#### 2012 Summer TTI Schedule with Abstracts

#### Monday, June 25 – LIU Brooklyn

9:00 – 9:30 a.m. – Check-in and Continental Breakfast

■ Main Building, Luntey Commons Dining Area

9:30 – 10:00 a.m. – Welcome & Remarks

Jeffrey Kane, Vice President for Academic Affairs; Gale Haynes, Provost, LIU Brooklyn; George Baroudi, Vice President for Information Technology/Chief Business Process Improvement Officer; Liz Ciabocchi, Associate VP for Instructional Technology & Faculty Development

Main Building, Luntey Commons Dining Area

10:00 – 11:00 a.m. – Concurrent Session I:

## Using TED to Inform Student Learning: Crafting multi-media assignments using TED Talks

Presenter(s): G. Schrynemakers

Format: Information and Group Interaction

Rating: General Audience

Room: ■ Library Building, LLC 116

Launched in 1984, Technology, Entertainment, and Design (TED) was successfully developed and implemented as a practical way to bring recognized experts together to discuss the latest developments and improve communication and collaboration across these fields. From its embryonic beginning, TED Talks has today gone nuclear and is now a multi-media vehicle for delivering pioneering work to a global audience. For faculty wishing to bring user-friendly, cutting-edge research and ideas to the classroom, it can be an exciting teaching tool because students can draw from the real life experiences of outstanding professionals who are trailblazers in their fields. The facilitator will present an assignment that was created using TED Talks, then provide participants with a template that can used to create an assignment in their fields, after which participants will be grouped in similar disciplines to draft sample assignments to be share with the group. (Participants are asked to bring laptops to this session.)

#### "Netiquette"

Presenter(s): M. Howard, N. Sutaria

Format Lab: Hands-on Workshop (in Computer Lab Setting)

Rating: General Audience

Room: ■ Library Building, LLC 522

What happens when a student pulls out a mobile device in your class? Do you embrace it? Do students know your expectations when utilizing these tools? Come learn strategies and share ideas about student interaction with devices in the classroom. In addition, we'll

explore best practices when it comes to social media savvy and netiquette.

## **Adobe Connect for International Teacher Exchange: Recent Developments**

Presenter(s): N. Lemberger

Format: Hands-on Workshop (in Computer Lab Setting)

Rating: Beginner, Intermediate, Advanced, General Audience

Room: ■ Library Building, LLC 521

As a follow-up to her 2011 sabbatical to Colombia, Nancy Lemberger has created a synchronous online exchange between two graduate education classes using Adobe Connect. Nancy and her colleague from the Pedagogical University of Tunja, Colombia collaboratively planned for students from LIU Brooklyn and Colombia to exchange educational policies and teaching practices. This presentation will describe the process for setting up the exchange, a sample video clip of the students interacting, and a summary of the benefits from both students' and instructors' perspectives.

#### **Open Lab Time**

Format: Hands-on Practice (in Computer Lab Setting)

Room: Pratt Building, Faculty Media Resource Center (3rd Floor)

11:15 a.m. – 12:15 p.m. – Concurrent Sessions II

#### **E-Portfolios and Assessment with Digication**

Presenter(s): K. Modrowski, N. Sutaria

Format: Information with Demonstration and Discussion (in Computer Lab Setting)

Rating: Beginner, Intermediate, Advanced, General Audience

Room: ■ Library Building, LLC 522

Global College students have used digital portfolios to document their learning for the past five years. During the 2011-2012 academic year Digication was adopted as the platform for all students at the LIU Global Brooklyn Campus and at the Overseas Centers. Norm Sutaria, an Instructional Designer in the Office of Academic Affairs, provided support training to faculty and students through group workshops, tutorials and individual consultations. The assessment program was piloted during the Capstone spring semester in one required course. Use of digital portfolios present challenges including, delivering a program where Internet access is not stable and readily available everywhere, as in China and the traveling Comparative Religions and Cultures Program; and providing prompt response to problems as they manifest. Meeting student demands for self-expression and creativity has been an important consideration. The assessment tool for the required course, GNYC 433, Work: Experience and Design, was designed as a pilot project. This semester-long test allowed faculty and students to consider advantages and problems within the system. Ease of use, collating results and technical support have been major considerations.

#### Six Things You Can Do to Improve Your Web-facilitated Course in Blackboard

Presenter(s): J. Miller Format: Information Rating: General Audience

Room: Humanities Building, (Media Arts Suite) HC 221

Are you in a Blackboard rut? Looking for ideas and ways to make your web-facilitated course more engaging and effective? This presentation will offer six things you can do to enhance, enliven, and improve your course in Blackboard. Although the techniques that are taught in this session will be relevant for blended and online modes, we will focus on the unique challenges and advantages of web-facilitated teaching and learning and give you some tips and tricks to heighten student engagement, improve learning outcomes, and get the most out of Blackboard as an extension of your classroom. Both high and low tech options will be discussed.

### Digital Storytelling Across the Disciplines: Part I

Presenter(s): D. Mutnick

Format: Hands-on Workshop (in Computer Lab Setting)

Rating: General Audience

Room: Humanities Building, (Media Arts Suite) HC 223

This hour-long workshop starts by defining digital storytelling and providing an overview of the theoretical basis for its use in higher education. We will consider how visual images relate to written and oral language and how composing multimodal stories and essays can support discipline-specific learning goals, increase student engagement, and foster 21<sup>st</sup> century skills across disciplines and careers. The workshop is interactive and will lead participants through a step-by-step process of creating a digital personal narrative or a digital essay that informs, instructs, or analyzes an event or issue. Digital content will be accessible but participants may bring their own digital content—photos, video, voiceover, and/or music—if they have a specific project in mind. Computer access will be provided; a flash drive or other electronic storage device is needed to save a project.

#### **Open Lab Time**

Format: Hands-on Practice (in Computer Lab Setting)

Room: Pratt Building, Faculty Media Resource Center (3rd Floor)

This is your opportunity to practice what you just learned in the previous concurrent sessions. Visit this open lab set aside for your use.

12:15 – 1:15 p.m. – Lunch

■ Main Building, Luntey Commons Dining Area

#### 1:30 – 2:30 p.m. – <u>Concurrent Sessions III</u>

#### Three Reasons To Flip Your Classroom

Presenter(s): H. Marshall, K. Siano

Format: Information Session Rating: General Audience

Room: ■ Humanities Building, (Writers Wing) H 215

The flipped classroom turns your teaching inside out by having your lecture or lesson concept presentation take place outside of the classroom and the home assignments take place inside the classroom. This enables students to learn at their own pace and in their own time frame as they view the lesson on video, thereby increasing their comprehension. It also increases the interaction among students and with the instructor as class time is freed for application of course concepts. Finally, it places responsibility on the student to manage learning, resulting in development of critical thinking. In this presentation, you will learn from an LIU faculty member how one course was flipped, and you will hear from a student about how she reacted to this new mode of course design.

## Fair use, Copyright and the TEACH Act

Presenter(s): R. King

Format: Information Session and Hands-on Workshop (in Computer Lab Setting)

Rating: General Audience

Room: Humanities Building, (Media Arts Suite) HC 221

Although college professors have long had to deal with a range of intellectual property issues, the advent of new technologies such as instructional software and streaming video have made understanding these matters even more important--and challenging. In this session, academics will learn the steps they need to take in order to confidently use copyrighted materials in (and beyond) the classroom.

#### **Curating Open Educational Resources**

Presenter(s): N. Sutaria

Format: Hands-on Workshop (in Computer Lab Setting)
Rating: Beginner, Intermediate and General Audience

Room: Humanities Building, (Media Arts Suite) HC 223

Educators enjoy sharing ideas and resources, sometimes with people they don't even know, and this is at the core of Open Education Resources. Over the past five years there has been a proliferation of discipline-specific resources created and shared by university faculty members (and others) from around the world. This hands-on, 50-minute workshop will help you learn about, explore, vet and apply primary and supplemental resources you can use in your teaching.

#### **Open Lab Time**

Format: Hands-on Practice (in Computer Lab Setting)

Room: Pratt Building, Faculty Media Resource Center (3rd Floor)

This is your opportunity to practice what you just learned in the previous concurrent sessions or participate in Part II of Digital Storytelling across Disciplines. Visit this open lab set aside for your use.

2:30 – 2:45 p.m. – Coffee Break

■ Humanities Building, Media Arts Lounge

2:45 – 3:30 p.m. – "<u>Un-Session</u>"

## 5-Minute "Mini" Presentations on Participants' Teaching & Learning Topic of Choice

Facilitators: L. Banks, S. Durrani, J. Gough

Format: Interactive-Group Sharing

Rating: General Audience

Room: ■ Library Building, LLC 116

3:45 – 4:30 p.m. – <u>Concurrent Sessions IV</u>

#### Using Blogs and Social Media for Teaching

Presenter(s): J. Rauch Format: Information

Rating: Beginner, Intermediate, Advanced, General Audience Room: Humanities Building, (Media Arts Suite) HC 221

This session addresses how to utilize blogs in class projects, with a special focus on writing assignments and providing feedback. The presenter introduces and evaluates a range of blogging options, from Blackboard to Blogger to WordPress. The session also discusses social media tools such as Pinterest and Storify that offer new perspectives on course blogging.

#### **IT Resources for Students: Center for Student Information**

Presenter(s): P. Haynes

Format: Information and Demonstration

Rating: Beginner, Intermediate, Advanced, General Audience Room: Humanities Building, (Media Arts Suite) HC 222

#### **Open Lab Time**

Format: Hands-on Practice (in Computer Lab Setting)

Room: ■ Pratt Building, Faculty Media Resource Center (3rd Floor)

This is your opportunity to practice what you just learned in the previous concurrent sessions. Visit this open lab set aside for your use.

4:30 – 5:30 p.m. – LIU Brooklyn Reception - Teaching & Learning Center

Plans with Cetra Ruddy Architecture, PLLC

■ Wellness, Recreation & Athletic Center (WRAC)

Buck Lai Suite (4th Floor)

5:30 p.m. – Dinner Excursion

#### Tuesday, June 26 – LIU Brooklyn

9:00 – 9:30 a.m. – Check-in and Continental Breakfast

■ Main Building, Luntey Commons

9:30 – 10:30 a.m. – Concurrent Sessions I

#### What is SharePoint?

Presenter(s): V. Villoth

Format: Information Demonstration

Rating: Beginner, Intermediate, Advanced, General Audience

Room: ■ Library Building, LLC 116

SharePoint is a web platform that allows departments to set up a permission-based website to share information with others, manage documents from start to finish and centralize all documents pertaining to your department, project or team.

A SharePoint site is a Web site that provides a central storage and collaboration space for documents, information, and ideas. A SharePoint site is a tool for collaboration and communication and decision-making. A SharePoint site helps groups of people (whether work teams or social groups) share information and work together.

SharePoint sites are dynamic and interactive -- members of the site can contribute their own ideas and content as well as comment on or contribute to others'. For example, a SharePoint site can help you:

- \* Coordinate projects, calendars, and schedules.
- \* Discuss ideas and review documents or proposals.
- \* Share information and keep in touch with others.

# Simple Real Time Assessment: Using Poll Everywhere to increase student engagement and measure comprehension.

Presenter(s): J. Gough

Format: Information and Hands-on Workshop (in Computer Lab Setting)

Rating: Beginner, Intermediate, Advanced, General Audience

Room: ■ Library Building, LLC 522

Poll Everywhere is a free web app that allows one to collect anonymous responses instantly. This effective and simple-to-use tool allows you to elicit student responses and assess comprehension in real time. Classroom application and results will be presented. A mini-tutorial with hands-on experience will be provided.

#### **Reading & Writing With Technology**

Presenter(s): L. Banks

Format: Information and Discussion

Rating: Beginner, Intermediate, Advanced, General Audience

Room: Humanities Building, HC 222

For the first time, technological advances are offering alternative approaches to reading and writing. In this presentation and workshop, the presenter will introduce a variety of software and hardware combinations that may aid in working with printed material and expressing oneself in this domain. We will look at Kurzweil, iSpeak it, the Mac operating system, iPads and iPhones and discuss their uses and accessibility for a diverse group of students.

#### **Open Lab Time**

Format: Hands-on Practice (in Computer Lab Setting)

Room: ■ Pratt Building, Faculty Media Resource Center (3rd Floor)

This is your opportunity to practice what you just learned in previous concurrent sessions. Visit this open lab set aside for your use.

10:45 a.m. – 11:45 a.m. - Concurrent Sessions II

## Library Info Literacy/Apps: Resources to Support Teaching and Learning

Presenter(s): I. Wang, B. Stowe

Format: Information and Demonstration

Rating: Beginner, Intermediate, Advanced, General Audience Room: Humanities Building, (Media Arts Suite) HC 221

Teaching a f2f class? A blended class? An online class? Wonder about your students' ability to form research questions, access various resources, as well as evaluate and incorporate sources? Wonder what the Library can offer in today's digitally rich learning environment? The LIU Brooklyn Library provides campus-wide information literacy instruction to students in and outside of the classroom, virtually and f2f. This presentation features a comprehensive overview of Library Instruction and Technology initiatives, partnerships with teaching faculty and customized Library resources that provide students with the information literacy skills they need to become lifelong learners and compete in today's knowledge-based economy. Examples include instructional and technology support provided by Library faculty and staff to support information literacy instruction using various tools such as chat and video conferencing sessions, LibGuides, the WLP portals, Blackboard, ePortfolio, assessment data survey instruments, library catalog, databases, as well as apps. The Brooklyn Library is your 24/7 partner! Come and discover what the Library can do for you!

# The Pathways to Freedom Digital Narrative Project: Mapping Oral History in Time and Space

Presenter(s): D. Mutnick, C. League Format: Information and Discussion

Rating: Beginner, Intermediate, Advanced, General Audience

Room: Humanities Building, (Writers Wing) H 215

The Pathways to Freedom Digital Narrative Project emerged from a three-year partnership between the Brooklyn Historical Society (BHS) and 18 faculty members from LIU Brooklyn, St. Francis College, and New York City Technical College. "Students and Faculty in the Archives: Colleges, History Museums, and Critical Thinking" (SAFA) brings first year college students into the BHS archives to do primary research. Pathways to Freedom is an LIU Brooklyn learning community involving some 60 students over the three-year grant period in the study of African American history in Brooklyn, culminating in oral history interviews with Brooklyn civil rights activists. The Digital Narrative Project, funded by an NEH Digital Humanities Start-up Grant, aims to create a mobile app mapping the oral history interviews in time and space using GIS mapping technology, Augmented Reality, QR codes, and other technologies. This session tells the story of the project's genesis and provides an overview of the content and the technologies that will be used to create the app.

#### "Online" Live Assessment of Pharmacy Student Performance on Objective Structured Clinical Examinations

(Length: 30 Minutes)

Presenter(s): B. Shah, M. Brown, V. Villoth Format: Information and Demonstration

Rating: Beginner, Intermediate, Advanced, General Audience Room: Humanities Building, (Media Arts Suite) HC 222

Every year, the Curricular Assessment Committee at the Arnold and Marie Schwartz College of Pharmacy conducts objective structured clinical examinations (OSCEs) for its graduating pharmacy students (N=200). During the OSCEs, each student is expected to utilize his/her knowledge and skills relevant to the 7-8 different situations (each situation is a station) presented. At each station, proctors (faculty) assess students' performance using a checklist or a rubric. After OSCEs are completed for all students, the Chair of the Committee spent numerous months entering and analyzing of the data from the assessment conducted by the proctors. This year, the Committee Chair worked with the Faculty Media Resource Center to create "online" assessment forms that proctors could use to directly enter their assessment, potentially reducing the time and effort required for entry and analysis.

#### **Open Lab Time**

Format: Hands-on Practice (in Computer Lab Setting)

Room: ■ Pratt Building, Faculty Media Resource Center (3rd Floor)

This is your opportunity to practice what you just learned in the previous concurrent sessions. Visit this open lab set aside for your use.

12:00 – 1:00 p.m. -

Lunch (Outdoor BBQ)

**(i)** 

Campus Courtyard

(If it rains: ■ Main Building, seating inside Paramount (Old) Gymnasium)

1:15 – 3:15 p.m. - Featured Session

#### Cultivating Citizen Scientists with Mobile Technologies: Project Noah

Presenter(s): Y. Ansari, M. Ceperley, P. Horvath

Format: Information and Hands-on Workshop (in Computer Lab Setting)

Rating: General Audience

Room: (Parts I & II) Library Building, LLC 116

#### **Building A Digital Butterfly Net for the 21st Century**

Established in 2010 with the backing of National Geographic, Project Noah has quickly become a powerful tool for exploring nature and a leading technology platform for collaborative ecological data collection. Upon its release in February of 2011, the Project Noah iPhone app became the #1 educational app in America, earning praise from The Economist, Wall Street Journal, the BBC and others. Since then, the project has seen over a million visitors from more than 211 countries and collected more than 400,000 wildlife photos covering all 7 continents. As the project continues to grow globally, it is being used by faculty to create online learning activities that reach beyond the boundaries of the traditional classroom and by instructional designers to enhance online learning activities in science. Providing an interface for students to contribute to research projects at other institutions and collect data for their own research projects, Project Noah has become a valuable tool to enhance online student engagement in science, research, collaboration, and data collection. At the core of the project is the belief that, when properly harnessed, technology can be used to mobilize a new generation of networked naturalists who are eager to venture outside and document their surrounding environment with a purpose. In this workshop, The Project Noah founding team will present an introduction to the platform, a peek into the project's design methodology, and an overview of the technology being used under the hood. Additionally, there will be a hands-on component in which audience members will be able to create their own Project Noah missions.

#### Biographies of Project Noah Featured Speakers

#### Yasser Ansari, Co-Founder and Chief Leaf of Networked Organisms and Habitats

Yasser Ansari is a self-described bio geek-turned-telecom nerd and the co-founder and chief leaf of Project Noah (Networked Organisms and Habitats), a National Geographic-backed software company focused on helping people reconnect with the natural world. He studied molecular biology and bioinformatics at U.C. San Diego and spent time researching plant genomics at the Salk Institute for Biological Studies. After the lab, he moved into the wireless industry where he helped design and develop hand-held radiation detectors, gaming accessories, and new mobile software at companies including Kyocera, Qualcomm, and Peek. He earned his Master's degree from NYU's Interactive Telecommunications Program where he is currently adjunct faculty. He holds several technology patents and likes frogs.

#### Martin Ceperley, CTO

Martin Ceperley is a hacker/developer who has launched his own app, Historic Earth, and software development company Emergence Studios. Historic Earth lets mobile users explore

history with their touch-screens by overlaying geo-referenced historic maps of their area from a large archive. He has a background in photojournalism and has his Master's degree from the Interactive Telecommunications Program at NYU.

#### Peter Horvath, Design Director

Peter Horvath focuses on the importance of design in providing meaningful experiences. With a background in design research, he made his mark as a technologist at O'Reilly Media. Later he blogged for Make Magazine, acted as a member of the Council of the Internet of Things, and cofounded Ignite Toronto. He attended the Interactive Telecommunications Program at NYU.

3:15 - 3:30 p.m. - Coffee Break

■ Humanities Building, Media Arts Lounge

3:30 – 4:30 p.m. – Closing Session

## Lessons of the Last Two Days & Implications for Teaching & Learning at LIU

Presenter(s): L. Ciabocchi

Format: Interactive-Group Discussion and Sharing

Rating: General Audience

Room: Humanities Building, Media Arts Lounge

LIU Brooklyn Wrap-Up & Raffle

■ Humanities Building, Media Arts Lounge

## Wednesday, June 27 – LIU Post

9:00 – 9:30 a.m. – Check-in and Continental Breakfast

■ Tilles Center, Atrium

9:30 – 10:00 a.m. – Welcome & Remarks

Jeffrey Kane, Vice President for Academic Affairs; Paul Forestell, Provost, LIU Post; George Baroudi, Vice President for Information Technology/Chief Business Process Improvement Officer; Liz Ciabocchi, Associate VP for Instructional Technology & Faculty Development

■ Tilles Center, Atrium

10:00 – 11:00 a.m. – Concurrent Sessions I

### **New Online Teaching Resources Library Guide**

Presenter(s): A. Cornwell, A. Gaimaro Format: Information and Discussion

Rating: Beginner, Intermediate, Advanced, General Audience

Room: ■ Tilles Center, Patrons Lounge

The key resources for teaching your web-facilitated, blended or online class have been consolidated online in a new Online Teaching Resources Library Guide (LibGuide). This session will discuss how to access and apply the vital information found in this LibGuide. Faculty who are interested in developing a LibGuide for their face-to-face, blended, or online courses will learn how to implement a LibGuide, as well as tips on integrating LibGuides into your instruction.

#### SafeAssign as a Developmental Tool for Students

Presenter(s): O. Calderon

Format: Information and Discussion

Rating: Beginner, Intermediate, Advanced, General Audience

Room: ■ Library Building, Lab 227

This session will present the utility of Safe Assign beyond the traditional scrutiny for plagiarism. Rationale for use of Safe Assign as a writing teaching tool with various types of assignments will be discussed. The presenter will demonstrate the use of this tool in several web-mediated courses.

**E-texts: The Next Killer App** Presenter(s): N. Marksbury

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Format: Information

Rating: Beginner, Intermediate, Advanced, General Audience

Room: ■ Kahn Discovery Center, 212

The e-text is the killer app to come. Our students carry significant poundage in books on their backs. Complaints about the cost of texts are tired and worn out. The evolution of mobile devices into the educational landscape is transforming the world of academic

publishing. This information session will provide an overview of how texts, publishing companies, and governmental regulations are forming an interesting confluence. Until a tipping point is reached, faculty will remain in the role as information gatherers and students as shoppers for the best value.

#### **Open Lab Time**

Format: Hands-on Practice (in Computer Lab Setting)

Room: ■ Library Building, Information Technology Faculty Center (1st Floor)

11:15 a.m. – 12:15 p.m. – Concurrent Sessions II

#### A Dynamic Alternative to PowerPoint

Presenter(s): M. Byrne

Format: Information and Demonstration

Rating: Beginner, Intermediate, Advanced, General Audience

Room: ■ Library Building, Lab 227

Prezi represents part of the evolution of web-based, multi-platform production software. Build an interactive, dynamic course presentation and have it viewed on Macs, PCs, iPads. Prezi can be linear and, more usefully, a non-linear bank of resources/links used on the fly by the presenter and the independent viewer. Educational accounts, free and Pro, are available for educators and students.

#### BYOD- Bring Your Own Device: Library Going Mobile

Presenter(s): A. Cornwell, J. Sanchez Format: Information & Discussion

Rating: Beginner, Intermediate, Advanced, General Audience

Room: Library Building, Management Suite 352

The increase in smartphone use by our students presents both a challenge and an opportunity to reach them "where they live". To meet that challenge, the Library has developed a mobile web application specifically to enhance the connection with our students. This session will introduce the libraries' new mobile web site and discuss its development. Participants can help by touring the first iteration site and providing feedback.

#### Student iPad Showcase

Facilitator: A. Gaimaro

Presenter(s): K. Miro (History), K. Lions (Speech) and D. Rogers (Art)

Format: Information and Discussion

Rating: Beginner, Intermediate, Advanced, General Audience

Room: Library Building, Management Suite 353

LIU students will demonstrate their use of the iPad and share apps they use for their studies.

#### **Open Lab Time**

Format: Hands-on Practice (in Computer Lab Setting)

Room: ■ Library Building, Information Technology Faculty Center (1st Floor)

This is your opportunity to practice what you just learned in the previous concurrent sessions. Visit this open lab set aside for your use.

12:15 – 1:15 p.m. – Lunch

■ Tilles Center, Atrium

1:30 – 2:30 p.m. – Concurrent Sessions III

## **Bring Your Own App (BYOA)**

Presenter(s): Peter Ziorgiannis

Format: Information and Demonstration

Rating: Beginner, Intermediate, Advanced, General Audience

Room: ■ Library Building, Lab 228

The iPad has generated the creation of thousands of applications —or 'apps'—for use in a variety of ways. In this workshop, participants who will attend are encouraged to "bring their own app" to this session and talk about its uses. These apps can be related to teacher utility, professional productivity, or reference and learning. All apps discussed will then be "pinned" on a Pinterest Board for continued use and updating.

#### **Get the Most Out of Post!**

Presenter(s): J. Pistorino, J. Polis, B. Tomlinson

Format: Information and Demonstration

Rating: Beginner, Intermediate, Advanced, General Audience

Room: ■ Library Building, Lab 227

Presented by members of both the Information Technology Faculty Center (ITFC) and the Center for Student Information (CSI), learn how you can leverage current resources for supporting your students' technology needs. This interactive and informative presentation will help faculty understand what is currently available, and how we use your and your students' feedback to inform all we do. Takeaways include tips to use to manage students' expectations, support strategies you can cut and paste into your syllabi, and maybe even a few laughs!

## Optimal Resume and Going Global: An introduction and demonstration of two new online resources available to LIU Post students and alumni this fall.

Presenter(s): William (Bill) Gustafson Format: Information and Discussion

Rating: General Audience

Room: ■ Library Building, Lab 227

Optimal Resume contains guidance and templates that will assist a student with composing a professional resume. Templates can be custom designed by the career center and can also be edited by the students. Optimal Interview is a virtual mock

interview system that will allow students and alumni with a webcam to record responses to a virtual interviewer's questions. Going Global is a provider of both country-specific and USA city-specific career and employment information. The Going Global database features 33 Country Career Guides, 43 USA City Career guides, corporate profiles and more than 600,000 internship and job listings within the USA and around the world.

#### **Screencasting Tools**

Presenter(s): J. Brush, E. Maleszewski

Format: Information and Hands-on Workshop (in Computer Lab Setting)

Rating: Beginner, Intermediate, Advanced, General Audience Room: Library Building, Bibliographic Instruction Room

This session will demonstrate two faculty members' experiences using screencast videos for online, hybrid and traditional courses. If you are interested in how to use and create screencasts, this session will not only demonstrate the experience but includes a hands-on piece where participants will get step by step instruction on using a screen casting or video software.

#### **Open Lab Time**

Format: Hands-on Practice (in Computer Lab Setting)

Room: ■ Library Building, Information Technology Faculty Center (1st Floor)

This is your opportunity to practice what you just learned in the previous concurrent sessions. Visit this open lab set aside for your use.

2:45 – 3:30 p.m. – Featured Session

#### The 2012 Horizon Report, Higher Education Edition

Presenter(s): M. Byrne/B. Schneiderman Format: Information and Discussion

Rating: General Audience

Room: Tilles Center, Patrons Lounge

This session introduces the New Media Consortium's 2012 Horizon Report (produced annually) for higher education. After a brief overview, participants in round table conversations will discuss the implications of the near, soon, and "further out" trends predicted for ourselves as faculty, the university, and our role in shaping our teaching and learning futures.

3:30 – 3:45 p.m. – Coffee Break

■ Library Building, Management Suite Lobby

## 3:45 – 4:30 p.m. – <u>Concurrent Sessions IV</u>

#### The TEACH Act: Copyright in the Digital Age

Presenter(s): S. Aytac, L. Manzari

Format: Information

Rating: Beginner, Intermediate, Advanced, General Audience

Room: Library Building, Management Suite 352

Does the TEACH Act help you? This presentation will provide an overview of The "Technology, Education and Copyright Harmonization Act" (the TEACH Act) and its implications for online instruction at LIU Post. The TEACH Act was signed into law in 2002 and expands and clarifies the terms and conditions on which accredited, nonprofit educational institutions may use copyright protected materials in online education without permission from the copyright owner and without payment of royalties.

#### **Creating a Video Platform for Learning**

Presenter(s): P. Aievoli

Format: Information and Demonstration

Rating: Beginner

Room: Library Building, Management Suite 351

This presentation will focus on discussing issues such as:

How to develop a databank of rich media research to be used in a flipped classroom?

from tweets/links/video playlists?

Is video the perfect media for flipping? How old is the flipped classroom? Is the concept of using rich media (video) to form a discussion just an extension of the Socratic method? If video is such a great tool for flipping and what should be combined with the video?

How can social media combined with video/flipping be used to continue the conversation from day to day? How to use this rich media content to create a dynamic crowd-sourced course pack? Can that course pack be a continuum of knowledge? Using rich media to keep the conversation growing and getting students to constantly contribute to the conversation.

#### Twitter as a Pedagogical Tool

Presenter(s): Peter Ziorgiannis

Format: Hands-on Workshop (in Computer Lab Setting)

Rating: Beginner, Intermediate, Advanced, General Audience

Room: ■ Library Building, Lab 227

Twitter is a microblogging platform that is becoming increasingly popular with academics. This workshop will explore the potential of Twitter to enhance teaching and learning within a university setting. Such topics as using Twitter to act as a Personal Learning Network (PLN) for course-related collaboration activities, to continue class discussions, and for ongoing professional development will be explored. Participants will learn how to get their 'tweets" started and how to apply these social networking skills toward increasing academic quality and student engagement.

#### **Open Lab Time**

Format: Hands-on Practice (in Computer Lab Setting)

Room: ■ Library Building, Information Technology Faculty Center (1st Floor)

This is your opportunity to practice what you just learned in the previous concurrent sessions. Visit this open lab set aside for your use.

4:30 – 5:30 p.m. – LIU Post Reception – Teaching & Learning Center Plans

with Cetra Ruddy Architecture, PLLC

■ Hillwood Commons, Art Museum (1st Floor)

5:30 p.m. – Dinner Excursion

#### Thursday, June 28 – LIU Post

7:30 – 8:15 a.m. - Campus Walk w/ Nancy Marksbury

■ Starting location TBA

9:00 – 9:30 a.m. – Check-in and Continental Breakfast

■ Tilles Center, Atrium

9:30 – 10:30 a.m. – Concurrent Sessions I

#### **Assessing Student Learning with Rubrics in Blackboard**

Presenter(s): A. Gaimaro

Format: Information and Discussion (in Computer Lab Setting)
Rating: Beginner, Intermediate, Advanced, General Audience

Room: ■ Library Building, Lab 227

This session will begin with a general discussion about using rubrics to assess student learning. Multiple examples will be shown and demonstrated within Blackboard. Participants will walk through the steps to create a rubric and apply the rubric to an assignment using Blackboard.

## Active Learning, Collaborative Spaces, and Conversations in the Cloud

Presenter(s): M. Prasad-Rao

Format: Information and Demonstration

Rating: Beginner, Intermediate, Advanced, General Audience Room: Library Building, Instructional Media Lab, 1st Floor

Voice Thread is a Web 2.0 collaborative multimedia slide show that holds images, documents, and videos. It enables group conversations, and allows users to leave comments using voice, text, video (via a webcam), doodling, or phone. Voice Threads are accessible from a computer, web browser + iPhone/iPad/iPod touch.

#### Best Practices for Using Audio and Video as a Teaching Tool

(Length: 40 Minutes)

Presenter(s): J. Miller; T. Regan Format: Information and Discussion

Rating: General Audience

Room: Library Building, Management Suite 352

With so many free and easy-to-use tools out there, audio and video production is no longer solely in the hands of a highly trained cadre of multi-media specialists. Audio and video creation is in the hands of masses, amateurs and enthusiasts alike, and can be leveraged by you for educational purposes. In order to do this, you need to learn some best practices for creating instructionally effective and engaging audio and video content. We'll go over some do's and don'ts, talk about ways you might incorporate audio and video into your teaching, and give you a chance to test drive a few representative tools.

This session is appropriate for a general audience of individuals who are interested in producing audio and video for their courses. Participants are encouraged to bring a laptop to the session.

#### **Open Lab Time**

Format: Hands-on Practice (in Computer Lab Setting)

Room: ■ Library Building, Information Technology Faculty Center (1st Floor)

10:45 a.m. – 11:45 a.m. – Concurrent Sessions II

#### **E-portfolios in Digication**

(Length: 15/45 minutes respectively)

Presenter(s): N. Sutaria

Format: Demonstration and Hands-on Workshop (in Computer Lab Setting)

Rating: Beginner, General Audience Room: ■ Library Building, Lab 227

Where have I been? Why am I here? Where am I going? How have I grown over the course of this semester? How have I grown and developed, academically, personally and professionally, since I began my studies at LIU? These reflective questions are ones your students can begin to answer not only through your assignments, but also through portfolios that show growth over time. Come and learn how to help your students showcase their learning and growth through portfolios. You will also learn the basics of using Digication (which, believe it or not, you can master quickly!).

## Designing an Online Certificate Program in "Mobile GIS Applications Development"

Presenter(s): P. Kennelly, C. League, G. Narra, K. Takeuchi

Format: Information and Demonstration

Rating: Beginner, Intermediate, Advanced, General Audience

Room: Library Building, Management Suite 352

This presentation describes the strategies and challenges in designing an online post-baccalaureate certificate program at LIU in Mobile GIS Applications Development. The

certificate can be completed in one year, allowing students to create geospatial applications (apps) for use on mobile devices such as iPhones, iPads, and Android phones. The program includes five courses. The two required courses are "Introduction to GIS" and "Introduction to Computer Programming". The three elective courses, from which the student chooses two, are geographic applications development courses for iOS, Android, and the web. Although strongly supported at our university, we faced numerous and interesting challenges in designing this certificate. Some items we needed to address were associated with creating one of LIU's first online programs, utilizing instructors from multiple campuses and University Center, and modifying the typical schedule of courses to meet the needs of our prospective students. This presentation will also include demonstrations of spatially-enabled mobile apps, highlighting how they can be used.

#### **Sloan-C Resources for Faculty**

Presenter(s): L. Ciabocchi

Format: Information and Discussion

Rating: General Audience

Room: Library Building, Management Suite 351

In this 30-minute information session, the presenter will discuss valuable resources available to LIU faculty via The Sloan Consortium (Sloan-C), a professional organization that supports the growth and development of blended and online education in higher education. Institutional membership benefits including faculty development workshops webinars, publications, conferences and other resources will be highlighted.

## **Getting the Most Out of PowerPoint**

Presenter(s): J. Brush

Format: Lecture and Hands-on (if possible)

Rating: Beginner, Intermediate, Advanced, General Audience

Room: ■ Library Building, Lab 228

Designed for the face-to-face or blended/online classroom instructor, this session will help you take your PowerPoint presentations to the next level by incorporating video and voice-over elements. Participants will also learn how to export their finished presentations as a video file.

## **Open Lab Time**

Format: Hands-on Practice (in Computer Lab Setting)

Room: ■ Library Building, Information Technology Faculty Center (1st Floor)

This is your opportunity to practice what you just learned in the previous concurrent sessions. Visit this open lab set aside for your use.

12:00 – 1:00 p.m. – Lunch (Outdoor BBQ)

■ Tilles Center, Atrium Courtyard

1:15 – 2:15 p.m. – "<u>Un-Session</u>"

## 5-Minute "Mini" Presentations on Participants' Teaching & Learning Topic of Choice

Facilitators: M. Byrne, B. Schneiderman Format: Interactive Group Sharing

Rating: General Audience

Room: ■ Tilles Center, Patrons Lounge

2:30 – 3:30 p.m. – <u>Concurrent Sessions III</u>

#### **Education in Game Design**

Presenter(s): S. Zarahn, K. Jordan

Format: Panel Discussion (with website links to different educational projects created by

DGD graduate students)

Rating: General Audience

Room: ■ Tilles Center, Patrons Lounge

Digital technology like hand held computers, digital chalkboards, video conferencing, and iPad-delivered textbooks are starting to become more and more of a staple in the classroom, creating a great environment for incorporating digital games for teachers and learners. Our presentation will be an overview on the benefits of video games geared towards education, and how they can meet the teaching needs of different curriculums in fun and effective ways. We will be presenting educational games and other projects that students have been developing in the digital game development program at Long Island University that advance the idea that games can teach and explain our process and reasoning behind all our development choices.

#### **Blended/Online Course Showcase**

Facilitator: A. Gaimaro

Presenter(s): G. Andreadis, G. Hunter, E. Maleszewski

Format: Group Presentation Rating: General Audience

Room: Library Building, Management Suite 352

This is a general overview of how to effectively manage online tools in Blackboard. Online discussions, wikis and screencasts will be discussed. Examples of effective uses of wikis and screencasts will be presented. In addition, discussion guidelines and questions to encourage collaboration not only with the instructor, but also between students will be demonstrated, with an emphasis on the links between discussion topics to the overall course learning objectives and providing appropriate assessment and constructive feedback.

#### **Augmented Reality iPhone App for National Park Service**

Presenter(s): K. Takeuchi, P. Kennelly Format: Information and Demonstration

Rating: Beginner, Intermediate, Advanced, General Audience

Room: Library Building, Management Suite 351

Kiichi Takeuchi and Dr. Patrick Kennelly are currently working on an academic project with the National Park Service (NPS) to build an Augmented Reality (AR) iPhone app. This April, we started the collaboration with Cape Hatteras National Seashore's team, and Kiichi traveled there for one week to gather all data with the NPS project coordinator. The app illustrates the historical shoreline changes with virtual objects, such as lines and markers, on top of the iPhone camera screen. Due to current sea level rise and coastal erosion, the shoreline has been migrating landward for the last 150 years. The aim of this project is to educate park visitors through the AR app by showing old shorelines far from their current location on the beach. The app will be released by the end of this year, and hopefully, will contribute to NPS's educational materials for its visitors. In this presentation, we will demonstrate the iPhone App, discuss the general topic of AR and its usability in other apps and describe future development of the NPS project.

## **Cutting-edge Visualization Techniques for Big Data**

Presenter(s): G. Narra

Format: Information and Demonstration

Rating: Beginner, Intermediate, Advanced, General Audience

Room: Library Building, Management Suite 353

Gavi Narra, Deputy CIO at University Center, will present modern visualization techniques using Web 2.0 technologies. Visualization of data plays a critical role in our society. Rather than scratching our heads in front of figures on spreadsheets, he suggests that an interactive presentation method of big data provides better interpretation for a broader audience. The presentation consists of two parts: introducing visualization and industry trends in the emerging market, and an example with sample data. The first part covers a few useful topics from his personal experience since 2008 with the University Center team leading the University Dashboard development. He will discuss the journey and exploration of over 34 terabytes of archived ERP database, and will include useful tips for people who need to crunch their own data. In the second part of the presentation, he will introduce a simple visualization example using a Web 2.0-ready toolkit, which participants might consider trying on their own datasets following the demo.

#### **Open Lab Time**

Format: Hands-on Practice (in Computer Lab Setting)

Room: ■ Library Building, Information Technology Faculty Center (1st Floor)

This is your opportunity to practice what you just learned in the previous concurrent sessions. Visit this open lab set aside for your use.

3:30 - 3:45 p.m. - Coffee Break

■ Library Building, Management Suite Lobby

3:45 – 4:15 p.m. – <u>Featured Session</u>

## On the Edge with Chris League

Presenter(s): C. League

Format: Information and Discussion

Rating: General Audience

Room: Library Building, Management Suites 351 and 352

4:15 – 5:00 p.m. – Conference Wrap-Up and Raffle

(L. Ciabocchi, B. Schneiderman, M. Byrne)

■ Library Building, Management Suites 351 and 352