



sparkling innovative
learning & creativity

2007 summer conference june 6 – 9, 2007 preliminary conference at a glance

Preconference Workshops Wednesday, June 6

7:00 am – 8:30 am

Continental Breakfast

University Place Hotel

7:30 am - 2:00pm

Registration/Information Desk Open

The Informatics and Communications Technology Complex

8:30 am – 11:30 am

Morning Preconference Sessions

The Informatics and Communications Technology Complex

- Adobe Intermediate Video Techniques
Adobe Professional Training Staff
- Hit the Ground Running: Making the Most of Your Second Life
Heidi Trotta, Seton Hall University; Nick Noakes, Hong Kong University of Science & Technology

8:30 am – 4:00 pm

All Day Preconference Sessions

The Informatics and Communications Technology Complex

- Getting Started with Apple Final Cut Pro
Apple Professional Training Staff
- Designing Games for Education
Ruben R. Puentedura, Hippasus

11:30 am – 1:00 pm

Lunch *(Provided only to Institutes and all day PreCon Attendees)*

University Place Hotel, Courtyard

1:00 pm – 4:00 pm

Afternoon Preconference Sessions

The Informatics and Communications Technology Complex

- Adobe Intermediate Design Techniques
Adobe Professional Training Staff
- Virtual World Construction: Building a Project in Second Life
Cynthia Calongne, Colorado Technical University
- Video Production for Education
Julie Wuebker, Franklin University; Lou Anne Manning, Franklin University; Barbara Fennema, Franklin University; Richard Shoop, Franklin University; Kevin Sturdevant, Franklin University; Ted Coffman, Franklin University

2:00 pm – 7:00 pm

Registration/Information Desk Open

University Place Hotel, Lobby

4:00 pm – 6:00 pm

Free Time

6:00 pm – 8:30 pm

**Opening Reception and
Corporate Partner Showcase**

*University Place Hotel, Bistro Foyer
Sponsored by Apple, Inc.
and Washington University in St. Louis*

**Summer Conference
Thursday, June 7**

7:30 am – 10:15 am

Registration/Info Desk Open

University Place Hotel, Lobby

7:30 am – 8:30 am

Continental Breakfast

University Place Hotel

8:30 am – 9:45 am

Opening Plenary Session

University Place Hotel, Auditorium

Keynote Presentation

Fantasy Regnant

Edward Castronova, Indiana University

9:45 am – 10:15 pm

Break

9:45 am – 4:00 pm

Registration/Info Desk Open

The Informatics and Communications Technology Complex

10:15 am – 11:30 am

Conference Sessions

The Informatics and Communications Technology Complex

3D: Animation, Virtual Worlds and Machinima

- OneCleveland in Second Life
Lev Gonick, Case Western Reserve University; Wendy Shapiro, Case Western Reserve University
- Play with that Interface
Rachel Smith, The New Media Consortium

Best Practices

- Humanities Digital Projects: The Changing Paradigm
Ken Keller, Washington University in St. Louis

Emerging Ideas and Technologies

- Changing the Culture of Therapy in Speech-Pathology and Audiology Through Digital Games, Simulations, and Virtual Worlds
Mace Mentch, Case Western Reserve University

New Media Leadership

- A Year In Taiwan: Steps Toward Building a New Media Center at National Chengchi University
John Antoine Labadie, University of North Carolina, Pembroke; Margie Labadie, University of North Carolina, Pembroke

- **Catching Up to the 21st Century: Building an Interactive Design Program From Scratch**
Tom Hapgood, University of Arkansas
- **The Best New Media Curriculum: A Panel Discussion About the Ideal Mix of Educational Elements for New Media Students.**
Steve Mannheim, Indiana University Purdue University Indianapolis; Jurgen Faust, Monterrey Tech - Tecnologico de Monterrey; Richard Edwards, Indiana University Purdue University Indianapolis

Tools and Techniques

- **Adobe® Creative Suite® 3 Design Premium**
Adobe Professional Training Staff
- **Advanced Green-Screen and Compositing Techniques for Video in Flash**
Stephen DeMuth, Simon Fraser University
- **An Introduction to Aperture**
Apple Professional Training Staff
- **Editing with Final Cut Pro and Soundtrack Pro**
Apple Professional Training Staff
- **Zotero and Research 2.0: Managing Your Research in Your Browser**
Trevor Owens, George Mason University

11:30 am – 1:00 pm

Lunch (provided)

University Place Hotel, Courtyard

12:00 – 12:45 pm

Noon Time Plenary Session

University Place Hotel, Auditorium

Keynote Presentation

Motion Design and Process

Scott Pagano, Motion Designer & VJ

Sponsored by Apple, Inc.

1:00 pm – 2:15 pm

Conference Sessions

The Informatics and Communications Technology Complex

Special Featured Session

Introducing NMC Virtual Worlds

Larry Johnson, The New Media Consortium

3D: Animation, Virtual Worlds and Machinima

- **How to Design and Build 3D Simulations**
Ovidiu Ciobanu, McGill University
- **Out of the Cave or Further In? The Realities of Second Life**
Greg Reihman, Lehigh University
- **Stereoscopic Visualization of Scientific and Medical Content**
Albert William, Indiana University Purdue University Indianapolis

Best Practices

- **A Model AV System for Art and Music**
Ronnie Swanner, Trinity University

Emerging Ideas and Technologies

- **Multi-Threaded Interactive Storytelling**
Kim Pearson, College of New Jersey; Ursula Wolz, College of New Jersey

New Media Leadership

- Student Video Projects: Supporting the Beginning, the Middle, and the End
Susan Simon, Dartmouth College; Robert Barry, Dartmouth College

Tools and Techniques

- Adobe® Acrobat® 8 Professional
Adobe Professional Training Staff
- Adobe® Creative Suite® 3 Production Premium
Adobe Professional Training Staff
- An Introduction to Color
Apple Professional Training Staff
- Identify Management for Your College or Institution
James Booth, Oxford Computer Group; Piper Carr, Oxford Computer Group

2:15 pm – 2:45 pm

Break

2:45 pm – 4:00 pm

Conference Sessions

The Informatics and Communications Technology Complex

Special Featured Session

Pleasure, Play, Participation and Promise: Socio-emotional Dimensions of Digital Culture which are Transforming the Shape of New Media Literacies

Angela Thomas, University of Sydney

3D: Animation, Virtual Worlds and Machinima

- Beyond World of Warcraft: The Universe of MMOGs
Ruben R. Puentedura, Hippasus
- NMC Virtual Worlds: Teacher's Buzz Group
Alan Levine, The New Media Consortium, Nick Noakes, Hong Kong University of Science & Technology

Best Practices

- Podcast & Webcast -- The State of the Art
Victor Edmonds, University of California, Berkeley

Emerging Ideas and Technologies

- MOCSL - Web 2.0 for Teaching and Learning
Brandon Muramatsu, Utah State University; David Wiley, Utah State University; Justin Ball, Utah State University; Shelley Henson, Utah State University
- The Epsilon Project: A New Conceptual Model and Software Framework for Next Generation of Learners and Professionals
Ali Jafari, Indiana University Purdue University Indianapolis; Darrell Bailey, Indiana University Purdue University Indianapolis; Jeremy Reed, Indiana University Purdue University Indianapolis; Herminia Wei-Hsin Din, University of Alaska Anchorage

Tools and Techniques

- Adobe® Creative Suite® 3 Web Premium
Adobe Professional Training Staff
- Adding Motion to Final Cut Pro
Apple Professional Training Staff
- Design Remixed
Apple Professional Training Staff
- Teaching Information Literacy in a Web 2.0 World
Ken Fujiuchi, Buffalo State College

4:00 pm – 4:30 pm

Break

4:00 pm – 6:00 pm

Registration/Info Desk Open

University Place Hotel, Lobby

4:30 pm – 6:00 pm

Poster Sessions

University Place Hotel, Bistro Lobby

- A CRASS Solution: Automating Classroom Recordings
Grover Saunders, James Madison University
- Blueprint for an Integrated Learning and Portfolio System
Sue Maberry, Otis College of Art and Design; Jeffrey Yan, Digication
- Bridging the Virtual Divide
Susan Tennant, Indiana University Purdue University Indianapolis
- Can You Hear Me Now? Pilot Study of Classroom Recording Technologies
Elizabeth Scheyder, University of Pennsylvania; John MacDermott, University of Pennsylvania
- Chromostereoscopy for Use in Visualization
Jared Bendis, Case Western Reserve University
- CPA Review Multimedia
Julie Wuebker, Franklin University; Ted Coffman, Franklin University; Kevin Sturdevant, Franklin University; Tom Dewey, Franklin University
- Customization, Personalization and Randomization: Making Learning Objects Mean Something
Britt Carr, Miami University
- Designing Serious Games for Education
Brian Winn, Michigan State University
- Digital Asset Management: Beyond the Repository
Louis King, University of Michigan
- Digitizing Scholarship: using Digital Media to Articulate Borders of Native North American Selfhood
Jennifer Kocsmiersky, Dartmouth College
- Dynamic Game Audio System
Joseph Defazio, Indiana University Purdue University Indianapolis; James Sumner McCarty, Indiana University Purdue University Indianapolis
- Improving Online Learning Through Simulation
Julie Gilliam, University of Maryland University College; Towanda Jones, University of Maryland University College
- Media Literacy for Prospective Teachers
Kathleen Tyner, University of Texas at Austin
- Media Management: An Approach to Protecting and Delivering Digital Assets
Albert Matthews, University of Pennsylvania; Christopher Mustazza, University of Pennsylvania
- OpenCourseWare: It's Not Just MIT Anymore!
Brandon Muramatsu, Utah State University; David Wiley, Utah State University; Thomas Caswell, Utah State University; Shelley Henson, Utah State University
- Seeing Sideways: The New Media Eye
Beth Lykins, Indiana University Purdue University Indianapolis
- Sparking Faculty Engagement in New Media
Brett Bixler, Pennsylvania State University
- The Virtual Early Flute: New Ways to Present Early Musical Instruments Using Technology
Sara Anne Hook, Indiana University Purdue University Indianapolis

- Tufte-style Interface Redesigns for Information Density and Legibility
John Ludwick, Indiana University Purdue University Indianapolis
- Using VRML and Flash to Teach Three Dimensional Coordinate Space
Elizabeth Pyatt, Pennsylvania State University
- Visualizing the Virus: HIV Medical Education in East Africa
Atif Zafar, Indiana University Purdue University Indianapolis; Robert Comer, Indiana University Purdue University Indianapolis; Albert William, Indiana University Purdue University Indianapolis; Jolene M. Kernick, Indiana University Purdue University Indianapolis; Barb Hayes, Indiana University Purdue University Indianapolis
- Web 2.0 Meets Classroom 1.0: Disruptive Innovation and Instructional Technology
Matthew Livesey, University of Wisconsin-Stout; Phillip Motley, University of Wisconsin-Stout
- You Don't Know Meningitis: Injecting Interactivity Into Health Education
Jolene Kernick, Indiana University Purdue University Indianapolis

6:00 pm – 6:30 pm

Free Time

6:30 pm

Transportation to Eiteljorg Museum

Meet in front of University Place Hotel

6:30 pm – 9:30 pm

Eiteljorg Museum Reception

Sponsored by Adobe Systems

9:30 pm

Transportation to Hotel

Summer Conference Friday, June 8

7:00 am – 8:30 am

Continental Breakfast

University Place Hotel

7:30 am – 2:45 pm

Registration/Info Desk Open

The Informatics and Communications Technology Complex

8:30 am – 9:45 am

Conference Sessions

The Informatics and Communications Technology Complex

Special Featured Session

A View from Second Life's Trenches: Are you a Pioneer or a Settler?

Cynthia Calongne, Colorado Technical University

3D: Animation, Virtual Worlds and Machinima

- Arts Metaverse in Open Croquet: Exploring an Open Source 3D Online Digital World
Ulrich Rauch, University of British Columbia; Tim Wang, University of British Columbia
- Teaching Field Research Methods in a Virtual World
Ed Lamoureux, Bradley University

Best Practices

- Immersive Project Management Through Game Implementation
Ursula Wolz, College of New Jersey; Chris Ault, College of New Jersey

Emerging Ideas and Technologies

- Health Education for the 21st Century
Robert S. Comer, Indiana University Purdue University Indianapolis; Darrell L. Bailey, Indiana University Purdue University Indianapolis; Jolene M. Kernick, Indiana University Purdue University Indianapolis; Albert William, Indiana University Purdue University Indianapolis
- Pachyderm and Steve - Tagging the Elephant
Joshua Archer, California State University; Rob Stein, Indianapolis Museum of Art

New Media Leadership

- What We Learned From Our "Blogs and Wikis in Education" Pilot
Katie Livingston Vale, Massachusetts Institute of Technology; Carter Snowden, Massachusetts Institute of Technology

Tools and Techniques

- Adobe® Acrobat® 8 Professional
Adobe Professional Training Staff
- Adobe® Creative Suite® 3 Design Premium
Adobe Professional Training Staff
- Editing with Final Cut Pro and Soundtrack Pro
Apple Professional Training Staff
- Rapid Prototyping: The Good, The CAD and The Technology
Sue Maberry, Otis College of Art and Design; Felipe Gutierrez, Otis College of Art and Design

9:45 am - 10:15 am

Break

10:15 am – 11:30 am

Conference Sessions

The Informatics and Communications Technology Complex

3D: Animation, Virtual Worlds and Machinima

- NMC Virtual Worlds: Building in Second Life
Jennifer Olmstead, NMC Virtual Worlds; Christopher Holden, NMC Virtual Worlds; Beth Sachtjen, NMC Virtual Worlds; Robin Winter, NMC Virtual Worlds
- Virtual Worlds - Building an Environment for Learning
Phillip Long, Massachusetts Institute of Technology

Best Practices

- Intergenerational Digital Storytelling as Process and Product
William Shewbridge, University of Maryland, Baltimore County

Emerging Ideas and Technologies

- Selling Through Storytelling: New Media Promotion or Propaganda, Assessing Challenges and Opportunities
Phylis Johnson, Southern Illinois University
- Understanding Video Game Techniques Using 2D
Durwin Talon, Indiana University Purdue University Indianapolis; Clint Koch, Indiana University Purdue University, Indianapolis

Tools and Techniques

- Adding Subtitles in Encore and DVD Studio Pro with CaptionSync
Kevin Erler, Automatic Sync Technologies
- Adobe® Photoshop® Lightroom™
Adobe Professional Training Staff
- An Introduction to Aperture
Apple Professional Training Staff

- An Introduction to Color
Apple Professional Training Staff
- Blikis Across the Borders
Polly Hoover, Wright College
- I Taught it, Bought It at the Game Store: Repurposing Commercial Games for Education
Ruben R. Puentedura, Hippasus
- iTunes U: Click. Sync. Learn.
Apple Professional Training Staff

11:30 pm – 1:00 pm

Lunch (provided)
University Place Hotel, Courtyard

1:00 pm – 2:15 pm

Conference Sessions

The Informatics and Communications Technology Complex

3D: Animation, Virtual Worlds and Machinima

- How to Work with Adobe® Acrobat® 3D
Ovidiu Ciobanu, McGill University; Adobe Professional Training Staff
- SIMulated Movies: Teaching Film-Making Virtually
Joan Freedman, Johns Hopkins University; Leslye James, Johns Hopkins University

Best Practices

- ELIXR: Video Case Stories for Faculty Development
Lou Zweier California State University; Ken Nakayama, California State University, Long Beach
- The Yale Galapagos Project
David Hirsch, Yale University; Christopher Amelung, Yale University

Emerging Ideas and Technologies

- Uncanny Valley
Robert Green, Indiana University Purdue University Indianapolis; Karl F. MacDorman, Indiana University Purdue University Indianapolis; Chin-Chang Ho, Indiana University Purdue University Indianapolis; Patrick Huehls, Indiana University Purdue University Indianapolis
- Using Next Generation of Learning and Social Networking Tool for Cross-Campus and Multi-Courses Collaboration
Herminia Wei-Hsin Din, University of Alaska Anchorage; Michael Piotrowski, University of Toledo

New Media Leadership

- Library to Classroom: The Digital Bridge
Ryan Kelsey, Columbia University; Maurice Matiz, Columbia University; Mark Phillipson, Columbia University
- Preparing Students to be 21st Century Professionals
Susanna Herndon, University of Texas at Austin; Robert Bruce, University of Texas at Austin; Coco Kishi, University of Texas at Austin

Tools and Techniques

- eLearning Featuring Adobe® Acrobat® 8 Professional, Acrobat Connect™, and Captivate™ 2
Adobe Professional Training Staff
- Adding Motion to Final Cut Pro
Apple Professional Training Staff
- Creating Engaging Multimedia Course Content Through the Use of a Database-Driven Template
Sarah Castricum, Boston College

2:15 pm – 2:45 pm

Break

2:15 pm – 5:00 pm

Registration/Information Desk Open

University Place Hotel, Lobby

2:45 pm – 5:00 pm

**Five Minutes of Fame and
Center of Excellence Awards**

University Place Hotel, Auditorium

- An Open Source Language Pronunciation Tool for European and Asian Languages
Joel Chauvin, University of British Columbia
- EA Otis Alliance: Art of the Sims
Rich Shelton, Otis College of Art and Design
- Exploratory Historical Timeline
Julie A. Wuebker, Franklin University; Kevin Sturdevant, Franklin University
- Face the Case: An Online Health Literacy Game
Jennifer McCabe, James Madison University; Kevin Hegg, James Madison University
- Mind, Body and New Media: Dance Education in the 21st Century
John Hildreth, Radford University; Danah Bella, Radford University
- Museum, University, Community: A Collaborative Project for Change
Liv Gjestvang, Ohio State University
- Pocket Virtual Worlds: Remembering the Alamo
Jared Bendis, Case Western Reserve University; Larry Hatch, Bowling Green State University
- Potential Effects of New Collaboration Techniques on Global Humanitarian Efforts
Christine Newlon, Indiana University Purdue University Indianapolis
- Serious Games that Educate the Populace
Brian Winn, Michigan State University
- The Intimate, The Immediate and The Mobile: The Cell Phone Camera in Photo 1
Keith Adams, Rowan University
- Tripping the Second Life Fantastik: Undergraduate Ethnography in a Virtual World
Ed Lamoureux, Bradley University

5:00 pm – 7:00 pm

Dinner (on your own)

7:00 pm – 8:30 pm

**The Informatics and Communications
Technology Complex
Reception and Tours**

*The Informatics and Communications Technology Complex
Sponsored by Indiana University – Purdue University, Indianapolis*

9:00 pm – 11:00 pm

NMC Jam Session!

University Place Hotel, Ballroom

**Summer Conference
Saturday, June 9**

7:00 am – 8:30 am

Continental Breakfast

University Place Hotel

8:00 am – 10:00 am

Registration/Info Desk Open

The Informatics and Communications Technology Complex

8:30 am – 9:45 am

Conference Sessions

The Informatics and Communications Technology Complex

3D: Animation, Virtual Worlds and Machinima

- Leveraging the Affordances, Minimizing the Barriers of Virtual Worlds
Heidi Trotta, Seton Hall University; Nick Noakes, Hong Kong University of Science & Technology; Cynthia M. Calongne, Colorado Technical University; Hilary Mason, Johnson & Wales University
- Modding the Matrix: Combining Virtual and Physical Worlds for Learning
Gerri Sinclair, Centre for Digital Media
- Things You Can Do With a 15-Foot Diameter Panodome (Including Set One Up in 30 Minutes)
Jon Schull, Rochester Institute of Technology

Emerging Ideas and Technologies

- Searching for an Ideal Live Video Streaming Technology
Edgar Huang, Indiana University Purdue University Indianapolis; Geoffrey Coryell, Indiana University Purdue University Indianapolis; Todd J. Kirk, Indiana University Purdue University Indianapolis; Clifford C. Marsiglio, Indiana University Purdue University Indianapolis; Jason Sisk, Indiana University Purdue University Indianapolis; Jennifer Stewart, Indiana University Purdue University Indianapolis

New Media Leadership

- Connecting Students, Faculty, and Innovative Web Pedagogy: The Presidential Instructional Technology Fellows Program at Harvard University
Annie Rota, Harvard University; Daniel Jamous, Harvard University; Kevin Guiney, Harvard University
- You Kant Make Me! Why Aren't We Talking About Ethics?
Holly Witchey, Cleveland Museum of Art

9:45 am – 10:15 am

Break

9:45 am – 12:00 pm

Registration/Info Desk Open

University Place Hotel, Lobby

10:15 am – 12:00 pm

Closing Plenary Session and Fellow Award

University Place Hotel, Auditorium

Keynote Presentation
New Media Means New Choices
Kristina Woolsey
Sponsored by Apple, Inc.

12:00 pm

Conference Adjourns