will also show how adding Captivate to the mix gives trainers the ability to add additional multimedia capabilities to demonstrate, simulate, engage and inspire.

Adobe Professional Training Staff

So, You Want to Create Interactive 3D?

Tools and Techniques

Hands-On Session – Ticket Required

Audience: Technical Staff

Background: All

Peter B. Lewis Building, Room 07T

Interactive 3D graphics provide much of the visual "sizzle" in video games and offer exciting opportunities for educators to engage and communicate with learners. Unfortunately, its use remains relatively rare in educational software, owing largely to the traditional complexity of the tools and processes used to create it. The presenter will show you a new breed of software tools ready to change all of that by making it easier than ever for anyone to create interactive 3D.

Marty Plumbo, Gigaplay / Indiana University

12:30 pm – 1:45 pm

Conference Sessions

Peter B. Lewis Building

GarageBand for Podcasting

Tools and Techniques

Hands-On Session – Ticket Required

Product Demo Session

Audience: All

Background: All

Peter B. Lewis Building, Room 121

Attendees will explore the GarageBand interface as they work with real instrument recordings, recording their Software Instrument parts, and arrange music using Apple Loops. Attendees will work with GarageBand 3's new features including scoring a movie, and creating a Podcast from scratch using images, stingers, jingles, vocals, and sound effects.

Apple Professional Training Staff

Getting Started with Flash Video

Tools and Techniques

Hands-On Session – Ticket Required

Product Demo Session

Audience: All

Background: All

Peter B. Lewis Building, Room 124

This session will show attendees how to create and integrate interactive video in presentations, multimedia applications and websites. It will also cover the basic and intermediate production techniques needed to bring the creative energy and expressiveness of video and motion graphics into your curriculum. Presenters will also demonstrate techniques for creating streaming video and custom communication applications and video to web workflow using Premiere/After Effects and Flash Media Server 2.

Adobe Professional Training Staff

Making Your Streaming Media Both Accessible and Searchable

Tools and Techniques

Hands-On Session – Ticket Required

Audience: All

Background: All

Peter B. Lewis Building, Room 07T

Captioning of web media is a critical and often overlooked aspect of production. Legislation compliance, improved student comprehension, accessibility, and making media searchable are all compelling reasons to caption web content. In this presentation presenters will discuss the results of our efforts to automate much of the captioning process to reduce costs, turnaround time, and production complexity. We discuss the application of these tools to simultaneously caption web content, produce Google Video index files, and create local video search capabilities. We also discuss extending these technologies to podcast content.

Kevin Erler, Automatic Sync Technologies

2:00 pm – 3:15 pm

Conference Sessions

Peter B. Lewis Building

Final Cut Pro

Tools and Techniques

Hands-On Session – Ticket Required

Product Demo Session

Audience: All

Background: All

Peter B. Lewis Building, Room 121

Attendees will work with Final Cut Pro's interface and editing tool set as they build a project using insert, overwrite, and storyboard features. Then, they will trim and adjust the edits with the trimming tools adding transitions and filters. Once the picture is cut, attendees will add and adjust audio levels. Finally, experience the exciting new multi-camera as features are switched and cut between five camera angles at the same time.

Apple Professional Training Staff

Four Letter Words: How "Wiki" and "Edit" Are Making the Internet a Better Learning Tool

Tools and Techniques

Peter B. Lewis Building, Room 07T

Hands-On Session – Ticket Required

Audience: All

Background: All

The wiki is gaining traction in education as an ideal tool for the increasing amount of collaborative work done by students and teachers. The presenter will show how the wiki has improved collaboration and data collection in two courses at Brown University, and transformed a well-known science education website by allowing the teachers who use it to collaboratively author and edit its content. Participants will learn how to easily set up a wiki using free, web-based tools.

Stewart Mader, Brown University

Intermediate Techniques for Dreamweaver

Tools and Techniques

Peter B. Lewis Building, Room 124

Hands-On Session – Ticket Required

Product Demo Session

Audience: All

Background: Intermediate

Macromedia Dreamweaver continues to be the application of choice for 80% of today's professional Web developers. This session will help attendees discover techniques for unlocking the power of Dreamweaver that will help turn ordinary websites to engaging digital experiences. Come learn tips and tricks brought to you by Macromedia product specialists. By incorporating some of these techniques, instructors will learn how to prepare students for future career success as effective digital communicators no matter what their major or discipline.

Adobe Professional Training Staff

Friday, June 9

8:30 am – 9:45 am

Conference Sessions

Peter B. Lewis Building

Aperture

Tools and Techniques

Peter B. Lewis Building, Room 121

Hands-On Session – Ticket Required

Product Demo Session

Audience: All

Background: All

Learn to manage, edit and archive digital photographs. Attendees will learn the basics of image management step-by-step through Aperture's powerful photo editing, image retouching, proofing, publishing, and archiving features. Presenters will show how to prepare a project workflow by importing images with Aperture, create folders, albums, and browser views. Also covered will be the topics of grouping images into stacks, using the zoom tool, loupe tool, comparing and rating your images and basic image adjustments such as rotate, straighten, crop, removing red-eye, white balance and exposure.

Apple Professional Training Staff

Cross Media Annotation System

Tools and Techniques

Peter B. Lewis Building, Room 07T

Hands-On Session – Ticket Required

Audience: All

Background: Intermediate

The cross media annotation systems (xMAS) provides a mechanism for using commercial DVDs as source material to build rich media narratives. Current copyright restrictions prevent sampling from commercial DVD materials. But there is a way to do this, through xMAS, and do so legally! This session will present strategies for teaching using rich media and building narratives using xMAS.

Phillip Long, Massachusetts Institute of Technology; Pete Donaldson, Massachusetts Institute of Technology

Motion Graphics with Adobe After Effects 7.0 Professional

Tools and Techniques

Hands-On Session – Ticket Required

Product Demo Session

Audience: All

Background: All

Peter B. Lewis Building, Room 124

This session will explore techniques that are essential in creating a Motion Graphics Project while working in Adobe After Effects 7.0. This session will also work with Adobe Photoshop CS2 and Adobe Illustrator CS2 to learn how superb integration between the products can help with productivity and workflow. Topics in this session will include researching ideas, rough storyboards, logo design, style pages, polished storyboards, building elements and compositing. Come see how this new version of Adobe After Effects software continues to set new standards in motion graphics and visual effects for film, video, DVD, and the web.

Adobe Professional Training Staff

10:00 am – 11:15 am

Conference Sessions

Peter B. Lewis Building

Advanced Training in Adobe Acrobat 7.0 Professional

Tools and Techniques

Hands-On Session – Ticket Required

Product Demo Session

Audience: All

Background: Advanced

Peter B. Lewis Building, Room 124

Come see just how easy it is to bring the collaborative power of Acrobat to teaching, learning and research workflows. This session explores how to use Adobe Acrobat 7.0 Professional and PDF documents in a variety of campus settings and applications. It will also include a brief demonstration of Acrobat 3D and will cover techniques for combining documents and multimedia files from multiple sources, how to use the commenting and review functions, "smart forms," document security and more.

Adobe Professional Training Staff

GarageBand for Podcasting

Tools and Techniques

Hands-On Session – Ticket Required

Product Demo Session

Audience: All

Background: All

Peter B. Lewis Building, Room 121

Attendees will explore the GarageBand interface as they work with real instrument recordings, recording their software Instrument parts, and arrange music using Apple Loops. Attendees will also work with GarageBand 3's new features including scoring a movie, and creating a Podcast from scratch using images, stingers, jingles, vocals, and sound effects.

Apple Professional Training Staff

11:30 am – 12:45 pm

Conference Sessions

Peter B. Lewis Building

Gameplay Session: Games by the Cleveland Institute of Art and Case Western Reserve

Educational Gaming

Hands-On Session – Ticket Required

Audience: All

Background: All

Peter B. Lewis Building, Room 07T

Experience and play games made by students from the Cleveland Institute of Art and Case Western Reserve University. Meet some of the students who made the games, and have fun experiencing what collaboration can create. Over 10 different games will be available to play.

Kristen Baumlier, Cleveland Institute of Art; David Moss, Cleveland Institute of Art

Final Cut Pro

Tools and Techniques

Hands-On Session – Ticket Required

Product Demo Session

Audience: All

Background: All

Peter B. Lewis Building, Room 121

Attendees will work with Final Cut Pro's interface and editing tool set as they build a project using insert, overwrite, and storyboard features. Then, they will trim and adjust the edits with the trimming tools and add transitions and filters. Once the picture is cut, attendees will add and adjust audio levels. Finally, experience the exciting new multi-camera as features are switched and cut between five camera angles at the same time.

Apple Professional Training Staff

Intermediate Techniques for Flash Professional

Tools and Techniques

Hands-On Session – Ticket Required

Product Demo Session

Audience: All

Background: Intermediate

Peter B. Lewis Building, Room 124

As more and more digital devices are embedded with the Macromedia Flash player, the demand continues to grow for skilled designers and developers who can create Flash content for a wide range of digital devices. This session explores techniques for working with Flash Professional, the de facto standard for creating engaging interactive learning experiences. Demonstrations will feature creating games, simulations and rich internet applications for a variety of portable digital devices. It will also show attendees how to author, test and preview content for Flash Lite, the essential application for creating applications for mobile phones.

Adobe Professional Training Staff