

2009, The New Media Consortium

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New Media and Learning

An NMC Virtual Symposium

March 24 – 26, 2009 • The New Media Consortium

The 2009 NMC Symposium on New Media and Learning, the thirteenth in the NMC's Series of Virtual Symposia, will explore the ways we create, use, and understand media in its many forms. It is for teachers experimenting with new approaches, for technical staff working with such teachers, for those who support learners in traditional or nontraditional settings, for administrators seeking to embrace new practices, and for anyone thinking about how new media engages us, challenges us, changes our view of the world, and affects the way we work and learn.

The Symposium grows from the NMC Initiative on New Media and Learning, which seeks to answer the question of how the growth and acceptance of new media opens new opportunities for learning, scholarship, and creative expression. At the core of this initiative is a focus on how communication, art, learning, and technology are converging. A major goal is to stimulate ideas about how to use emerging media forms more effectively, and the NMC Symposium on New Media and Learning furthers that goal by bringing together experts, practitioners, researchers, teachers, learners, artists, and others in a dialog that examines the forms, uses, and tools of new media as they are applied to teaching, learning, research, or creative expression.

The Symposium builds on conversations started in previous meetings and conferences, such as the 2006 Symposium on the Impact of Digital Media and the Online Conference on Digital Media held the same year. As the tools and formats that define new media change and evolve over time, we must continue to examine our assumptions, deepen our understanding, and engage in discussions about the impact of new media on education. This Symposium is designed to provide an annual forum for that discussion.

Getting Ready for the Symposium

Presentations for the NMC Symposium will take place at the NMC Conference Center, located on the NMC Campus in Second Life. A live video stream and special chat interface will be available on the web for those who do not wish to participate via Second Life. All registered participants will receive the URL for the web interface prior to the start of the conference.

For more information on how to prepare for the conference, please visit the conference website at <http://www.nmc.org/2009-nml-symposium/get-ready>

Things to See and Do

Some of Second Life's most renowned artists are being showcased in the interactive art exhibition that is spread across the island — you'll want to see Daruma Picnic's musical circles, Robbie Dingo's amazing Whisper Box, and Adam Ramona's fascinating spawning sculptures in addition to more than 20 other examples of the art of Second Life that are placed all across the Conference Center. Be sure to also visit Farnsworth Station where you can pick up high quality clothes, avatars, scripts, and other tools for free. The Engelbart Center is the place to learn more about the NMC and its work, and take a moment to view the video in Schroeder-Krasner Hall as well. Take time to explore — the NMC's Conference Center is full of hidden surprises!

Poster Sessions

Several posters have been prepared for this conference and will be available along the walkways outside the Muriel Cooper Coliseum, and also at the Red Rocks Amphitheatre. These posters showcase projects, programs, and research around new media and learning. Poster authors will be on hand during the opening reception to answer questions and talk about their work, so be sure to stop by.

Getting Around

A variety of teleporters are conveniently located across the NMC Conference Center Island. Small, yellow-orange boxes labeled "NMC Travel" use a menu-driven system to take you to the location of your choice. Alternatively, maps of the island are placed near major buildings; simply click the region of the map that you wish to travel to. If you feel adventuresome, try the TARDIS (the blue police box) and travel in style! Other teleporters are available as well. If you are not sure how to get somewhere, just ask!

Session Times

Sessions, which will be conducted live, will incorporate a variety of visuals and rich media, and are generally about 45 minutes in length. About one-third to one-half that time will be devoted to dialog with participants using the chat and audio tools of the environment. Join us for what promises to be an engaging, experimental, and informative gathering as we look at some of the new educational tools and resources.

All sessions are listed in the program as US Pacific Time.

Find your local time at <http://www.timeanddate.com/worldclock/>

Symposium Program

Monday, March 23 *(All times US Pacific Time)*

1:00 – 2:00 pm

Newcomer Orientation I in Second Life

Tuesday, March 24 *(All times US Pacific Time)*

9:00 – 10:00 am

Newcomer Orientation II in Second Life

5:30 – 7:30 pm

Opening Reception (Posters Featured) in Second Life

Wednesday, March 25 *(All times US Pacific Time)*

8:45 – 9:00 am

Opening Remarks and Welcome

Join Larry Johnson, NMC Chief Executive Officer, as he welcomes attendees and speakers and sketches out the events to follow over the next two days.

Larry Johnson, The New Media Consortium

9:00 – 9:45 am

Keynote Panel Presentation

Digital Transformations and Conversions in Art: Web 2.0 and Beyond

Almost anything — text, sound, photos, or motion media — can be digitized, and whatever can be digitized can be presented on a computer, transmitted over an online network, and even displayed in virtual 3D space. This session highlights the work of educators who are synthesizing current and emerging web technologies into immersive, 3D spaces for art making and learning.

Nettrice Gaskins, Massachusetts College of Art and Design; Lori Landay, Berklee College of Music

10:15 – 11:00 am

Evaluating a Game Simulation Kit in Second Life

The Global Learning Forum has designed a Game Simulation Kit to offer engaging learning experiences in Second Life. This session will introduce their first game, Operation Relief Worker Rescue Challenge, and discuss the approach they used to gather a multidisciplinary team of designers, instructors and external evaluators to design and assess it. Players form into teams to play

this virtual world game as they identify the strategy and tactics needed to rescue a hostage from insurgents.

Cynthia Calongne, Colorado Technical University

11:30 am – 12:15 pm

Bridging Virtual Worlds: Approaches to Hybrid-Reality with Second Life

Combining the virtual and the real can affect one's experience of both in compelling and transformative ways. The Institute for Digital Intermedia Arts at Ball State University has been incorporating hybrid-reality approaches in pedagogy, performance, installation, and interfaces over the last several years. This presentation documents specific explorations of the opportunities of the virtual for mixed-reality experience, analyzing approaches to bridging worlds in such applications as streaming media, client-side interaction, external webserver communications, and human-computer interaction.

John Fillwalk, Ball State University

2:00 – 2:45 pm

Mashup Video Projects for Classroom Creativity

The presenters will describe classroom assignments in several disciplines where students demonstrate creativity and critical analysis by mashing up, repurposing, remixing and adding commentary to popular media content from Hollywood films. They will discuss recent copyright legislative and judicial decisions and how these may impact classrooms. Examples will be shared of student work addressing racial and gender stereotypes in film, synthesizing across genres and decades, and combining original video with mashup content, as well as faculty development ideas.

Anu Vedantham, University of Pennsylvania; Peter Decherney, University of Pennsylvania

3:15 – 4:00 pm

Imagination Engine: Rapid Media Visualization and Storyboard Creation Process

Participants in this session will learn about digital media design using the Imagination Engine process and the latest software tools to quickly brainstorm, visualize, and storyboard high-quality imagery. Powerful software from functional categories such as globe viewers, virtual worlds, visual search, machinima, and storyboard development are applied in a unique process to expedite creative collaboration and digital media production.

Joe Tojek, Capella University

4:30 – 5:15 pm

Digital Media Tools for Replacing Traditional Methods of Instruction

Through the use of free online web applications such as Wikispaces and other Web 2.0 tools, teachers can redesign their teaching and learning environments to replace outmoded methods of instruction. Apple Distinguished Educator Anthony Armstrong demonstrates the ways he uses technology to facilitate student-centered learning, develop inter- and intrapersonal skills amongst his students, and engage his students in global collaborative projects.

Anthony Armstrong, Del Mar Middle School

7:00 – 8:00 pm

Special Performance: ZeroG SkyDancers "Let Love Live" (L3)

Symposium participants are invited to a special live ZeroG SkyDancers production entitled "Let Love Live" (L3) by DC Spensley AKA DanCoyote Antonelli.

The ZeroG SkyDancers are real people who log into Second Life from all over the world to perform for audiences in real time. The L3 program consists of in-flight choreography that tells a story about the young love denied. The life cycle of these zero gravity beings is represented with abstract color and shape. The SkyDancers act out special relationships to each other in the simplest of terms. This abstraction strips away ideological expectations and universalizes a simple story of love denied by tradition and ignorance and restored by new insight and reconciliation.

Thursday, March 26 (*All times US Pacific Time*)

7:30 - 8:30 am

Wish There was Something Like Second Life that Could Run Behind your Firewall? Welcome to the Hakone Project!

Join us for a live in-person demo of a new private virtual world being developed expressly to meet the needs of educators for privacy, security, and protection of intellectual property. In this session, we will meet first in Second Life for a quick orientation, and then reconvene in a new virtual space being developed by the NMC. This will be the first time that anyone outside our team has visited this new environment, which will soon be available broadly. Attendance will require a download of the SLim Second Life browser and a special script that will take you to the NMC's Hakone Project. We will send out the information on how to download and set those up via email to registered participants of the conference on Wednesday morning, March 25th.

Larry Johnson, The New Media Consortium; Chris Holden, The New Media Consortium; Beth Sachtjen, The New Media Consortium

9:00 – 9:45 am

Keynote Presentation

Government 2.0: The Not So Secret Society of the Goverati

What is the goverati? Mark Drapeau defines it as made up of people with first-hand knowledge of how the government operates, who understand how to use social software to accomplish a variety of government missions, and who want to use that knowledge for the benefit of all. Today our society faces numerous challenges from the economy to the climate. As a democratic society we must engage the general public and crowd source the solutions. That said, we have a long way to go and the goverati cannot do it alone. Do you want to be part of the solution? Moreover, how can your government enable you to execute on your ideas?

See <http://www.youtube.com/watch?v=jj5G4XsCT34>

Eric Hackathorn, National Oceanic and Atmospheric Administration

10:15 – 11:00 am

Going GaGa for Google: Using Google in Virtual Worlds

Are you gaga for Google Tools but have no idea how to use them in Second Life? This interactive workshop will help participants use Google tools within virtual worlds. Participants will explore the general use of Google Sites, Google Maps, Google Docs, and YouTube. Special attention will focus on using Google Maps and participants will create their own interactive maps for placement in Second Life. The presenter is a Google Certified Teacher.

Beth Ritter-Guth, The Hotchkiss School

11:30 am – 12:15 pm

Your Video Projects Suck, but that's OK 'Cause So Do Your Papers: Moderating Student Expectations When Teaching New Media

We walk before we run; Rome wasn't built in a day; and student projects (especially video ones) tend to suck. How can teachers foster creativity and expression while still maintaining both academic integrity (standards) and the self worth of the students (pride)? This presentation proposes to discuss these issues and demonstrate some ways of eliciting positive results from students (and ourselves).

Jared Bendis, Case Western Reserve University

2:00 – 2:45 pm

One System for Creative Interdisciplinary Collaboration: A Technical and Theoretical Approach

The presenter will discuss the theory, technical approach, and creative impetus behind the ongoing development of a dance and multimedia performance that utilizes movement as a driver for the piece's musical and visual elements. Inspired by the collaborative capabilities of Web 2.0 technologies, game controllers and desktop software integrate the talents of choreographers, dancers, and composers in a way that is technically novel, creatively compelling, and illuminates new paths for creative collaboration in education and practice.

Tom Benton, University of Texas, Austin

3:15 – 4:00 pm

I Can Read Your Mind...

If instructors could read their students' minds, what would they find out? Did she understand the concepts? Did he know how to answer the question or did he just guess? In this presentation, Joe Russo will discuss how to capture those thoughts and use them to improve student learning. Faculty at Loyola Marymount University have recently begun experimenting with novel uses for the Livescribe Pulse pen, a simple tool that mirrors traditional paper and pen yet captures writing and audio that can be easily shared. These "pencasts" can reveal much about how students perceive what is being taught and allows instructors to correct false assumptions and misinterpretations before they become permanent.

Joe Russo, Loyola Marymount University

4:30 – 5:15 pm

Dramatically Different: Strategies for Socially-Engaged Learning in Virtual Worlds

Drawing together the established wisdom of educational drama, applied theatre and "situated role," this session will examine the benefits of creating socially-driven learning activities inside 3D MUVES. Role-played learning activities in 3D MUVES can be framed as an "active-inquiry process." This session will propose and test some effective forms and conventions to frame inworld roleplay as purposeful collaborative learning.

Kim Flintoff, Curtin University of Technology

5:15 – 5:30 pm

Closing Remarks

As the conference winds to a close, join Larry Johnson in a brief reflection on what we've learned in the symposium, food for thought, take-aways and what's next.

Larry Johnson, The New Media Consortium

Symposium Poster Sessions

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Community and Co-op Building for Language Learning

The classroom is social. Virtual worlds are to explore. The web is our textbook. And we are their guides. The Mike McKay will share experiences with English Village and Cypris Chat, as well as provide tips and tricks to help teachers communicate and instruct better in global communities. McKay is also researching the benefits of such non-profit communities to provide a more engaging learning environment that empowers the learner to become involved and gives them a sense of ownership in their learning.

Mike McKay, Mukogawa Women's University

The New, Serious Leisure Class

Fun and games are an integral part of educational experience where participants sense in the process both a problematic outcome and their own immersion in a world. But a socially significant educational experience further depends on learners interpreting their fun experiences in terms of some productive outcome. Once exclusively the province of the leisure class, now with new media productive fun is becoming a more general experience linking creative learning and socio-economic distinction.

David Toews, University of Windsor

'Twitter Suu' Use of UGC and Web 2.0 in New Media Digital Non-Fiction for Collaborative, Wiki-based, Citizen Action

This presentation is an evaluation of the 'Twitter Suu' Web 2.0 collection of Digital Non-Fiction User Generated Content for The Aung San Suu Kyi project, *Presents for Suu*. This was designed by an experienced foreign correspondent, now steeped in post-grad New Media studies, in collaboration with a fellow journalist. The project has been designed to produce a worldwide multi-million signature petition, a book to commemorate the more than twenty years of turmoil in Burma. It is hoped that a satellite for the project will soon be launched in Second Life and possibly other entities in the Metaverse. The paper was included in ISEA 2008 and presented in Singapore.

<http://cwnmlabresearchproject.googlepages.com/home>

Claudia Cragg, De Montfort University, UK

Symposium Help Desk

If you have any sort of a problem that affects your preparations for the symposium, or any part of your experience at the event, please contact the Symposium Help Desk. You can reach the Help Desk in Second Life by visiting the virtual help desk near Farnsworth Station (during conference hours); via email at help@nmc.org (anytime); or by calling 1-888-222-9749 (US business hours). Outside the US, dial +1-512-445-4200.

When you arrive at the NMC Conference Center, our staff will, of course, always be on hand to assist you with any hurdles. Please let us know how we can make your experience better! If you require special assistance, such as a written transcript for spoken material, to access the conference, please let us know right away so that we can make arrangements.

The NMC acknowledges the support of NMC Distinguished Partner, LearningTimes, in providing help desk services and video streaming.

About the NMC

The New Media Consortium (NMC) is an international 501(c) 3 not-for-profit consortium of nearly 300 learning-focused organizations dedicated to the exploration and use of new media and new technologies. The consortium serves as a catalyst for the development of new applications of technology. Through its many projects, its comprehensive website, and its series of international conferences, the NMC stimulates dialog and understanding through the exploration of promising ideas, technologies, and applications.

For more information on the NMC, see its web site at www.nmc.org