

sparkling innovative learning & creativity

2004 summer conference

university of british columbia

vancouver, british columbia

june 16 – 19

tools and techniques

best practices, challenges & issues

emerging technologies

technological leadership and management effectiveness

wboc

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welcome

2004 NMC Summer Conference

Welcome to the 2004 NMC Summer Conference! Since its founding in 1993, the NMC's mission has been to explore and promote innovative applications of technology to teaching, learning, and creative expression. Our member institutions — an impressive list of colleges, universities, and museums — have become well-recognized as innovative leaders in the creative application of technology to teaching, learning, and creative expression.

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 the organizations that are part of the NMC's community of innovators bring tremendous creativity and expertise to the exploration of new ways of teaching, learning, and creative expression. There is a remarkable depth of knowledge and experience within the membership.

Since the founding of our consortium, NMC members have been helping to invent new forms of interaction, new approaches to learning, and new ways of communicating with an excitement and energy that has been palpable on campuses. Looking over the landscape that is the NMC today, a tremendous energy and excitement is still in the works as members continue to create new forms and new ideas that are transforming teaching, learning, and creative expression.

The 2004 NMC Summer Conference is a reflection of that energy. 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*. Each is filled with sessions that will enlighten and inform you.

Three visionary and thoughtful speakers, Henry Jenkins, Frances Himes and Carole Barone, will engage us in keynote presentations, and we will again pause to honor several member organizations with the *Centers of Excellence Award*, the NMC's highest honor, and a recognition of extraordinary accomplishment in our field. The fun and popular *Five Minutes of Fame* returns again, with an outstanding list of featured projects.

Thanks to the hard work of our University of British Columbia hosts, our presenters, and the many people who worked behind the scenes to ensure we would have a great program and experience for attendees, we are looking forward to an engaging and valuable time together.

Let the conference begin!

Larry Johnson
Chief Executive Officer
June 16, 2004

conference hosts

University of British Columbia

Faculty of Arts ■ Faculty of Science ■ Arts ISIT New Media Centre

Perched above the beautiful Georgia Straight, the University of British Columbia (UBC) holds an international reputation for excellence in advanced research and learning. The third largest university in Canada, UBC was incorporated by the provincial government in 1908. The university is a global centre for research and learning, with state-of-the-art facilities for scientific and medical research.

From fewer than 400 registrants in 1915, UBC's student population has grown to over 28,000 undergraduates and 6,400 graduate students, as well as more than 9,000 faculty and staff. UBC serves an additional 40,000 non-credit, certificate, and distance education learners.

The spectacular UBC campus is a 'must-see' for any visitor to the city -- where snow-capped mountains meet ocean, and breathtaking vistas greet you around every corner. The university boasts some of the city's best attractions and recreation facilities, including the Museum of Anthropology, the Chan Centre for the Performing Arts, the UBC Botanical Garden and Centre for Plant Research, and endless opportunities to explore forested trails in the adjoining 763-hectare Pacific Spirit Regional Park.

The Point Grey campus might never have been completed without the drive and determination of the UBC students who took part in the Great Trek of 1922, the march and demonstration that persuaded the provincial government of the day to go forward with its plans for a new UBC. Today, UBC is embarked on another Great Trek, embodied in the university's vision for the 21st century that has led the institution to reorganize its goals and priorities around five key areas: learning, research, community, people, and internationalization. That can-do spirit characterizes the two schools who are serving as co-hosts for the summer conference, the Faculty of Arts and the Faculty of Science. Both faculties have had the great fortune to be led by a succession of Deans that were not only open to, but also enthusiastically supportive of and actively involved in promoting the use of digital technologies for teaching, learning and research.

Serving as co-host and providing extensive support for attendees is Arts Instructional Support and Information Technology (Arts ISIT), the local New Media Centre in the Faculty of Arts. Arts ISIT provides varied and responsive services for all of its users from technical and classroom support to application development, course design and development, and advanced digital media production. Because of the internal alignment of these Arts ISIT resources, the edu-technical needs of students, faculty and staff are quickly and efficiently captured and addressed by the Arts ISIT team. As Arts ISIT is providing technical and other support for the conference, NMC attendees will have the chance to experience their high-level approach to support first hand!

Conference Co-chairs

Ulrich Rauch, *Faculty of Arts*

Cyprien Lomas, *Faculty of Science*

University British Columbia Conference Steering Committee

The efforts of the UBC Conference Steering Committee were instrumental in bringing this meeting to life.

Natasha Boskic, *Faculty of Education*

Warren Scott, *Arts ISIT*

Joel Chauvin, *Faculty of Arts*

Tim Wang, *Arts ISIT*

Branko Peric, *Arts ISIT*

Paula Wirth, *Arts ISIT*

Morgan Reid, *Arts ISIT*

Sabrina Sparks, *UBC Conferences Services*

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

Martha C. Piper

President

Neil Guppy

Associate VP, Academic Programs

Nancy Gallini

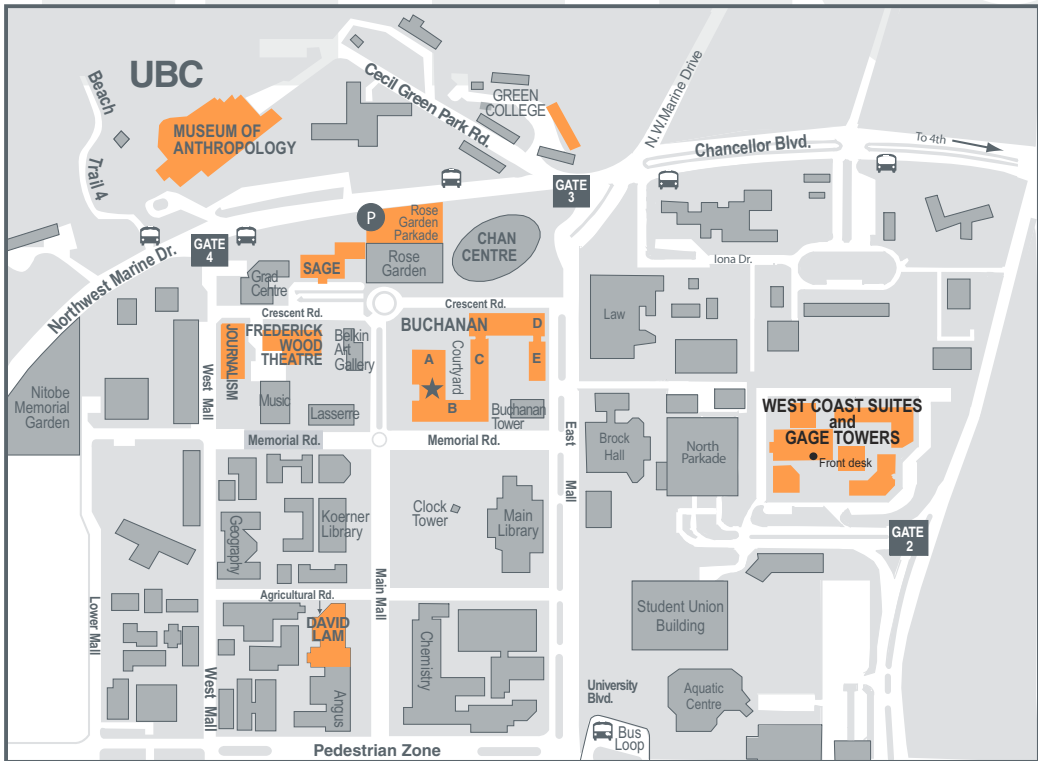
Dean of Arts

John Hepburn

Dean of Science

map

University of British Columbia Campus and Conference Locations



★ Registration

The buildings highlighted in the map above are the locations of conference sessions and events. The conference will be centered in the Buchanan Building, with sessions also scheduled in surrounding buildings as noted.

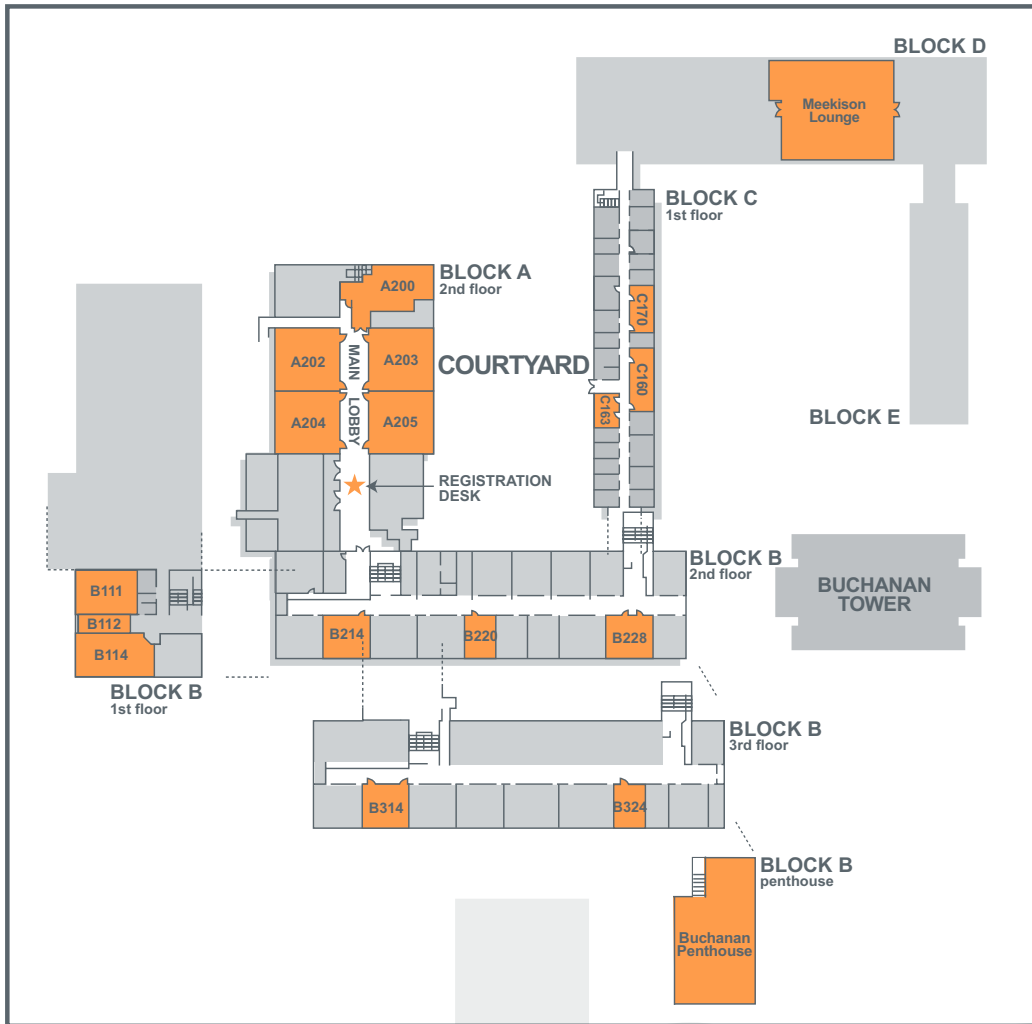
Registration will take place at the Buchanan Building A Main Entrance. Continental breakfast, lunch and breaks will take place in the tent at the Buchanan Building Courtyard. The plenary sessions will be held in the Frederick Wood Theatre. Breakout sessions will be held in the Buchanan, Lam and Journalism Buildings, as well as the Frederick Wood Theatre. The exhibition will be held in Buchanan Building, Room A-200, located on the second floor in Buchanan Building A Main Entrance, next to the registration area.

Complimentary shuttle buses will ferry attendees of the Plaza 500 Hotel, Holiday Inn Centre and the UBC Dorms to the Buchanan Building each morning. Buses will run a continuous circuit between the campus and hotels throughout the day. Buses will also be available at both the Plaza 500 Hotel, Holiday Inn Centre and the UBC Dorms to take attendees to and from the Sage Bistro for the Opening Reception on Wednesday, the Museum of Anthropology for the Gala Dinner on Thursday, and to Cecil Green College for the Directors' Dinner and *An Evening Under the Stars* on Friday night.

A complete bus schedule will be provided in your registration packets.

floorplans

Buchanan Building



about the nmc 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 2004 NMC Summer Conference Program focuses on four key tracks, each developed from meetings attended and rich conversations held over the past year.

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 software products. Additional sessions 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, an integral part of the NMC's Emerging Technology Initiative, is devoted to the exploration of new technologies and their applications.

Track Four: Technological Leadership and Management Effectiveness. This track allows participants to explore the management issues and techniques involved in using technology to support teaching, learning, and creative expression.

Special Sessions

Two kinds of special sessions are included in the 2004 NMC Summer Conference program. Both require pre-registration and a ticket for admittance.

Preconference Workshops

Preconference Sessions provide attendees with special in-depth opportunities for professional development, and require advance registration and payment of a special fee. 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 16, in the Buchanan Building A Main Entrance located on the second floor.

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 admittance requires preregistration and a ticket.

Tickets will be distributed at the conference registration desk located in the Buchanan Building A Main Entrance Lobby each evening for the next day's sessions, immediately after the current day's sessions end. 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.

Center of Excellence Awards

The NMC Center of Excellence Award is the highest honor given to NMC member institutions that have demonstrated an exceptional record of success in the integration of technology with teaching, learning, or creative

expression. The success of the institution is 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 student and learning within the institutions or by its influence on practitioners across the academy.

Online Conference

Paralleling the face-to-face conference this year is the *Summer Online Conference*, a special edition of the *NMC Series of Online Conferences* created especially as an online extension of the NMC Summer Conference and focused on the themes of learning objects and digital rights management. The *Summer Online Conference*, a collaboration between the NMC and iCohere features more than 20 outstanding presentations, dozens of online discussion forums, a virtual exhibition, and lots more. Use your wireless connection to interact with hundreds of colleagues both on site in Vancouver and around the globe that are taking part in this unique event.

Attendees of the NMC Summer Conference have been automatically registered. Login to the conference at <http://www.conferences.icohere.com/nmc>. Your username will be *firstname_lastname*, and your initial password is *nmc*. Visit the iCohere booth in the Exhibition Hall for a guided tour of the conference environment.

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, selected New Media Centers are given 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 your NMC colleagues are doing.

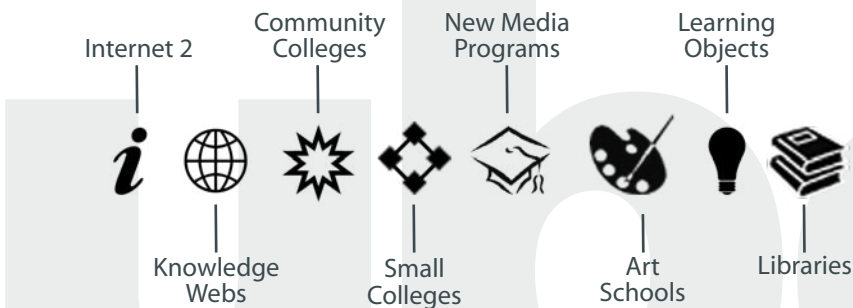
Exhibition

The 2004 NMC Summer Conference Exhibition, to be held in Buchanan Building A-200, will showcase the products and innovative thinking of the corporate membership of the NMC. Each of the companies included in the exhibition are leaders, committed to pushing the boundaries of teaching, learning, and creative expression. Since the NMC's founding in 1993, its corporate members have always been organizations deeply committed to the values of quality and innovation that characterize our academic membership.

Birds of a Feather

The "Birds of a Feather" informal discussions, a tradition at NMC conferences, offer participants an opportunity to get together in pairs or small groups to discuss issues of common interest. The Meekison Lounge has been set aside as the designated area for attendees to gather by interest groups at breaks and lunchtime, and once again this year, your "Birds of a Feather" interests will be noted with an icon on your nametag; these correspond to signs on the tables in the Meekison Lounge that provide spots for interest groups to gather.

New this year are special meeting times scheduled during the lunch breaks with volunteer team leaders to help facilitate discussion. Use the legend below to match the "birds of a feather" categories with the icons on the name badges, then look for people with the same icons showing, and strike up a conversation!



Off Campus Activities

Two special “off-campus” activities are planned for Thursday and Friday, and buses have been arranged to shuttle participants back and forth from each of them.

Park: Greenroom and Grow

This special virtual exhibition at the Emily Carr Institute’s (ECI) Concourse Gallery, is sponsored by ECI’s Centre for Art and Technology (CAT), in collaboration with University of British Columbia’s Arts ISIT, and the Surrey Art Gallery.

ECI faculty Fiona Bowie and Julie Andreyev, creators of the exhibit, drew upon their research in interactive projection, the use of sensors and effect generators and object-based projection surfaces. The exhibit, part of ECI’s Centre for Art and Technology’s initiative to support faculty research involving interactivity and themes of embodiment, environment and ethics, has two research components: *Greenroom* and *Grow*. Each of these components explores different aspects of the overall theme of “Park.” The components build on and inform the whole thematic by demonstrating two departures from a common starting point.

Buses will be provided to take you to and from this special exhibit. Meet the bus in front of the Buchanan Building A Main Entrance at the times indicated in the program.

Lunch on the Beach

Grab your lunch from the Buchanan Building Courtyard and hop on the bus for a quick run to the Spanish Banks Beach, located just 5 minutes away from the UBC campus. Buses will be provided to take you to and from the beach area. Meet the bus at the designated time as printed in the program for each day, in front of the Buchanan Building A Main Entrance.

To commemorate the discovery of the Spanish explorers in 1722, the British named this particular shore “Spanish Banks.” It was known simply as *Pookcha* by the Native Americans, which means “the back of the rising whale.” Spanish Banks is now a wonderful retreat for those who wish to escape from the hard pace of city life. The beaches are blessed with long, wide sandy stretches of land. If you go during low tide, you could almost imagine reaching the middle of the bay. Towards the west, the beach narrows into a rocky swath that is barely visible during the high tide.

Conference Wireless Connection

Most of the UBC campus has excellent wireless coverage. Wireless access extends to some 150 buildings, including all of the conference sites. Conference attendees have been provided with a Campus Wide Login, which must be used to gain access to the Internet and the NMC Online Conference.

To log in, start your Web browser. The first page that will appear will be a login page. All attendees can use the same login (all lower case):

User name: *****
Password: *****

There is an inactivity time-out period, so if you simply close the lid on your laptop and come back later, you may have to restart the browser and repeat the process.

Email and Computer Access

Two centrally located computer labs in the Buchanan C building will be available to conference attendees to use for checking email or general computer tasks during conference hours on a drop in basis. A Windows lab can be found in Buchanan C160; Mac users can visit Buchanan C170.

Special 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.

conference at a glance

wednesday, june 16

7:30 am – 5:00 pm	Registration/Info Desk Open	Buchanan Building A Main Entrance Lobby
7:30 – 8:30 am	Continental Breakfast	Buchanan Building Courtyard
8:30 – 11:30 am	Morning Preconference Sessions	
	Adobe Photoshop CS: Advanced Tips, Tricks and Techniques <i>Preconference Workshop</i>	Journalism 204 ☞☒
	Digital Rights Management and Copyright <i>Preconference Workshop</i>	Buchanan A-202 ☒
	Social Computing: Trends, Tools, and Tricks of the Trade <i>Preconference Workshop</i>	Buchanan A-204 ☒
	Using Flash: A Rich-Media Tool for Instructional Design <i>Preconference Workshop</i>	Buchanan B-114 ☞☒
8:30 am – 4:00 pm	All-Day Preconference Sessions	
	Apple Final Cut Pro <i>Preconference Workshop</i>	Journalism 102 ☞☒
	Digital Storytelling Workshop <i>Preconference Workshop</i>	Lam 015 ☞☒
11:30 am – 1:00 pm	Lunch On Your Own	
1:00 – 4:00 pm	Afternoon Preconference Sessions	
	Adobe Motion Graphics: Featuring Adobe After Effects 6.0, Adobe Photoshop CS and Adobe Illustrator CS <i>Preconference Workshop</i>	Journalism 204 ☞☒
	Building Social Networks for Education <i>Preconference Workshop</i>	Buchanan A-204 ☒
	Guidelines for Authors of Learning Objects <i>Preconference Workshop</i>	Buchanan A-202 ☒
	Macromedia Flash MX Professional 2004 <i>Preconference Workshop</i>	Buchanan B-214 ☞☒
6:00 – 7:00 pm	Registration	Sage Bistro Lobby
6:00 – 8:30 pm	Opening Reception <i>Sponsored by Apple</i>	Sage Bistro

☞=Hands-On Session ☒=Ticket Required

conference at a glance

thursday, june 17

7:30 am – 5:45 pm	Registration/Info Desk Open	Buchanan Building A Main Entrance Lobby
7:30 am – 8:30 am	Continental Breakfast <i>Sponsored by the University of British Columbia</i>	Buchanan Building Courtyard
8:30 am – 9:45 am	Opening Plenary <i>“Spoilers, Bloggers, Moders, and Thieves: Empowering Consumption in an Age of Media Convergence”</i> <i>Henry Jenkins, Massachusetts Institute of Technology</i>	Frederick Wood Theatre
9:45 am – 10:15 am	First-Time Attendee Orientation	Frederick Wood Theatre
9:45 am – 10:15 am	Break <i>Sponsored by the University of British Columbia</i>	Buchanan Building Courtyard
	Birds of a Feather	Meekison Lounge
	Exhibition Hall Open	Buchanan A-200
10:15 am – 11:30 am	Park: Greenroom and Grow <i>Meet at the Buchanan Building A Main Entrance for Bus</i> <i>A special exhibition at the Emily Carr Institute</i>	

10:15 am – 11:30 am Breakout Sessions			
track one Tools and Techniques	track two Best Practices, Challenges and Issues	track three Emerging Technologies	track four Technological Leadership and Management Effectiveness
A Magic Window: The Emergent Aesthetics of Large-Scale Video Display <i>Buchanan A-204</i> Adobe Acrobat 6.0 Professional: Realize the Full Potential of Adobe PDF <i>Journalism 204 - ☞☒*</i> Intro to Dreamweaver MX 2004 <i>Buchanan B-214 - ☞☒*</i> Introduction to Final Cut Pro HD <i>Buchanan B-220 - ☞☒*</i>	Designing VizAbility (TM): Working with a Kit of Interaction Models <i>Buchanan A-205</i> Technology and Pedagogy Beyond the Grave: The Exquisite Corpse Project <i>Buchanan B-228</i>	APOLLO has Landed, Learning Objects and WebObjects <i>Buchanan B-314</i> The Desktop of the Future: Streaming Media for the Classroom <i>Buchanan B-114 - ☞☒</i> The Horizon Project <i>Frederick Wood Theatre</i> P2P in the (Virtual) Classroom: Hot or Not? A Social Network Analysis of New Learning Spaces <i>Buchanan A-203</i> You Say You Want a Revolution: Computer Games, Play, and Educational Change <i>Buchanan A-202</i>	BigBoard: Using Flash and Tablet PCs in Smart Classroom Management <i>Buchanan B-324</i>

☞=Hands-On Session ☒=Ticket Required * =Product Demo Session

conference at a glance

thursday, june 17

11:30 am – 12:45 pm **Lunch** *Buchanan Building Courtyard*
 Sponsored by NMC

Take Your Lunch to the Beach *Meet at the Buchanan Building A Main Entrance for Bus*

Park: Greenroom and Grow *Meet at the Buchanan Building A Main Entrance for Bus
 A special exhibition at the Emily Carr Institute*

Exhibition Hall Open *Buchanan A-200*

Birds of a Feather *Meekison Lounge*

NITLE Lunch *Buchanan C-163*

12:45 – 2:00 pm **Breakout Sessions**

track one Tools and Techniques	track two Best Practices, Challenges and Issues	track three Emerging Technologies	track four Technological Leadership and Management Effectiveness
Adobe Photoshop CS: New Features <i>Journalism 204 - ☞☒☑*</i> Introduction to Final Cut Express <i>Buchanan B-220 - ☞☒☑*</i> Introduction to Macromedia Contribute 2 <i>Buchanan B-214 - ☞☒☑*</i>	Antarctica Photojournalism <i>Buchanan A-204</i> Engaging Learners through Digital Storytelling <i>Buchanan A-202</i> Power Struggle: Customized User Experience <i>Buchanan B-324</i>	Digital Art in the Physical World <i>Buchanan A-205</i>	Communications Skills for Successful Collaboration <i>Buchanan B-314</i> Media Studies Institute: A Collaborative Model for Combining Training and Scholarship <i>Buchanan B-228</i> Preserving Authentic Digital Records Over the Long Term: The InterPARES Project <i>Buchanan A-203</i>

☞=Hands-On Session ☒=Ticket Required ☑=Product Demo Session

12:45 – 3:45 pm **Extended Session** *Buchanan B-114*
Designing New Worlds with Adobe Atmosphere ☞☒☑*

2:00 – 2:30 pm **Break** *Buchanan Building Courtyard*
 Sponsored by the University of British Columbia

Birds of a Feather *Meekison Lounge*

Exhibition Hall Open *Buchanan A-200*

conference at a glance

thursday, june 17

2:30 – 3:45 pm		Breakout Sessions	
track one Tools and Techniques	track two Best Practices, Challenges and Issues	track three Emerging Technologies	track four Technological Leadership and Management Effectiveness
<p>Adobe InDesign CS: New Features <i>Journalism 204 - ☞☒☑ *</i></p> <p>Agile Learning Object Development <i>Buchanan A-204</i></p> <p>Introduction to GarageBand <i>Buchanan B-220 - ☞☒☑ *</i></p> <p>Macromedia Flash MX 2004 <i>Buchanan B-214 - ☞☒☑ *</i></p>	<p>Hybrid Courses: Lessons Learned from Three Institutions <i>Frederick Wood Theatre</i></p> <p>Learning Object Repositories in Canada <i>Buchanan B-228</i></p> <p>Using Scenarios to Improve Learning Object Development <i>Buchanan B-314</i></p>	<p>Kitzu – Learning Blocks for New Media <i>Buchanan B-324</i></p> <p>Learning Communities and Social Computing: Tools and Techniques for Fostering Collaborative Learning <i>Buchanan A-202</i></p> <p>Tablet PC Applications for Online Learning <i>Buchanan B-111 - ☞☒☑</i></p> <p>The Open Access Question for Faculty in the Circulation of Knowledge <i>Buchanan A-203</i></p>	<p>Faculty Instructional Development Labs: Now That You've Built Them, Are They Coming? <i>Buchanan A-205</i></p>
<p>☞=Hands-On Session ☒=Ticket Required ☑=Product Demo Session</p>			
<p>3:45 – 4:15 pm</p>		<p>Break <i>Sponsored by the University of British Columbia</i></p> <p>Birds of a Feather</p> <p>Exhibition Hall Open</p>	
		<p><i>Buchanan Building Courtyard</i></p> <p><i>Meekison Lounge</i></p> <p><i>Buchanan A-200</i></p>	

conference at a glance

thursday, june 17

4:15 – 5:30 pm

Breakout Sessions

track one Tools and Techniques	track two Best Practices, Challenges and Issues	track three Emerging Technologies	track four Technological Leadership and Management Effectiveness
<p>Adobe Photoshop CS <i>Journalism 204 - ☞☒*</i></p> <p>Going Digital with iLife 04 <i>Buchanan B-220 - ☞☒*</i></p> <p>How to Use a Tablet PC in Teaching Languages <i>Buchanan A-203</i></p> <p>Perpetual Motion Machines for Learning: Learning Object Template Tools <i>Buchanan B-114 - ☞☒</i></p> <p>Show and Train: Developing Engaging Application Training with RoboDemo <i>Buchanan B-214 - ☞☒*</i></p> <p>Small Technologies Loosely Joined: Fast, Cheap and Out of Control <i>Buchanan B-228</i></p>	<p>Facilitating Public Understanding of Research <i>Buchanan B-314</i></p> <p>The One Week in the Life of University Circle Project <i>Buchanan A-205</i></p>	<p>ARTstor: Building a Community Resource <i>Buchanan A-204</i></p> <p>Creating Communities of Practice for Higher Education Transformation <i>Buchanan B-324</i></p>	<p>The Digital Academy: A Successful Exercise in Constructing Collaborative Relationship <i>Buchanan A-202</i></p>

☞=Hands-On Session ☒=Ticket Required * =Product Demo Session

5:30 – 7:00 pm

Free Time

7:00 – 9:30 pm

Gala Dinner

*Sponsored by the Macromedia
Cash Bar*

Museum of Anthropology

conference at a glance

friday, june 18

11:30 am – 1:00 pm

Lunch
Sponsored by NMC

Buchanan Building Courtyard

Take Your Lunch to the Beach Meet at the Buchanan Building A Main Entrance for Bus

Park: Greenroom and Grow Meet at the Buchanan Building A Main Entrance for Bus
A special exhibition at the Emily Carr Institute

Exhibition Hall Open

Buchanan A-200

Birds of a Feather

Meekison Lounge

1:00 – 2:15 pm

Breakout Sessions

track one Tools and Techniques	track two Best Practices, Challenges and Issues	track three Emerging Technologies	track four Technological Leadership and Management Effectiveness
<p>Adobe Creative Suite: Part II <i>Journalism 204 - ☞☒☑*</i></p> <p>Avid Solutions For Education <i>Buchanan B-114 - ☞☒☑*</i></p> <p>Exploring Possibilities with the Advanced Features Sony Vegas+DVD <i>Buchanan A-205 - *</i></p> <p>Introduction to SoundTrack <i>Buchanan B-220 - ☞☒☑*</i></p> <p>Macromedia Flash MX 2004 <i>Buchanan B-214 - ☞☒☑*</i></p> <p>Passing The Steering Wheel to Learners: A Student Based Peer-to-Peer Teaching-Learning Environment Using Online Learning Object Templates <i>Buchanan A-203</i></p>	<p>Helping Faculty and Instructors Help Themselves <i>Buchanan B-228</i></p>	<p>Ancient Spaces: A Virtual Reality Approach to Teaching Archaeology and the Classics <i>Buchanan B-324</i></p> <p>Games and Learning <i>Buchanan B-314</i></p> <p>The Horizon Project VCOP: A Joint NMC/NLII Collaboration <i>Buchanan A-204</i></p>	<p>Nebraska-Lincoln's NMC: Hub for Development <i>Buchanan A-202</i></p>

☞=Hands-On Session ☒=Ticket Required ☑=Product Demo Session

2:15 – 2:45 pm

Break
Sponsored by the University of British Columbia

Buchanan Building Courtyard

Birds of a Feather

Meekison Lounge

conference at a glance

friday, june 18

<p>2:45 – 5:00 pm</p>	<p>Five Minutes of Fame</p> <ul style="list-style-type: none"> • <i>Antiphonal Music, Network Latency, and Historical Performance Practice: A Real-Time, Surround Sound, Stereoscopic Collaboration Over Internet2</i> • <i>Bloom</i> • <i>Collaboration: Digital Storytelling</i> • <i>Collaborative Usability Testing</i> • <i>Collaborating with Faculty on Reusable Learning Objects</i> • <i>Faculty Certification in Technology</i> • <i>Global Warming</i> • <i>A Multimedia Tour from Scenic Design to Scenographic Art</i> • <i>Pause and Replay: Enhancing Education with Searchable Streaming Technology</i> • <i>Puff City</i> • <i>Re-Purpose Your Web Content with Apple iDVD</i> • <i>The Timeline Creator</i> 	<p><i>Frederick Wood Theatre</i></p>
<p>5:00 – 8:00 pm</p>	<p>Dinner on Your Own</p>	
<p>6:30 – 8:30 pm</p>	<p>NMC Board and Directors Dinner</p> <p><i>By invitation only</i> <i>Sponsored by Adobe</i></p>	<p><i>Green College Dining Hall</i></p>
<p>8:00 – 10:00 pm</p>	<p>An Evening Under the Stars</p> <p><i>Open to everyone</i> <i>Hosted by the University of Hawaii</i> <i>Music and Cash Bar</i></p>	<p><i>Green College Grounds</i></p>

conference at a glance

saturday, june 14

8:00 – 11:30 am **Registration/Info Desk Open** *Buchanan Building A Main Entrance Lobby*

8:00 – 8:30 am **Continental Breakfast** *Buchanan Building Courtyard*
Sponsored by the University of British Columbia

8:30 – 9:45 am **Breakout Sessions**

track one Tools and Techniques	track two Best Practices, Challenges and Issues	track three Emerging Technologies	track four Technological Leadership and Management Effectiveness
Corbis Images for Education <i>Buchanan B-324</i> High Resolution Image Delivery: Toolkits and Case Studies <i>Buchanan B-314</i>	Radio Diaries: Streaming with a Cross Disciplinary Purpose <i>Buchanan A-205</i>	MediaVision CourseWare: Enhancing Learning with Searchable Streaming Video Technology <i>Buchanan A-203</i>	Research and Evaluation Methods for New Media Center Directors and Consultants <i>Buchanan A-204</i> The D2LLO Project: A Successful Collaborative Project Using Learning Objects <i>Buchanan A-202</i>

9:45 – 10:15 am **Break** *Buchanan Building Courtyard*
Sponsored by the University of British Columbia

Birds of a Feather *Meekison Lounge*

10:15 - 11:30 am **Closing Plenary** *Frederick Wood Theatre*
"When Traditional Expectations Meet Emerging Technologies"
Carole Barone, EDUCAUSE

☞=Hands-On Session ☑=Ticket Required * =Product Demo Session

preconference workshops

wednesday, june 16

7:30 am - 5:00 pm

Registration/Info Desk Open

Buchanan Building A Main Entrance Lobby

7:30 – 8:30 am

Continental Breakfast

Buchanan Building Courtyard

8:30 – 11:30 am

Morning Preconference Sessions

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

Adobe Photoshop CS: Advanced Tips, Tricks and Techniques

Journalism 204

Audience: Technical Staff • Background: All

⌘☒

In this preconference workshop you will learn the core materials for tool usage and color correction, as well as how to obtain the best digital images. We will cover how to produce complex selections and paths, discover creative uses for filters and learn how to take advantage of adjustment layers. Automation features will be covered as well as creating buttons to speed up production tasks. Previous Photoshop experience required.

Adobe Professional Training Staff

Digital Rights Management and Copyright

Buchanan A-202

Audience: All • Background: Intermediate

☒

In this preconference workshop, participants will be introduced to copyright law and gain understanding of the dynamics behind the explosion of interest in and concern about Digital Rights Management (DRM) technologies. Learn about copyright basics and the recent changes to copyright law, including the Digital Millennium Copyright Act (DMCA) and the Technology, Education and Copyright Harmonization (TEACH) Act. An overview of Digital Rights Management (DRM) technologies and their relation to copyright law will also be provided. The presenter will balance presentation and discussion, with a focus on identifying best practices and strategies for anticipating and planning for change in our approach to project development, faculty service, content purchasing, and user support.

Claire Stewart, Northwestern University

Social Computing: Trends, Tools, and Tricks of the Trade

Buchanan A-204

Audience: All • Background: All

☒

Social Computing is rapidly emerging as a vehicle for enabling collaborative learning, capturing tacit knowledge and sharing best practices within and across institutions. In this presentation you will learn the latest in social computing trends and see some of the tools being used to connect learners together in new and creative ways. Through online demonstrations and examples from the New Media Consortium, Case Western Reserve University and other organizations, you will gain new insights into how to apply social computing to your own learning programs and institutions.

Soren Kaplan, iCohere, Inc.; Larry Johnson, NMC: The New Media Consortium

⌘=Hands-On Session ☒=Ticket Required * =Product Demo Session

Using Flash: A Rich-Media Tool for Instructional Design

Buchanan B-114

Audience: Technical Staff • Background: Advanced



Educators face challenges in converting text-based knowledge into multimedia-based learning objects, but the effort is important, as once converted, these materials are often more interesting and effective from the learners' perspective. This workshop will concentrate on how to use Macromedia Flash to deliver rich-media-based learning and instructional experiences, with a focus on authoring for an audience of learners.

Tim Wang, University of British Columbia

8:30 am – 4:00 pm

All-Day Preconference Sessions

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

Apple Final Cut Pro

Journalism 102

Audience: Technical Staff • Background: Intermediate



This double-length hands-on session will be a whirlwind of information on video editing with Final Cut Pro. The session will start with a basic review of the powerful features of Final Cut Pro, and move on to the detailed, finer points of editing, compositing, title creation, soundtrack design and preparation for delivery of your project. This session also takes you through some amazing tips, tricks, and other secrets that will put you in the "power user" status by the end of the day. To participate, you should have a thorough familiarity with nonlinear film editing, OS X, and previous experience using Final Cut Pro.

Apple Professional Training Staff

Digital Storytelling Workshop

Lam 015

Audience: All • Background: All



Have you mastered some of the tools of digital media, but you still are trying to master the art of good storytelling? If you are new to digital media design, are you looking for effective ways to immerse yourself in the production process? A series of hands-on exercises in this all-day workshop will help you to learn to develop and edit an effective story. Attendees will integrate the approach and methods used by CDS, and draw upon a series of example stories. In the context of Digital Storytelling, attendees will receive hands-on tutorials in Photoshop and Premiere. A set of digital materials will be provided to participants, but attendees are encouraged to bring their own digital materials as well.

Daniel Weinschenker, Center for Digital Storytelling

11:30 am – 1:00 pm

Lunch On Your Own

1:00 – 4:00 pm

Afternoon Preconference Sessions

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

Adobe Motion Graphics: Featuring Adobe After Effects 6.0,

Journalism 204

Adobe Photoshop CS and Adobe Illustrator CS



Audience: Technical Staff • Background: All

In this hands-on preconference workshop, you will learn to use After Effects to efficiently produce motion graphics and visual effects for film, video, multimedia, and the Web. You will incorporate digital images using Adobe Photoshop CS and vector images using Adobe Illustrator CS.

Adobe Professional Training Staff

wednesday, june 16

Building Social Networks for Education

Buchanan A-204

Audience: All • Background: Intermediate ☒

Understanding how learning networks function has become an essential component of a broad range of educational applications, including designing effective learning-at-a-distance alternatives, developing productive interdisciplinary ties, and creating working research teams. This intensive seminar will provide educators and administrators with the knowledge necessary to pursue such applications systematically and fruitfully. The topics to be discussed have been selected with an eye to their immediate use, and are presented together with the theory that grounds them.

Ruben R. Puentedura, Hippasus

Guidelines for Authors of Learning Objects

Buchanan A-202

Audience: All • Background: All ☒

Ready to author your own learning objects? Wondering what issues you should consider? Attendees of this workshop will receive a gentle, but thorough grounding in the how, what and why of learning objects. The focus of the session will be on practical advice — for designing for usability; for reusability; for keeping your learning objects learner-centered and learner-driven; for aligning with current metadata standards; and for making your objects accessible to everyone. Tips will be shared for “marketing” your finished work and resources provided to help you conceptualize your learning object project.

Rachel Smith, NMC: The New Media Consortium

Macromedia Flash MX Professional 2004

Buchanan B-214

Audience: Technical Staff • Background: All ☒☒

In this hands-on, half-day course, we'll acquaint you with Flash MX Professional 2004: building applications, working with data, integrating professional video. You will create, import, sequence media elements in Director and publish animations for use on the Web. You'll try out the new Object Inspector which lets you easily view all properties of your script instances, as well as all elements inside of your 3D and Macromedia Flash MX 2004 content.

John Schuman, Macromedia

4:00 – 6:00 pm

Free Time

6:00 – 7:00 pm

Registration

Sage Bistro Lobby

6:00 – 8:30 pm

Opening Reception

*Sage Bistro
Sponsored by Apple*



☒=Hands-On Session ☒=Ticket Required * =Product Demo Session

thursday, june 17

7:30 am – 5:45 pm

Registration/Info Desk Open

Buchanan Building A Main Entrance Lobby

7:30 – 8:30 am

Continental Breakfast

Buchanan Building Courtyard

Sponsored by the University of British Columbia



8:30 – 9:30 am

Opening Plenary

Frederick Wood Theatre

“Spoilers, Bloggers, Moders and Thieves:

Empowered Consumption in an Age of Media Convergence”



You are now entering the brave new world of media convergence, where the line between producers and consumers is morphing before our eyes. Media convergence is a consumer revolution, a change in the public's access to media technologies and their control over media content. New media technologies enable consumers to archive, annotate, appropriate, and recirculate media content. New forms of community emerge as people exploit these resources to form relationships across geographic distances and as they pool their collective intelligence to decipher complex media texts. New forms of marketing harness the power of grassroots intermediaries to get their message to consumers. New forms of storytelling reward consumer commitment, seeing viewers as hunters and gatherers who will draw connections between various story fragments. New forms of politics blur the lines between consumption and citizenship.

As consumers navigate through this challenging media landscape and its competing demands for their attention, they are developing new forms of media literacy. As companies confront the growing power of consumers, they are forced to rethink long-standing practices. Some are feeling overwhelmed as the media floodgates open and the old gatekeepers step aside. Others are taking media in their own hands, experimenting with a more empowered relationship to media producers and a more engaged relationship to media content. Drawing examples from the fans and followers of such media franchises as *Survivor*, *American Idol*, *The Matrix*, *Harry Potter*, and *The Sims*, this talk will offer a rough guide to the ways media convergence and collective intelligence are rewriting our relationships to popular culture.

Henry Jenkins III, the John E. Burchard Professor of Humanities and Director of MIT Comparative Media Studies, has spent his career studying media and the way people incorporate it into their lives. He is the principle investigator for the MIT-Microsoft Games-to-Teach project, one of the founders and directors of The Education Arcade, and writes two monthly columns — “The Digital Renaissance,” for Technology Review Online and “Applied Game Theory” for Computer Games magazine. His other involvement with the games industry has included consulting with the Interactive Digital Software Association about shifts in their games ratings system, consulting with Purple Moon about the development of the girls' game market, and running a Creative Leaders workshop series for Electronic Arts. He testified in 1999 before the U.S. Senate during the hearings on media violence that followed the Littleton, Colorado shootings, testified before the Federal Communications Commission about media literacy, and spoke to the Governor's Board of the World Economic Forum about intellectual property law. His books include *Hop on Pop: The Politics and Pleasures of Popular Culture* (co-edited with Tara McPherson and Jane Shattuc, 2003), *From Barbie to Mortal Kombat: Gender and Computer Games* (co-editor with Justine Cassell, 1998), *The Children's Cultural Reader* (editor, 1998), and *Science Fiction Audiences: Doctor Who, Star Trek and Their Followers* (with John Tullock, 1995), among many others.



Meekison Lounge

Buchanan A-200

9:45 – 10:15 am

Break

Buchanan Building Courtyard
Sponsored by the University of British Columbia

Birds of a Feather**Exhibition Hall Open**

9:45 – 10:15 am

Special Featured Session**First-Time Attendee Orientation**

Audience: All • Background: All

New to the NMC or to the Summer Conference? Join us in this special welcome session and see how to get the most out of your time here. We'll help you see how to navigate the program, obtain tickets for hands-on and other sessions, connect with colleagues, get between your hotel and the conference on the buses, and never miss any goodies or free food!

NMC Staff and Summer Conference Veterans

Frederick Wood Theatre

thursday, june 17

10:15 – 11:30 am

**Park: Greenroom and Grow**

A special exhibition at the Emily Carr Institute

Travel to the Emily Carr Institute of Art + Design to see this virtual exhibition by ECI faculty Fiona Bowie and Julie Andreyev. The creators drew upon their research in interactive projection, the use of sensors and effect generators and object-based projection surfaces. The exhibit, part of ECI's Centre for Art and Technology's initiative to support faculty research involving interactivity and themes of embodiment, environment and ethics, has two research components: *Greenroom* and *Grow*. Each of these components explores different aspects of the overall theme of "Park." The components build on and inform the whole thematic by demonstrating two departures from a common starting point.

Meet at the Buchanan Building A Main Entrance for the bus to this event

10:15 – 11:30 am

Breakout Sessions**Designing VizAbility™: Working with a Kit of Interaction Models**

Best Practices • Audience: Management • Background: All

Buchanan A-205

From animated demonstration and self-paced instruction to simulations and construction environments, VizAbility™ uses a wide range of interaction models for learning the basics of perspective sketching and spatial reasoning. In this session we will look at the design challenges inherent in this subject matter and the design approaches used in this interactive program. Working from these examples, we will discuss strategies and techniques for increasing the level of engagement in interactive learning modules.

Gayle Curtis, Stanford University / Blazent, Inc.

Technology and Pedagogy Beyond the Grave: The Exquisite Corpse Project

Best Practices • Audience: Technical Staff • Background: All

Buchanan B-228

This presentation will detail the collaboration between faculty and IT staff at three ACM colleges. We asked students in separate classes to produce an originating visual text and uploaded onto a server. The next set of students in different classes used the server software to download a "de-realized" (electronically altered) version, responding with a text-based work of art. The model then repeated itself across different colleges and in different aesthetic genres. Attendees of this presentation will see examples and learn about the resulting collaboration.

Davis Schneiderman, Lake Forest College

APOLLO has Landed, Learning Objects and WebObjects

Buchanan B-314

Emerging Technology • Audience: All • Background: All

The Academic Platform for On-line Learning and Learning Objects (APOLLO) is the next-generation learning object repository system built by the University of Calgary team that also developed CAREO. Featuring an innovative “object at the center” approach, APOLLO effortlessly communicates with various learning object repositories to bring together a dynamic set of resources with a rich set of tools that allow users to move beyond the standard monotony of learning objects, including a publishing application capable of generating web pages, QuickTime movies, PDF documents, and many more user created environments. APOLLO is built with WebObjects, Apple’s powerful pure Java rapid application development environment for developing and deploying enterprise-level web applications.

Mike Mattson, University of Calgary; King Chung Huang, University of Calgary;

Scott Morris, Apple

The Desktop of the Future: Streaming Media for the Classroom

Emerging Technology • Audience: All • Background: All

Buchanan B-114



Educators will learn more about all aspects of streaming media production for the classroom and beyond. This session will explore multimedia on the desktop, from the tools you need to get started to creating and encoding content, to managing audio and video on the desktop. Attendees will get a hands-on look at streaming media for the classroom.

Derek Smithwick, Real Networks, Inc.

The Horizon Project

Frederick Wood Theatre

Emerging Technology • Audience: All • Background: All

After nearly 25 years of unrelenting technological change, what is next on the horizon for colleges and universities? If there is one thing we’ve learned, it is that the road to the future is paved with hyperbole and too many of the “next big things” turn out to have been so much wasted time. How can an instructional technologist today stay abreast of emerging technology without taking time away from the pressing demands of the real work that needs to be done? The NMC’s Horizon Project is an effort to ease that task somewhat. In this discussion, the *2004 Horizon Report* will be used to set the stage for a discussion of where the long and winding road of technology integration will take us next — and where the Horizon Project is heading as it continues to track emerging technology.

Larry Johnson, NMC: The New Media Consortium

P2P in the (Virtual) Classroom: Hot or Not?

Buchanan A-203

A Social Network Analysis of New Learning Spaces

Emerging Technology • Audience: All • Background: All

A unique opportunity to demonstrate the dynamic interplay between peer-to-peer technology and learning environment arises when the history of social interactions in these environments is mapped and interpreted using social network theory. By analyzing the links between ideas, people and interactions, and by modeling a topology of nodes and hubs in the (virtual) classroom we attempt to understand the emergence of power differentials and the inherent instability of the “new” learning ecosystems.

Cyprien Lomas, University of British Columbia; Matt Yedlin, University of British Columbia; Ulrich Rauch, University of British Columbia

⌘=Hands-On Session ☒=Ticket Required * =Product Demo Session

thursday, june 17

You Say You Want a Revolution: Computer Games, Play, and Educational Change

Buchanan A-202

Emerging Technology • Audience: Management • Background: All

The possibility of combining the spontaneity and pleasure of play along with the value of education has generated a great deal of interest among educational technologists for interactive computer games. In this session, you will learn how these games – like the windowed interfaces to which they are closely related – provide only the illusion of user freedom and of a powerful new literacy. Instead of providing their users with “play” that is simultaneously educational and fun, it can be argued that the visual and iconic world of computer games and interfaces can actually cut the user off from important knowledge and symbolic literacies. Discussion and differences of opinion are encouraged!

*Norm Friesen, Athabasca University***BigBoard: Using Flash and Tablet PCs in Smart Classroom Management***Management • Audience: Management • Background: All*

Buchanan B-324

Technology-enabled classrooms are a unique challenge for campus support staff. Malfunctions, damage, theft, and operator errors can be difficult to track and respond to. To remedy this, Johns Hopkins University has developed “The BigBoard,” a unique system (combining Flash, PHP, SQL, and tablet PCs) which can readily identify immediate problems, and track trends in usage, training needs, etc. This presentation will include a hands-on demonstration of the BigBoard and an overview of its development and implementation.

*Sean Stanley, Johns Hopkins University***A Magic Window: The Emergent Aesthetics of Large-Scale Video Display***Tools & Techniques • Audience: All • Background: All*

Buchanan A-204

“If you are standing five feet away from a six-foot wide, high-resolution video display, is that television or Imax, or is it something else?” The dissemination of large-scale high-resolution display devices will transform the home video experience. This technology creates a new set of reception conditions, situating cinematic size and quality within the context of domestic viewing. Video producers will discover styles and techniques that best suit the presentation potential of these new devices. Traditional cinematic aesthetics will be re-privileged, visually layered production styles will be revitalized, and new forms of ambient video will be discovered. Included in this presentation are video demonstrations of some of the developments that the author is predicting.

*Jim Bizzocchi, Simon Fraser University***Adobe Acrobat 6.0 Professional: Realize the Full Potential of Adobe PDF**

Journalism 204

☞☒☛

Tools & Techniques • Audience: All • Background: All

In this hands-on lab, come see how the latest version of Adobe Acrobat does more than meets the eye. Learn how students, instructors and administrators will find Acrobat useful on a daily basis. Adobe Acrobat will help education institutions simplify document processes using the Adobe Portable Document Format (PDF). Learn how you can get advanced control over document exchange and output with Adobe Acrobat 6.0 Professional and how you can streamline your business document exchange and review with Adobe Acrobat 6.0 Standard.

Adobe Professional Training Staff

☞=Hands-On Session ☒=Ticket Required ☛=Product Demo Session

Intro to Dreamweaver MX 2004

Buchanan B-214

Tools & Techniques • Audience: All • Background: Intermediate



Learn the basics of Macromedia Dreamweaver MX 2004 to create web pages with text, graphics, and links. See how you can edit graphics with Fireworks and movies with Flash without leaving Dreamweaver. Learn how to deploy simple Cascading Style Sheets.

John Schuman, Macromedia

Introduction to Final Cut Pro

Buchanan B-220

Tools & Techniques • Audience: All • Background: All



This hands-on class will explore Final Cut Pro HD, Apple's award winning video editing application for both Film and video. Final Cut Pro HD brings RT Extreme to HD editing for real-time playback of effects, filters, transitions and composited video streams. Content will include an overview of the Final Cut Pro HD interface, keyboard navigation, transition and titling. You will also learn how to integrate LiveType, Soundtrack and Compressor into your project workflow. No video editing experience is necessary. Computer and Mac OS X familiarity recommended.

Apple Professional Training Staff

11:30 am – 12:45 pm

Lunch

Buchanan Building Courtyard

Sponsored by the NMC

nmc

Take Your Lunch to the Beach *Meet at the Buchanan Building A Main Entrance for Bus*

Exhibition Hall Open

Buchanan A-200

Birds of a Feather

Meekison Lounge

NITLE Lunch

Buchanan C-163

NITLE Members

11:30 am – 12:45 pm



Park: Greenroom and Grow

A special exhibition at the Emily Carr Institute

Travel to the Emily Carr Institute of Art + Design to see this virtual exhibition by ECI faculty Fiona Bowie and Julie Andreyev. The creators drew upon their research in interactive projection, the use of sensors and effect generators and object-based projection surfaces. The exhibit, part of ECI's Centre for Art and Technology's initiative to support faculty research involving interactivity and themes of embodiment, environment and ethics, has two research components: *Greenroom* and *Grow*. Each of these components explores different aspects of the overall theme of "Park." The components build on and inform the whole thematic by demonstrating two departures from a common starting point.

Meet at the Buchanan Building A Main Entrance for the bus to this event

12:45 – 2:00 pm

thursday, june 17

Breakout Sessions**Antarctica Photojournalism**

Buchanan A-204

Best Practices • Audience: All • Background: All

Two University of Delaware professors launched a photojournalism course in Antarctica in January 2003 using laptops, wi-fi, digital cameras and a satellite phone to create a mobile photojournalism lab in the southernmost continent. The result was a powerful way to expose non-science, humanities undergrads to Antarctica through high-tech photography and writing that attracted students from four universities and is being repeated in 2005.

*Ralph Begleiter, University of Delaware***Engaging Learners Through Digital Storytelling**

Buchanan A-202

Best Practices • Audience: All • Background: All

Grounded in the ancient art of storytelling and created with the tools of New Media, the digital story is becoming a popular means of communicating personally, artistically, and commercially. We have found digital storytelling also has a significant role to play in teaching and learning. In keeping with our emphasis on New Media as cognitive tools to be used by learners to represent their knowledge and understanding of subject matter and content, we have found that having learners create digital storytelling pieces in a variety of contexts engages them in new and exciting ways, helps them better understand content, and enhances their repertoire of communication tools. This presentation is designed to provide our audience with a better understanding of digital storytelling in general, an idea of how digital storytelling is being used at our two institutions, and an opportunity to explore additional uses of digital storytelling in teaching and learning.

*John Chalfa, Mercer University; Kelly Jones, Mercer University; Sydney H. Chalfa, Macon State College***Power Struggle: Customized User Experience**

Buchanan B-324

Best Practices • Audience: Technical Staff • Background: Novice

This presentation will explore the increasing ability of users to control the visual language of a Web site. This ability includes anything from a simple altering of font-size and type to color and organization. These systems of visual language are sometimes referred to as skins or themes. What motivates the user to customize their experience? What is the developers' rationale for relinquishing control of how the site's content is presented? Issues examined will be technical and cultural in nature, exploring accessibility and browser functionality as well as individuality, ownership and readability.

*Tom Hapgood, University of Arizona; John Bowers, Oregon State University***Digital Art in the Physical World**

Buchanan A-205

Emerging Technology • Audience: All • Background: Intermediate

In the 90's, artists explored digital media with an eye towards creating virtual worlds. The new trend this decade is to discard the 3D goggles and data gloves, and to use digital technology to create new media that can be directly experienced in the physical world. This session will survey the use of sensor technology to create physical computing interfaces that relate to the entire body, associated easy-to-use embedded processors such as the Basic Stamp and PIC microcontrollers, rapid prototyping technologies that directly manufacture physical objects from digital plans, and robotic art with examples from ArtBots 2002 and 2003.

Philip Galanter, New York University

Communications Skills for Successful Collaboration

Buchanan B-314

Management • Audience: Management • Background: All

Communication is a key aspect of whether any collaboration is successful. Misunderstandings, unexpressed feelings, and unresolved conflicts are common reasons that problems develop within workgroups. Expressing one's needs and understanding the needs of others are skills that can be developed. Understanding differences and resolving conflict in a way that respects all participants is another important skill. In this session, participants will learn and practice effective models of communication and conflict resolution that can be used one-on-one or in group settings.

*Lou Zweier, California State University***Media Studies Institute: A Collaborative Model for Combining Training and Scholarship**

Buchanan B-228

Management • Audience: Management • Background: All

Faculty, students, librarians and technologists are increasingly challenged to incorporate a sophisticated understanding of diverse media into their research, development of curricula, and design of educational digital products. In response, the interdisciplinary Media Studies Development Project at Vassar College (with funding from the CET/NITLE) has developed a Summer Institute in Media Studies. A key characteristic of the institute is the blending of critical and historical approaches to studying media with training in media technologies. The Summer Institute enables diverse participants to explore collaboratively a complex and timely topic in media and technology studies that can both advance critical skills in our students and help shape a media-centered approach for the teaching and scholarship of the liberal arts.

*Bert Lott, Vassar College; Thomas Porcello, Vassar College***Preserving Authentic Digital Records Over the Long Term: The InterPARES Project**

Buchanan A-203

Management • Audience: All • Background: All

The digital material that we generate in the course of our activities is fragile, easily manipulable, and subject to technological obsolescence. The InterPARES project, an international multidisciplinary research endeavor that began in 1999, has produced authenticity requirements and methods of preservation for textual records, and is now developing them for multimedia records that are dynamic and interactive. Attendees will learn about the work of InterPARES and the issues involved in ensuring the continuing reliability, accuracy, authenticity and accessibility of any record generated and maintained in digital systems.

*Luciana Duranti, University of British Columbia; Terry Eastwood, University of British Columbia***Adobe Photoshop CS: New Features**

Journalism 204

Tools & Techniques • Audience: All • Background: Intermediate

☞☒✳

Come experience the latest version of Adobe Photoshop in action in this hands-on session. You will learn the tool usage and color correction as well as how to obtain the best digital images. We will discuss the new file browser, match color command, histogram palette, text on a path and many, many more new features.

Adobe Professional Training Staff

☞=Hands-On Session ☒=Ticket Required ✳=Product Demo Session

thursday, june 17

Introduction to Final Cut Express

Buchanan B-220

Tools & Techniques • Audience: All • Background: All

☞☒☛

This class will provide a hands-on introduction to Final Cut Express, Apple's feature-rich DV editing software. Final Cut Express is designed for the complete beginner, aspiring filmmaker, educator and experienced DV editor alike. The session will cater to the needs of educators and demonstrate how the Apple Pro Training course on Final Cut Express can be integrated into college and university environments. It will also compare Apple's two pro digital video editing applications — Final Cut Express and Final Cut Pro HD -- while demonstrating the differences between the two tools, helping educators choose the right video editing tool for their needs. No video editing experience is necessary. Computer and Mac OS X familiarity recommended.

Apple Professional Training Staff

Introduction to Macromedia Contribute 2

Buchanan B-214

Tools & Techniques • Audience: Management • Background: All

☞☒☛

Learn how to use Macromedia Contribute to enable web publishing for everyone on your campus. Follow three easy steps--browse, edit, publish--to create great web content. Learn to revise web pages, add web content, create tables, import Word and Excel files, and instantly publish to the web.

John Schuman, Macromedia

12:45 – 3:45 pm

Extended Session

Designing New Worlds with Adobe Atmosphere

Buchanan B-114

Tools & Techniques • Audience: All • Background: All

☞☒☛

Adobe Atmosphere is a new generation of software for the Web that lets users create graphically rich true to life dynamic 3D environments and interact with others in real time in those environments. Attend this hands-on session and learn how to build, light, and texture an Atmosphere 3D environment. Attendees will also learn how to use the creation and special effects tools as well as tools for efficient work flow and enhanced productivity.

Adobe Professional Training Staff

2:00 – 2:30 pm

Break

Buchanan Building Courtyard

Sponsored by the University of British Columbia



Birds of a Feather

Meekison Lounge

Exhibition Hall Open

Buchanan A-200

2:30 – 3:45 pm

Breakout Sessions

Hybrid Courses: Lessons Learned from Three Institutions *Frederick Wood Theatre*

Best Practices • Audience: Management • Background: All

Hybrid learning, conducted partly online and partly in the classroom, is a pedagogically effective teaching model that is becoming increasingly popular with both instructors and students. Panelists from three institutions will share their experiences and insights with colleagues interested in developing hybrid courses, programs, and faculty development training on their campuses. This session will actively engage the audience, and there will be ample time for questions and discussion.

Robert Kaleta, University of Wisconsin-Milwaukee; Alicia K. Russell, Northeastern University; Ruth Sabeau, University of California at Los Angeles

☞=Hands-On Session ☒=Ticket Required ☛=Product Demo Session

Learning Object Repositories in Canada

Buchanan B-228

Best Practices • Audience: All • Background: All

Presenters from two universities will share their collaborative research experiences within multi-partner projects such as the eduSource Canada, 3D Web, Flexible eContent, and SciQ. The presentation will focus on research strategies, development, and evaluation processes related to the emerging use of educational object repositories and digital learning objects within the teaching and learning context. The advantages of designing a collaborative evaluation process that is an integral component of the project plan will be emphasized.

Myrna Sears, University of Alberta; Mike Mattson, University of Calgary; Guoqiang Zhou, University of Alberta

Using Scenarios to Improve Learning Object Development

Buchanan B-314

Best Practices • Audience: All • Background: Novice

Scenarios can be a powerful tool in multimedia development when used throughout the development cycle. Participants will learn how to write good scenarios, as well as when and how to use them. Participants who bring current development problems will leave with a few beginning scenarios to use in their work.

Rachel Smith, NMC: The New Media Consortium

Kitzu – Building Blocks for New Media

Buchanan B-324

Emerging Technology • Audience: All • Background: All

Kitzu is an online database of media resources bundled together around a curricular topic (e.g., the ocean food chain). These resources provide students with the building blocks necessary to develop video and multimedia projects that tell a story and demonstrate learning. The media resources used are a combination of public domain content and content provided by organizations such as the Aquarium of the Pacific. The project organizers are interested in exploring potential collaborations with other organizations, and plan time for discussion of ideas related to new uses of Kitzu.

Jason Ediger, Orange County Department of Education

**Learning Communities and Social Computing:
Tools and Techniques for Fostering Collaborative Learning**

Buchanan A-202

Emerging Technology • Audience: All • Background: All

How do you tap into the “tacit” knowledge of a group? What are the practical steps involved in creating “learning communities”? This presentation provides an overview of the tools and techniques involved in utilizing social computing technologies and processes for creating online environments that promote collaborative learning. Learn how Case Western Reserve University, Rider University, and the New Media Consortium have created online communities that foster peer-to-peer knowledge sharing, mentoring and learning.

Soren Kaplan, iCohere, Inc.; Julia Ashley, iCohere, Inc.

Tablet PC Applications for Online Learning

Buchanan B-111

Emerging Technology • Audience: Management • Background: All

Tablet PCs offer a unique computing interface. What are some advantages to Tablet PC's? What issues are important to their adoption and support? Come explore the flexibility that Tablet PC driven applications such as mind mapping offer to both developers and consumers of online learning. Participants will be given an opportunity to explore how mind mapping can facilitate project management and online learning. Other applications of tablets include: enabling collaboration, brainstorming, document mark-up, and visual layout.

Jason Rosenblum, St. Edwards University

thursday, june 17

The Open Access Question for Faculty in the Circulation of Knowledge*Emerging Technology • Audience: All • Background: All**Buchanan A-203*

Learn about the context of crisis in the circulation of research and scholarship, which has led to the open access movement and the development of the Open Journal and Open Conference Systems, and see examples of how it can serve faculty, university libraries, and even pedagogical purposes in developing student generated resources. The presenters will review the economic forces that appear to be limiting the circulation of knowledge within the global academic community, and the range of responses to those forces.

*John Willinsky, University of British Columbia***Faculty Instructional Development Labs: Now That You've Built Them, Are They Coming?***Management • Audience: All • Background: All**Buchanan A-205*

Faculty need instructional and technical support for their efforts to improve learning by incorporating new and emerging computer, Web, and multimedia technologies and pedagogies into their courses. Two universities share experiences, via virtual tours of their faculty teaching and learning labs, in providing and marketing faculty support services and facilities.

*Nick Laudato, University of Pittsburgh; Eddie Watson, Virginia Tech***Adobe InDesign CS: New Features***Tools & Techniques • Audience: All • Background: All**Journalism 204*

⌘☑*

Come experience the latest version of Adobe InDesign in action in this hands-on session. Learn how this page layout application provides refined controls for type and unprecedented control over graphics. Among many new features, we will be working with the separations preview palette, story editor, usability enhancements, nested styles and enhanced support for Photoshop files.

*Adobe Professional Training Staff***Agile Learning Object Development***Tools & Techniques • Audience: All • Background: Intermediate**Buchanan A-204*

*

While learning objects can transform education, faculties are frequently overwhelmed by the actual task of creating them. Agile Programming, a family of tools and practices designed to produce software swiftly, flexibly, and sustainably, can remedy this problem. We will explore the concepts from Agile Programming relevant to the learning object development cycle, focusing on the tools to be used and their real-world application, and demonstrating the actual development of a new object or two.

*Ruben R. Puentedura, Hippasus***Introduction to GarageBand***Tools & Techniques • Audience: All • Background: All**Buchanan B-220*

⌘☑*

This hands-on session will explore GarageBand, the latest addition to Apple's iLife 04 software suite. GarageBand is the newest member of the iLife family, giving you the ability to add your original music to your slideshows, your DVD menus, burn it to CDs or use it to score your iMovie projects. Learn how to turn your Mac into an anytime, anywhere recording studio packed with hundreds of instruments and a recording engineer or two for good measure! It's the easiest way to create, perform and record your own music whether you are an accomplished player or simply a beginner. Computer and Mac OS X familiarity recommended.

Apple Professional Training Staff

⌘=Hands-On Session ☑=Ticket Required *=Product Demo Session

Macromedia Flash MX 2004

Buchanan B-214

Tools & Techniques • Audience: All • Background: All

Learn the basics of Macromedia Flash MX 2004: graphics, text and animation with the new timeline effects. Learn how to be more productive with CSS, new behaviors, integration with PDF and Illustrator files.

John Schuman, Macromedia

3:45 – 4:15 pm

Break*Buchanan Building Courtyard**Sponsored by the University of British Columbia***Birds of a Feather***Meekison Lounge***Exhibition Hall Open***Buchanan A-200*

4:15 – 5:30 pm

Breakout Sessions**Facilitating Public Understanding of Research***Buchanan B-314**Best Practices • Audience: All • Background: Intermediate*

The *explOration* is a museum of science, art and human perception, world-renowned for making science accessible and engaging to for a wide audience. Through exploring the people, tools, places, ideas, and questions associated with current research, and using a combination of video interviews, essays, images, webcasts, and primary documents we guide users on virtual field-trips behind the scenes of major laboratories and provide an accessible window on the world of current research in a wide variety of fields ranging from particle physics to global climate change. The *explOration* helps disseminate research from major educational institutions from NASA and CERN to Cold Spring Harbor Laboratory. Our goal in this presentation is to show ways in which universities and museums alike can effectively use the web (and Internet 2) to disseminate their work efficiently to a large market.

*Noah Wittman, explOration; Melissa Alexander, explOration***The One Week in the Life of University Circle Project***Buchanan A-205**Best Practices • Audience: All • Background: All*

The collaborative project "The One Week in the Life of University Circle" explored how partnerships between different institutions can celebrate experience and document everyday life. Sixty students from Case Western Reserve University, The Cleveland Institute of Art, and The Cleveland Institute of Music collaborated with curators, historians, and researchers to create innovative media projects that documented the local area during the period of one week. The projects indicate how electronic collaboration can create community and innovation.

*Kristen Baumliar, Cleveland Institute of Art***ARTstor: Building a Community Resource***Buchanan A-204**Emerging Technology • Audience: All • Background: All*

ARTstor is a non-profit, community-wide initiative started by the Mellon Foundation. The mission is to create a sustainable library of digital images that will be of value across the arts and humanities, along with a set of tools for accessing and using the images. ARTstor is collaborating closely with museums and academic institutions in the development of the library. The presenters will describe their collaboration during ARTstor's development, demonstrate tools and content, report on usability testing, and discuss future plans for ARTstor and expanding its community of users.

Mike Reese, Johns Hopkins University; Melissa Dalrymple, ARTstor; Max Marmor, ARTstor

thursday, june 17

Creating Communities of Practice for Higher Education Transformation*Emerging Technology • Audience: All • Background: All**Buchanan B-324*

Communities of Practice can facilitate and foster knowledge sharing, collaborative learning and institutional change. This presentation provides an overview of the theories, models and practices involved in building and managing communities of practice. A case study of one of the National Learning Infrastructure Initiative's "Virtual Communities of Practice" demonstrates design principles that integrate technology with specific facilitated social processes to foster individual, group and institutional transformation.

*Soren Kaplan, iCohere, Inc.; Vicki Suter, NLLI***The Digital Academy: A Successful Exercise in Constructing Collaborative Relationships***Buchanan A-202**Management • Audience: All • Background: All*

After six years of offering integrated media studies courses and providing faculty services focused on digital literacy, the University of North Carolina at Pembroke Digital Academy is developing an interdisciplinary major in new media studies. This presentation describes key steps in this history as well as colorful footnotes and significant learnings gleaned along this information rich, nonlinear path.

*John Antoine Labadie, University of North Carolina Pembroke; Larry Arnold, University of North Carolina Pembroke; George Johnson, University of North Carolina Pembroke***Adobe Photoshop CS***Journalism 204**Tools & Techniques • Audience: All • Background: Intermediate*

⌘☒*

Come experience the latest version of Adobe Photoshop in action in this hands-on session. You will learn tool usage and color correction as well as how to obtain the best digital images. We will discuss the new file browser, match color command, histogram palette, and text on a path and many, many more new features.

*Adobe Professional Training Staff***Going Digital with iLife 04***Buchanan B-220**Tools & Techniques • Audience: All • Background: All*

⌘☒*

This hands-on session will explore iLife, Apple's suite of digital content creation tools. Bring the sights and sounds that excite and inspire your students effortlessly into the classroom with iLife — a highly integrated software suite that comes on every new Mac. iLife '04 features the latest versions of Apple's award-winning iMovie, iPhoto, iTunes, iDVD, and the newest addition, GarageBand. iLife is so easy to use, you and your students can focus on the content of their projects, not the technology. Computer and Mac OS X familiarity recommended.

*Apple Professional Training Staff***How to Use a Tablet PC in Teaching Languages***Buchanan A-203**Tools & Techniques • Audience: Management • Background: All*

This presentation will look at an innovative and practical way of teaching language that is more than just the usual methods. The Tablet PC creates an increasingly student-centered learning experience, minimizing the distance between teacher and student. It replaces traditional teaching tools like the blackboard and overhead projector, and provides access to resources like Windows Journal and the Internet.

Sylvia Vallarino, University of British Columbia; Joel Chauvin, University of British Columbia

⌘=Hands-On Session ☒=Ticket Required *=Product Demo Session

**Perpetual Motion Machines for Learning:
Learning Object Template Tools**

Buchanan B-114



Tools & Techniques • Audience: All • Background: All

Learning Object Template (LOT) tools allow educators to rapidly create learning objects that are multimedia-rich and reusable. A single LOT tool is capable of producing virtually unlimited learning objects that are standards-compliant and can be reused for multiple courses in diverse e-learning environments. LOT tools are emerging as a very effective way to provide a high level of learner engagement with online content at a low development cost per use. Join us for an in-depth technical and theoretical exploration of some novel mechanisms for standardizing, enhancing and efficiently creating high quality digital learning objects.

Warren Scott, University of British Columbia; Tim Wang, University of British Columbia

**Show and Train: Developing Engaging Application
Training with RoboDemo**

Buchanan B-214



Tools & Techniques • Audience: All • Background: All

Do you have to develop application training? Then don't miss this session. Learn how you and your staff can easily and quickly create engaging software demos and fully interactive simulations. In this session, we will show the latest version of RoboDemo and many examples that users have created. A discussion of case studies will give you ideas on how to utilize RoboDemo at your institution.

Silke Fleischer, Macromedia

Small Technologies Loosely Joined: Fast, Cheap and Out of Control

Tools & Techniques • Audience: All • Background: All

Buchanan B-228

To effectively collaborate via the net does not require monolithic, expensive tool suites. In this session, the three presenters will share and demonstrate the use of readily available, mostly free, discrete sets of tools - weblogs, wikis, instant messaging, audio/video chat, as well as Macromedia Breeze. We refer to these as "informal" collaborations because they happen as needed, and not under any direct sanction of our institutions or any other coordinating body.

Alan Levine, Maricopa Community Colleges; Brian Lamb, University of British Columbia; D'Arcy Norman, University of Calgary

5:30 – 7:00 pm

Free Time

7:00 – 9:30 pm

Gala Dinner

*Museum of Anthropology
Sponsored by Macromedia
Cash Bar*



friday, june 18

7:45 am – 5:30 pm

Registration/Info Desk Open

Buchanan Building A Main Entrance Lobby

7:45 – 8:30 am

Continental Breakfast

Buchanan Building Courtyard

Sponsored by the University of British Columbia



8:30 – 9:45 am

Plenary Session**Centers of Excellence Awards***Frederick Wood Theatre*

Each year at the annual Summer Conference, the NMC recognizes 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 outstanding achievement!

**Special Presentation*****"Inspiring Digital Expression in Students"****Frances Himes, Apple Computer*

Compared to their predecessors, today's students bring high technology expectations to their universities. "Digital natives" (individuals born after 1982) live in a world that is highly interactive and collaborative. For them, technology is not a tool, but an environment for communicating, building relationships, researching, and learning. Given these student preferences for multi-tasking and rapid communication, how can educators today leverage technology in a way that teaches critical thinking, information fluency and other key learning outcomes for the 21st century digital native?

Frances Himes is Apple's Sr. Director for Education Marketing Solutions for Apple. She has also served as the Associate Vice President of Higher Education at Macromedia, in which position she managed higher education business and contributed to Macromedia's eLearning product strategy. Over the course of her career her work has focused on learning object design and development, and adaptive digital learning architectures. She has also developed curriculum for teaching intercultural forms of learning, and teaching and learning with technology. She has served at the University of Arizona, as both the co-author and Project Director for the Virtual Adaptive Learning Architecture Project and as Director of Global Programs, at Western Michigan University, as Director of Research and Development for Information Technology, at the University of Wisconsin-Eau Claire, as the Associate Director of International Education, and at the University of Findlay as International Student Counselor.

9:45 – 10:15 am

Break

Buchanan Building Courtyard
Sponsored by the University of British Columbia



Birds of a Feather

Meekison Lounge

Exhibition Hall Open

Buchanan A-200

10:15 – 11:30 am

Breakout Sessions

Planning Collaborative Facilities: Creating New Opportunities and Spaces

Best Practices • Audience: All • Background: Intermediate *Buchanan B-314*

New collaborative facilities, commons, teaching/learning centers and media studios are increasing being formed to offer services that used to be distributed across a variety of campus units. Attendees will learn about best practices, explore different kinds of collaborative spaces, examine budget components, develop action plans, and receive a planning checklist to use locally. Attendees will also learn about factors that lead to successful collaborative design processes, and about resources such as the collaborative facilities website, a joint project by CNI and Dartmouth.

Barbara I. Dewey, University of Tennessee; Joan Lippincott, Coalition for Networked Information; Malcolm Brown, Dartmouth College

Work Based Learning: Learning and Working, Working and Learning

Best Practices • Audience: All • Background: All *Buchanan A-204*

Pasadena City College's advanced design students have the opportunity to work for real businesses in their advanced classes by developing websites for non-profit organizations in the community. These same students then have the experience required to serve as web designers and web programmers for the Pasadena City College web team's campus wide site. See the before, now, and after as this program jumpstarts these students' careers while helping the college and the community.

Laurie Burruss, Pasadena City College; Joseph K. O'Connor, Pasadena City College

New Directions At the Maricopa Learning eXchange (MLX) *Buchanan A-205*

Emerging Technology • Audience: All • Background: Intermediate

The Maricopa Learning eXchange has almost 2 years of experience in building a collection of not only reusable "objects," but also "reusable ideas" and we've learned an important lesson: Building it is easy, filling it is something else. We will share the challenges and strategies used to not only build the collection, but to also expand its usage. In addition, we will share some newly developed features of interest and discuss how others might approach creating similar collections.

Alan Levine, Maricopa Community Colleges

Rights, Intellectual Property, and Modern Coursework *Buchanan B-228*

Emerging Technology • Audience: All • Background: All *

This fun and informative session will explore the range of challenges associated with accessing and using digital media in the classroom. Questions such as "How much does "fair use" really protect me?"; "May I use copyrighted material in the classroom"; and "How can my organization avoid infringement?" will be answered. In addition to exploring and discussing a contemporary perspective of how Intellectual Property issues have impacted higher education, participants will receive a "right's primer" handbook that investigates how the Internet has escalated concerns surrounding this issue and how your team can effectively educate students, faculty and administrators about rights.

Piper Carr, Corbis Corporation; Brooks McMahon, Corbis Corporation

☞=Hands-On Session ☑=Ticket Required * =Product Demo Session

SPECIAL FEATURED SESSION

Students Tell It Like It Is*Frederick Wood Theatre**Emerging Technology • Audience: All • Background: All*

Who knows best what learning with technology is really like for students? In what promises to be a spirited discussion, students will share a panel with Murray Goldberg, founder of WebCT, who will talk with students about their experiences with online coursework. A video, produced by students, will open and set the stage for the discussion.

friday, june 18*Murray Goldberg, WebCT; Student Panelists, University of British Columbia***Pachyderm Project 2.0***Buchanan A-202**Best Practices • Audience: All • Background: All*

Seven NMC schools have been working with five leading museums in the Pachyderm Project, an effort led by the NMC and the San Francisco Museum of Modern Art. Using a unique and distributed model of collaboration, the team members have been working since October to develop an open-source multimedia authoring program for non-technical users based the pachyderm tool originally developed by SFMOMA for their highly-regarded series, Making Sense of Modern Art. Learn about the Pachyderm tool and its unique template-based approach, how you can become involved, and how the project's open-source focus on collaboration and the needs of learners is fueling a renewed excitement about multimedia and learning.

*Larry Johnson, NMC: The New Media Consortium; Peter Samis, San Francisco Museum of Modern Art; Pachyderm Project Team Members***Adobe Creative Suite: Part 1***Journalism 204**Tools & Techniques • Audience: All • Background: All*

☞☒✳

In Part 1 of two sessions covering the new Adobe Creative Suite, get a hands-on introduction to five of the CS components — Photoshop CS, Illustrator CS, InDesign CS, and GoLive CS, and Acrobat 6.0 Professional. (The second part of this series will be presented on Friday, June 18 from 1:00pm - 2:15pm.)

*Adobe Professional Training Staff***Apple's Professional Video Solutions***Buchanan B-220**Tools & Techniques • Audience: All • Background: All*

☞☒✳

Apple has set the stage for a digital revolution in the film and video industry by creating a complete solution for your campus' film and video needs. Film and video production once required dozens of professionals and hundreds of thousands of dollars, closing off many an aspiring filmmaker's dream to "make it big" in the movies. Now, thanks to the digital revolution, you can assemble a film or video project with computer-based digital editing tools and a desktop or laptop computer. In this session you will learn how Apple's professional software lineup (including Final Cut Pro HD, Motion, DVD Studio Pro, Shake & Logic) can transform your campus into a complete production studio. Computer and Mac OS X familiarity recommended.

*Apple Professional Training Staff***Introduction to Macromedia Breeze and Breeze Live***Buchanan B-214**Tools & Techniques • Audience: All • Background: All*

☞☒✳

Learn how to convert existing PowerPoint presentations to Flash files for online delivery. Integrate quizzes and surveys; and create synchronized narration. Learn how to create virtual meeting rooms with streaming video, presentations, chat, shared desktops and more.

John Schuman, Macromedia

☞=Hands-On Session ☒=Ticket Required ✳=Product Demo Session

Introduction to Video and Audio Editing with Sony Vegas+DVD Buchanan B-114

Tools & Techniques • Audience: Technical Staff • Background: Novice ☒☒☒

This hands-on training is designed to help participants create educational videos for multiple delivery formats including web and DVD. Attendees will learn all of the simple yet powerful techniques they need in order to create compelling and entertaining video and audio productions with the Sony Vegas video and audio production software. Participants will complete a short instructional video and prepare it for final delivery over the web and via DVD.

Michael Bryant, Sony Pictures Digital

Managing Digital Assets with Metacat

Buchanan B-324

Tools & Techniques • Audience: All • Background: Novice *

Last year, California Lutheran University began using Metacat to manage its University archives and image collections owned by faculty members. This is a joint presentation by the president of Metacat, Sara Moshman, and David Grannis who runs the Teaching and Learning Center at California Lutheran University. They will demonstrate the process of using Metacat from digitizing a collection to managing it with the Metacat software. Both the client version and its web interface will be presented. The discussion will include the server requirements and show how the faculty is using it in the classroom. *David Grannis, California Lutheran University; Sara Moshman, Metalogic*

Viewlet Builder: Instructional Applications

Buchanan A-203

Tools & Techniques • Audience: All • Background: Novice

This session will have a demonstration on how to make instructional objects using Viewlet Builder software, a small, downloadable tool kit that lets anyone with basic computer skills create a set of walk throughs that will be displayed as a Flash-based multimedia file. With Viewlets, you can take screenshots of any software, insert background slides or new items, add text, sound and clickzones, import items from other demos (did someone say reusability?) and adjust the tempo of a presentation to suit different learning styles.

Kele Fleming, University of British Columbia; Lorna Adcock, University of British Columbia; Sheryl Adam, University of British Columbia

11:30 am – 1:00 pm

Lunch

Buchanan Building Courtyard

Sponsored by the NMC

nmc

Take Your Lunch to the Beach *Meet at the Buchanan Building A Main Entrance for Bus*

Exhibition Hall Open

Buchanan A-200

Birds of a Feather

Meekison Lounge

11:30 am – 1:00 pm



Park: Greenroom and Grow

A special exhibition at the Emily Carr Institute

Travel to the Emily Carr Institute of Art + Design to see this virtual exhibition by ECI faculty Fiona Bowie and Julie Andreyev. The creators drew upon their research in interactive projection, the use of sensors and effect generators and object-based projection surfaces. The exhibit, part of ECI's Centre for Art and Technology's initiative to support faculty research involving interactivity and themes of embodiment, environment and ethics, has two research components: *Greenroom* and *Grow*. Each of these components explores different aspects of the overall theme of "Park." The components build on and inform the whole thematic by demonstrating two departures from a common starting point.

Meet at the Buchanan Building A Main Entrance for the bus to this event

1:00 – 2:15 pm

friday, june 18

Breakout Sessions**Nebraska-Lincoln's NMC: Hub for Development***Buchanan A-202**Management • Audience: All • Background: All*

When the University of Nebraska at Lincoln unveiled a new website design, academic departments searched for the means to adopt it while still maintaining their own identity. The University of Nebraska at Lincoln NMC undertook a project to create a WDK (web development kit) that included source code, documentation, hands-on training, and artistic design support. In this session we will outline the process and product that resulted from this WDK, as well as showcase examples of academic websites that became part of the Nebraska web developers' initiative.

Brian Moore, University of Nebraska at Lincoln; Todd Jensen, University of Nebraska at Lincoln

Helping Faculty and Instructors Help Themselves*Buchanan B-228**Best Practices • Audience: All • Background: All*

Many faculty members and instructors are interested in incorporating technology with their courses. Priority constraints leave them with little time to spend developing layout designs with which to present their online material and use technology in a pedagogically-sound manner. This presentation will review how faculty work with a liaison and a media designer to develop course components with their institution's learning support system. Beginning with an overview of UWone, University of Waterloo's internally created online environment, we will outline how the liaisons and designer help by providing pre-developed course templates and resources. Then we will explore the challenges and benefits of giving faculty members one-on-one consultation, enabling them to help themselves in developing their courses at a comfortable pace.

Katerhine Lithgow, University of Waterloo; Alan Kirker, University of Waterloo

Ancient Spaces: A Virtual Reality Approach to Teaching Archaeology and the Classics*Buchanan B-324**Emerging Technology • Audience: All • Background: All*

The popularity of multiplayer gaming is driving virtual reality to a new level of sophistication. Working in collaboration with the UBC Department of Classical, Near Eastern, and Religious Studies and Arts Information Technology, Epic's Unreal engine has been used to develop a student-driven simulation of a key centre of the ancient world, the Acropolis of Athens, with a view to demonstrating that virtual reality can be integrated into practical education in archaeology, history, and the humanities. The simulation offers more than an historically accurate reconstruction of archaeological remains: the goal is to interactively simulate the social and human experience of an ancient civilization. The model is intended to grow naturally by drawing reusable content from student contributions both within and beyond the curriculum. Learn how this technology may come to represent a new, and potentially evolutionary, approach to bridging the gap between the academe and the public.

Michael J. Griffin, University of British Columbia; Joe McFetridge, University of British Columbia; Dieter Buys, University of British Columbia

Games and Learning*Buchanan B-314**Emerging Technology • Audience: All • Background: All*

The presentation will explore the relationship between the design of games and the design of learning. Principles from these two domains are illustrated with two projects initiated by researchers from Simon Fraser University. The first project examines the effectiveness of electronic games in educating young hockey players in the dangers of concussion. The second project SAGE, is a broad network of Canadian researchers exploring the use of electronic games and simulation in health sector training. This presentation was co-authored by David Kaufman and Dave Goodman with Simon Fraser University.

Jim Bizzocchi, Simon Fraser University; Brad Paras, Simon Fraser University

The Horizon Project VCOP: A Joint NMC/NLII Collaboration

Buchanan A-204

Emerging Technology • Audience: All • Background: All

Virtual Community of Practice (VCOP) is an experiment in individual and group knowledge generation and sharing that will unfold over the next 12 months. The purpose of the Horizon Project VCOP will be to build, operate, and sustain a knowledge web and related community of practice devoted to the exploration of emerging ideas and technologies and their potential impact on teaching, learning, or creative expression. Come participate in this discussion of emerging technologies, help define how such an exploration might unfold in the context of social computing, and learn how you can be a part of the community and its ongoing dialog.

Cyprien Lomas, University of British Columbia, Diana Oblinger, EDUCAUSE;

Vicki Suter, NLII; Larry Johnson, NMC: The New Media Consortium;

Ruth Sabeau University of California, Los Angeles

Adobe Creative Suite: Part II

Journalism 204

Tools & Techniques • Audience: All • Background: Intermediate

☞☒☛

In Part II of two sessions covering the new Adobe Creative Suite, continue a hands-on exploration of Adobe Creative suite, Adobe's collection of the industry's foremost design tools. In this session, attendees will learn more about the CS components – Photoshop CS, Illustrator CS, InDesign CS, and GoLive CS, and Acrobat 6.0 Professional – as well as use Version Cue which helps you find files fast, track multiple versions of your files, and share your files for creative collaboration. (The first part of this series will be presented on Friday, June 18, 10:15 - 11:30am.)

Adobe Professional Training Staff

Avid Solutions For Education

Buchanan B-114

Tools & Techniques • Audience: All • Background: All

☞☒☛

This hands-on session will show you how to integrate an Avid editing solution into your curricula. You'll work with Avid's unique multicam editing, keyboard-driven trimming, and one-touch automatic color correction. You'll also work with a real-world film project, explore 24P video editing, and take a brief look at the power of Avid's script-based editing. Experience for yourself why Avid continues to be the first choice of film and video professionals at the highest levels of production.

Christopher Bowen, Avid Technology, Inc.

Exploring Possibilities with the Advanced Features of Sony Vegas+DVD

Tools & Techniques • Audience: Technical Staff

Buchanan A-205

Background: Intermediate

☛

This workshop is all about possibilities, and showcases cutting-edge production techniques including the exciting new features that make Sony Vegas+DVD a top choice among educators and students for video and audio production. The presenters will emphasize tools and techniques that can take your productions to the next level and engage your audience. Among the topics to be explored, are 3D compositing, text and title enhancements, close captioning, sound effects, 5.1 surround, still-image enhancement, filters, effects, transitions, and more.

Michael Bryant, Sony Pictures Digital

Introduction to SoundTrack

Buchanan B-220

Tools & Techniques • Audience: All • Background: All

☞☒☛

This hands-on session will explore SoundTrack, Apple's professional tool for royalty-free music generation and arranging. Using the intuitive loop-based tools in SoundTrack, you can produce custom music for your video, DVD or Web project. SoundTrack is a cost-effective, legal way for your students to create their own royalty-free music per-

☞=Hands-On Session ☒=Ticket Required ☛=Product Demo Session

fectly matched to the mood they are after. Whether you've never written a piece of music before or you're a seasoned composer, SoundTrack lets you lay down tracks and cut a mix in no time. Computer and Mac OS X familiarity recommended.

Apple Professional Training Staff

Macromedia Flash MX 2004

Tools & Techniques • Audience: All • Background: All

Learn the basics of Macromedia Flash MX 2004: graphics and text; animation with the new timeline effects. Learn how to be more productive with CSS, new behaviors, integration with PDF and Illustrator files.

John Schuman, Macromedia

Buchanan B-214



friday, june 18

Passing the Steering Wheel to Learners: A Student-Based Peer-to-Peer Teaching-Learning Environment Using Online Learning Object Templates

Tools & Techniques • Audience: All • Background: All

Buchanan A-203

With various models of learning object templates in mind, UBC has provided students with tools to design and create their own course-related web pages, and to use them to convert their knowledge into shared knowledge. Among these tools are a web-based WYSIWYG tool, a Flash-based timeline tool, and others. Using the online section of an English literature course, the presenters will demonstrate their technical and pedagogical approach to this form of peer-to-peer knowledge sharing.

Rob Breton, University of British Columbia; Tim Wang, University of British Columbia

2:00 – 2:30 pm

Break

Buchanan Building Courtyard

Sponsored by the University of British Columbia



Birds of a Feather

Meekison Lounge

2:45 – 5:00 pm

Five Minutes of Fame

Frederick Wood Theatre

Antiphonal Music, Network Latency, and Historical Performance Practice: A Real-Time, Surround Sound, Stereoscopic Collaboration Over Internet2

In October 2003, musicians in Cleveland, Ohio and musicians in Bloomington, Indiana performed together live in surround sound audio and stereoscopic video for an audience in Indianapolis (at the Internet2 Fall Meeting). Case Western Reserve University will present highlights of the performance and a behind-the-scenes look at how it was all put together.

Jared Bendis, Case Western Reserve University

Bloom

"Bloom" in its collection of remote events permits a rare and cogent view. A seed counter tallies seeds released in anticipation and transmits this information to a receiver. A period of counting is daily interrupted by a sudden ebullition of fecundity; a motor spins up a crescendo, a valve turns, and a suspension of fine filaments is disgorged into the air.

David Floren, University of British Columbia

Collaboration: Digital Storytelling

In partnership with a community based organization, high schools, the Center for Digital Storytelling, Apple, Inc. and Pasadena City College's Digital Media Center made it possible for twenty youths from the Los Angeles area to tell their personal stories digitally using industry standard tools.

Laurie Burruss, Pasadena City College

Five Minutes of Fame (continued)

Collaborative Usability Testing

California State University has developed a web-based tool, called IDEA Online, for designers of web, multimedia and software projects, which provides a forum for performing and receiving usability inspections. This session will include a demonstration of the tool and a discussion of how and why it was developed. Participants are welcome to join the IDEA Online community of designers and evaluators.

Rachel Smith, NMC: The New Media Consortium; Jay Rees, California State University, San Marcos

Collaborating with Faculty on Reusable Learning Objects

In five minutes, attendees will learn about the ongoing efforts of the Digital Media Center at the University of Minnesota and how to develop learning objects for reusability in collaboration with faculty. The examples that will be presented are from the 2003-2004 school year and include an XML quiz, an interactive timeline, a heart monitor simulation, a conceptual mapping tool, and a trivia game-show style self assessment. The developers will explain how exploiting advanced action script and integrating XML can increase potential reusability.

Kurtis Scaletta, University of Minnesota; Lance Cunningham, University of Minnesota

Faculty Certification in Technology

Five years ago, Houston Community College System received a Title V Grant, with the goal of infusing technology into the classroom. One of the two key components of this goal was to provide accessible technology training for faculty, including a technology certificate. In five short minutes, the presenters will take you on a five-year retrospective of the trip to this certification, including all of the stop signs and pot holes along the way.

Lorah Gough, Houston Community College; Ler Mers, Houston Community College Southwest

Global Warming

Global Warming is the latest interactive environmental science activity suite available on the internet, developed with CDL and NSF funding. The resource introduces students to the evidence for prior climate change, the factors that control climate and future trends. Students work with historical records, Antarctic ice-core data, ocean sediment and coral reef data. Simple climate modeling is used to help students understand the factors that drive natural and anthropogenic climate changes.

Lou Zweier, California State University

A Multimedia Tour from Scenic Design to Scenographic Art

This is a multimedia program developed in Macromedia Flash for the school's theatre department to teach students the origins and process of scene design. The program incorporates video, music, voiceovers, text and still images in a theatrical setting that students can interact with at their own pace. Various elements appear in perspective as if on an actual stage with the "set" changing between topics, much as the set in a real play changes between scenes.

Patrick Tabatcher, University of Akron; Steve Allen, University of Akron

☞=Hands-On Session ☒=Ticket Required * =Product Demo Session

Five Minutes of Fame (continued)

Pause and Replay: Enhancing Education with Searchable Streaming Technology

MediaVision Courseware is an approach to university instruction that supplements proven teaching methods and materials with new learning content. Lectures are video-taped, encoded for network distribution, indexed with metadata, and “published” to the web. This highly successful project allows students to search for content within lectures, view professor presentation materials in high quality video format on-line, and be able to pause and replay their education!

Wendy Shapiro, Case Western Reserve University; Mike Kubit, Case Western Reserve University

Puff City

Puff City is an asthma management website for urban teens. The hip DJ Puffman, gives scientifically sound advice that is individually tailored to each student’s asthma condition. The Pink Panther-esque Flash animation, professional character voices, and street-wise dialog make a serious, but often dry, public health issue come alive for teens. Behind the scenes, a sophisticated WebObjects “tailoring engine” evaluates a series of student answers and selects appropriate messages, graphics, animations, and voice-overs to play.

Ed Saunders, University of Michigan

Re-Purpose Your Web Content with Apple iDVD

In an effort to reach an audience beyond the web, the Brooklyn College Library and Office of Academic Information Technologies embarked on a project to convert a web-based multimedia presentation: “The Once and Future Library” into a standard DVD. Please join us to learn how we used Apple iDVD to re-purpose existing web content to produce an entirely self-contained DVD edition of the web presentation.

Nick Irons, Brooklyn College CUNY; Suzie Samuel, Brooklyn College CUNY

The Timeline Creator

Johns Hopkins University developed and freely distributes an application which allows educators to create interactive, web-based timelines without web-development skills. Instructors from North America and Europe have used the Timeline Creator for content areas including Engineering, History, Film Studies, and Philosophy and in turn are making their timelines available to the general public as learning objects. This presentation will provide an overview of the application’s functionality, timelines published, and a brief history of the development process.

Mike Reese, Johns Hopkins University

friday, june 18

5:00 – 8:00 pm

Dinner on Your Own

6:30 – 8:30 pm

NMC Board and Directors Dinner

Green College Dining Hall

By invitation only

Sponsored by Adobe



8:00 – 10:00 pm

An Evening Under the Stars

Open to all attendees

Hosted by the University of Hawaii

Music and Cash Bar

Join your colleagues from the University of Hawaii, hosts of the 2005 Summer Conference, for this informal evening of camaraderie, relaxation, and entertainment.

Green College

saturday, june 14

8:00 – 11:30 am **Registration/Info Desk Open** *Buchanan Building A Main Entrance Lobby*

8:00 – 8:30 am **Continental Breakfast**
Buchanan Building Courtyard
Sponsored by the University of British Columbia



8:30 – 9:45 am **Breakout Sessions**

MediaVision CourseWare: Enhancing Learning with Searchable Streaming Video Technology *Buchanan A-203*

Emerging Technology • Audience: All • Background: All

In the fall semester at Case Western Reserve University, 250 students participated in a MediaVision Courseware project in the Chemistry 105 course. Lectures and review sessions were videotaped, encoded for network distribution, indexed with meta-data, and published to the web where they were accessed by students. Elements of the course include video recordings of lectures, review sessions, lab modules, and homework call-in; on-line textbook; course calendar; and handouts. There was an 8% increase in student test results and an excitement about the curricular enhancements to the course.

Wendy Shapiro, Case Western Reserve University; Mike Kubit, Case Western Reserve University

Research and Evaluation Methods for New Media Center Directors and Consultants *Buchanan A-204*

Management • Audience: Management • Background: Intermediate

This workshop is designed for the New Media Center administrator or consultant who is not trained in research or evaluation methods but who must demonstrate the effectiveness of their programs or assess the impact of technology on their campuses. This workshop has been designed to cover the basics of user needs assessment, impact studies, and usability research. Attendees will leave the workshop with a plan for research, including tools and processes ready to implement on their campuses.

Glenda Morgan, University of Wisconsin System; Flora McMartin, MERLOT

Radio Diaries: Streaming with a Cross Disciplinary Purpose *Buchanan A-205*

Best Practices • Audience: All • Background: All

Radio Diaries – you’ve heard them on NPR, but have you thought about using them for instruction? Learn how they can be incorporated into classes to eliminate the plagiarism threat posed by traditional term papers, spark interest in the writing process, allow for in-depth explorations of interpersonal relationships and psychological insights, and bring cross discipline excitement to most classrooms, including math and the sciences. You’ll also learn how easy it is to stream these radio diaries for wider access and how to submit them for possible pickup by regional or national radio production companies.

Douglas Rowlett, Houston Community College Southwest; Charlotte Hamilton, Houston Community College Central; David Ensminger, Houston Community College Southwest

The D2LLO Project: A Successful Collaborative Project Using Learning Objects

Management • Audience: All • Background: Intermediate

Buchanan A-202

Learning objects offer an efficient way to provide training of new technologies, but examples of practical applications are few. We will share our success story of D2LLO – a collaborative project at the University of Wisconsin System. Over 150 reusable

and shareable learning objects were created for faculty training to use a new course management system which was deployed across all 15 institutions in the system.

Lorna Wong, University of Wisconsin, Whitewater; Pat Fellows, University of Wisconsin Colleges; Cidney Freitag, University of Wisconsin, Madison

Corbis Images for Education

Buchanan B-324

Tools & Techniques • Audience: All • Background: All ✱

In partnership with Thomson Gale, Corbis has made available more than 400,000 digital images from its popular art, historical, nature, science, and space collections for use in a variety of learning-related applications, including class projects and assignments, presentations, lesson plans, Web coursework, classroom materials and much more. Attendees will discover how this resource is being used on campuses, see examples, and learn how you can integrate this program into curricula on your campus.

Brooks McMahon, Corbis; Piper Carr, Corbis

High Resolution Image Delivery: Toolkits and Case Studies

Buchanan B-314

Tools & Techniques • Audience: All • Background: Intermediate

Teachers and researchers are increasingly interested in high-resolution image viewers; these tools support web-based zooming and panning and are ideal for showing the detail in maps, fine artwork, and engravings and other special print techniques. This session will provide an overview of some of the currently available tools and study specific implementations at NMC member institutions, such as the Vesalius project at Northwestern University.

M. Claire Stewart, Northwestern University; Stu Baker, Northwestern University

9:45 – 10:15 am

Break

Buchanan Building Courtyard

Sponsored by the University of British Columbia



Birds of a Feather

Meekison Lounge

10:15 – 11:30 am

Closing Plenary

Frederick Wood theatre



“When Traditional Expectations Meet Emerging Technologies”

Carole Barone, EDUCAUSE

The introduction of new technologies disrupts the equilibrium within the traditional campus context. What should those who select, support and promote the use of these technologies know about perceptions, expectations and myths regarding technology within the traditional campus culture?

Carole A. Barone is vice president of EDUCAUSE where her responsibilities include a focus on the National Learning Infrastructure Initiative. Before coming to EDUCAUSE, Barone was the associate vice chancellor for Information Technology at the University of California, Davis, where she was responsible for information technology planning and strategy, as well as advanced networking, information resources management, and scientific applications. Prior to joining UC Davis in 1991, Barone served as vice president for Information Systems and Computing at Syracuse University, where she and her staff created a campus network and established a university-wide computer literacy program for all freshmen. She is widely known and respected for her contributions to information technology in higher education at the national level. Barone has served as chair of the CAUSE Board of Directors and the CAUSE Professional Development Committee. She also served on the Educom Board of Trustees where she chaired the Teaching and Learning Committee and was on the Strategic Planning Committee. She received the 1995 CAUSE ELITE Award.

See you June 15-18, 2005, at the University of Hawaii in Honolulu!

academic members

The NMC counts nearly 180 forward thinking learning organizations – colleges, universities, museums – among its members, each selected for their creativity and expertise in the exploration of new ways of teaching, learning and creative expression. Together they work to demonstrate effective techniques and practices and to encourage the use of innovative technology in classrooms, studios, laboratories, exhibitions, libraries, computing centers, academic departments and across the Institution. A star denotes the newest members since last year's conference – be sure to take a minute to welcome those new to the NMC.

Abilene Christian University ★
Alverno College ★
Anne Arundel Community College
Art Center College of Design ★
Art Institute of Boston at Lesley University
Austin Community College ★
Bennington College
Blue Ridge Community College
Boston College ★
Bowling Green State University
Bradley University
Brooklyn College CUNY
Brown University
California Institute of Technology
California Lutheran University
California Polytechnic at Pomona
California State University, Chico
California State University, Hayward
California State University, Long Beach
California State University, Monterey Bay
California State University, San Marcos
Calvin College ★
Carleton College
Cascadia Community College
Case Western Reserve University
City College of New York, CUNY
Clark University
Cleveland Institute of Art ★
Colgate University ★
College of the Holy Cross ★
Collin County Community College
Colorado State University, Pueblo
Columbus College of Art and Design
Cornell University
COSI Columbus
Dallas Baptist University ★
Dartmouth College
DePauw University
Duquesne University
East Carolina University, ITCS
El Centro College
Eastern Connecticut State University ★
Emerson College
Emily Carr Institute of Art and Design
Emory University
Exploratorium Center for Media and Communications
Fashion Institute of Technology
Florida A&M University
George Mason University
George Washington University
Hamilton College
Harvard University
Houston Community College System
Indiana University ★
Indiana Wesleyan University
International University of Ecuador ★
Ithaca College

Johns Hopkins University
Kent State University
Kyushu University
Lake Area Technical Institute
Lakehead University ★
Lamar University ★
Longview Community College
Los Angeles Valley College ★
Lund University
Maricopa Community Colleges
Marquette University
Maryland Institute, College of Art ★
Massachusetts Institute of Technology
McHenry County College
Medical College of Ohio
Mercer University ★
Merrimack College ★
Michigan State University
Milwaukee Institute of Art & Design
Mount Holyoke College
Mount Olive College ★
Mount Saint Mary's College
New England Institute of Technology
New School University
New York University
National Institute of Technology and Liberal Education
North Carolina Agricultural and Technical State University
Northeastern University
Northwestern University
Northern Kentucky University ★
Old Dominion University
Pacific Lutheran University
Pasadena City College
Princeton University
Rensselaer Polytechnic Institute
Rochester Institute of Technology
Rutgers University
Ryerson University
Saint John's University/College of Saint Benedict
Saint Mary's College
San Diego Community College District
San Francisco Museum of Modern Art
Santa Fe Community College
Savannah College Art and Design
Seminole Community College
Sonoma State University, CSU
Southern Illinois University
St. Edward's University
State University of New York College at Cortland
Stony Brook University
Terra Community College
The Cleveland Museum of Art ★
The College of New Jersey
The Ohio State University

Trinity College
Trinity University
Tufts University
Tulane University
University of Akron
University of Alaska Anchorage
University of Arizona
University of Art & Design Helsinki
University of British Columbia
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University of California, Santa Barbara
University of Delaware
University of Hawaii
University of Houston, Clear Lake
University of Kansas
University of Manitoba
University of Maryland, Baltimore County
University of Michigan, Ann Arbor
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notes

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