

**2007 Teaching and Learning with Technology Conference**  
**Celebrating 20 Years of Innovation: Transforming the Learning Environment with Technology**

<http://www.mcli.dist.maricopa.edu/events/tltconf07/>

Date: May 15, 2007, 8:30a-3:00p

Location: Paradise Valley Community College

**Program**

<b>Session Time</b>	<b>Session Details</b>	<b>Location</b>
8:30-9:30	<b>Registration</b>	Center for Performing Arts
9:30-9:45	<b>Welcome and introductions:</b> Dr. Kickels and Dr. Harper-Marinick	Center for Performing Arts
9:45-10:20	<i>What Does the Net Generation Expect from Us</i> <b>Keynote Speaker:</b> Dr. Joel Hartman (University of Central Florida)	Center for Performing Arts
10:30-11:20	<i>Morning Sessions I</i>	
	Session 1: <b>Using Wimba Voice Tools</b> Presented by Diane Stonebrink, Cecilia Rosales, and Nancy Kersten (Gateway Community College and Estrella Mountain Community College) <i>Dr. Cecilia Rosales will demonstrate how she uses Wimba's Voice Presentation tool in her Spanish 101 hybrid to create, in a single interface, an activity that links students to a website, gives oral/written directions for a task using the website information, and has students record their task results in Spanish. Nancy Kersten will discuss how Voice Boards have simplified the process of giving individualized instructor feedback to her ESL students and of documenting language acquisition with longitudinal data (archivable .mp3 files). Diane Stonebrink will demonstrate the use of the Oral Assessment Builder to assess her ESL students' learning.</i>	E Building, Room 154
	Session 2: <b>Softchalk</b> Presented by Manjusha Namjoshi (Gateway Community College) <i>Create 'Drill and Practice' interactive activities. Actively engage your students in the most mundane topics! Besides the 'click and drag' activities, there are several other ways to use SoftChalk in your classroom, so do not limit yourself! SoftChalk application is easy to use and can be most useful for online classes as well.</i>	E Building, Room 148
	Session 3: <b>Emerging Technologies: Moving Web 2.0 into the Enterprise</b> Presented by Cole Camplese (Penn State University) <i>During this session we will review some Web 2.0 technologies and how we have integrated them into the enterprise at Penn State University. PSU is a multi-campus system serving well over 80,000 students spread across 24 campuses throughout the Commonwealth of Pennsylvania. We will look at what students have been reporting across all locations and discuss how we have set out to meet their needs. In the past agility has not been a core value of central information technology organizations, but recent survey data has indicated that we must address the needs and challenges our students come to campus with. We will look at how FaceBook, Podcasting, Blogging, and Collaborative tools have changed the way students view IT and what we have done to prepare for their demands.</i>	E Building, Room 146

	<p>Session 4: <b>iTunes U at Maricopa Community Colleges</b> Presented by Andrew Kasian and Guy Mullins (Mesa Community College and Arizona State University)</p> <p><i>iTunes U is a free service hosted by Apple that allows instructors, administrators, and affiliates to manage, distribute, and control access to educational audio and video content for students within a college or university using Apple's iTunes Store infrastructure.</i></p>	E Building, Room 150
	<p>Session 5: <b>Keep Your Students Focused with Network Surveillance Software</b> Presented by Hedy Fossenkemper (Paradise Valley Community College)</p> <p><i>Are you tired of your students playing around on the internet while you are trying to lecture? Would you like your students to only be able to go to web sites that you approve? Would you like to be able to watch their screens from the instructor station? You can do all this and more with NSS software. Disable their keyboards, blank their monitors, allow or disallow any application or web site. You have total control over their world with the click of a mouse!</i></p>	E Building, Room 132
	<p>Session 6: <b>Exploring Educational Uses of Second Life</b> Presented by James Abraham (Glendale Community College)</p> <p><i>Multi-user virtual environments such as Second Life have exploded into the educational technology realm within the last year. These immersive environments offer students and educators, many already comfortable with video gaming, new learning spaces full of educational potential. Is it all hype? Or are there real applications for educators? See for yourself. This session will introduce attendees to these new worlds and take them into the 3D world of Second Life. Attendees will leave with all the tools they need to begin creating a new world for their students.</i></p>	E Building, Room 142
11:30-12:20	<i>Morning Sessions II</i>	
	<p>Session 1: <b>Adding the Bells and Whistles: Creating Game-Like Web-Based Activities</b> Presented by Diane Stonebrink (Estrella Mountain Community College)</p> <p><i>Need a few bells and whistles to engage students in this age of Edutainment? With the help of free or low-cost web-based or stand-alone applications, instructors can easily breathe new life into those old black-and-white, paper-based practice quizzes and turn them into engaging computer activities that increase time-on-task and interaction between learners. Find out how to make Snakes &amp; Ladders, Dungeonpedia, and Watch Out For the Vultures (to name a few!) for your students to use online or on CD.</i></p>	E Building, Room 154
	<p>Session 2: <b>Engaging Students in Online Learning Environments</b> Presented by Charlene Thiessen (Gateway Community College)</p> <p><i>When a student starts an online class, the instructor needs to grab their attention and involve them right away. If the student is "hooked" at the beginning, it becomes harder to keep them involved as the semester goes on. There are some things that can be done to get the student involved and keep them involved, like discussion boards and interactive sessions. This session will provide some tips on getting the student "hooked" and keeping them "on the line" throughout the class.</i></p>	E Building, Room 148
	<p>Session 3: <b>Amazon, Wikipedia, &amp; Google: Webs 1.0, 2.0 and Beyond</b> Presented by Shelley Rodrigo (Mesa Community College)</p>	E Building, Room 146

	<p><i>With recent discussions of Web 2.0, or read/write web, applications, as well as speculations about what Web 3.0 might look like, we know that the web is constantly changing and these changes affect how we teach with technology and facilitate learning. During this session we'll discuss the various "historical periods" of the world wide web and how they relate to teaching and learning. We'll also discuss how these changes have already affected our teaching and theorize how technological change will continue to impact higher education.</i></p>	
	<p>Session 4: <b>Getting Started with Podcasting</b> Presented by Alisa Cooper (South Mountain Community College)</p> <p><i>This workshop will be hands on with faculty leaving with a short published podcast. Participants will record a short audio clip using audacity, which will then be exported to mp3, uploaded to a server, and turned into a podcast by creating a post on a group blog. We will also learn how to subscribe to that podcast. Participants can later duplicate the process using their own resources.</i></p>	E Building, Room 142
	<p>Session 5: <b>Competitive Instruction using Questor</b> Presented by Julie Knapp (Scottsdale Community College)</p> <p><i>Participants will hear about the practical use of the software Questor, which is available through our district. Students compete for points as they give short answers to questions for review. The activity is similar to the game Jeopardy. We will discuss a variety of applications in a college classroom setting.</i></p>	E Building, Room 132
	<p>Session 6: <b>Using Camtasia for Online Development</b> Presented by James Patterson (Paradise Valley Community College)</p> <p><i>Learn about using Camtasia to present online learning in interesting ways. During this session, the presenter will demonstrate how to construct a simple short demo video with Camtasia. Participants will receive sample CDs of Camtasia.</i></p>	E Building, Room 136
	<p>Session 7: <b>Blended Learning</b> Presented by Joel Hartman (University of Central Florida)</p>	E Building, Room 144
12:20-1:30	<p style="text-align: center;"><b>Lunch</b></p> <p style="text-align: center;"><b><i>Enabling Transparency: Can We See it Coming</i></b></p> <p style="text-align: center;">Speaker: Cole W. Camplese, Director, Education Technology Services (Penn State University)</p> <p><i>During this talk, we will investigate three key trends impacting educators in their overall design of learning. Focusing on the emergence of user-created content, social spaces, and mobile devices, we will take an integrated look at how we can better utilize technology within these areas to meet the needs of the net-generation. We will also explore how these technologies have, and continue to, impact both faculty and learners and review some active examples within each area. During this talk, we will focus attention on how educators can leverage technology to shape learning outcomes in new ways.</i></p>	Kranitz Student Center (KSC)
1:30-2:20	<p><i>Afternoon Sessions</i></p>	
	<p>Session 1: <b>Critical Thinking Simulations-Determining Outcomes by Using the Power of Problem-Solving</b> Presented by Jo Appogast (South Mountain Community College)</p> <p><i>Ever think that your students need more activity in their education experience? If so, then</i></p>	E Building, Room 154

	<i>come to this presentation and learn how to develop short, problem-solving simulations based on realistic situations. You'll see some examples and then learn the three steps that can get you started down the road in simulation development.</i>	
	<p>Session 2: <b>Exploring Educational Uses of Second Life</b> Presented by James Abraham (Glendale Community College)</p> <p><i>Multi-user virtual environments such as Second Life have exploded into the educational technology realm within the last year. These immersive environments offer students and educators, many already comfortable with video gaming, new learning spaces full of educational potential. Is it all hype? Or are there real applications for educators? See for yourself. This session will introduce attendees to these new worlds and take them into the 3D world of Second Life. Attendees will leave with all the tools they need to begin creating a new world for their students.</i></p>	E Building, Room 142
	<p>Session 3: <b>Taking Blended Learning to the Next Level: Building a "Localness" Learning Program at Estrella Mountain</b> Presented by Roger Yohe &amp; Polly Miller (Estrella Mountain Community College)</p> <p><i>EMCC was recently awarded a \$250,000 grant from the Alfred P. Sloan Foundation to establish a Localness blended learning project. This project, Expanding Our Community, will significantly change the college's relationship to the region by increasing working adults' access to associate degree programs, increasing new markets of students in Western Maricopa County, reducing time to degree award, and increasing retention. This session will focus on how the program will also serve as a model for other community colleges wishing to increase their service areas by designing flexible, instructionally sound educational programs and leveraging them with a dynamic localness marketing plan.</i></p>	E Building, Room 146
	<p>Session 4: <b>Getting started with eLearning</b> Presented by Sidne Tate (Scottsdale Community College)</p> <p><i>Many faculty members have expressed concerns about incorporating the use of the web (specifically Blackboard) in their courses. Also, many are wondering if they should consider creating Hybrid or Online courses. This workshop will help them answer these questions: How do I know if e-Learning is right for me? What options do I have for incorporating the use of Blackboard into my courses? How can I determine if students are ready for e-Learning? What are some of the benefits to me, and to students? What are some of the challenges to me, and to students? How do I get started?</i></p>	E Building, Room 144
	<p>Session 5: <b>iTunes U across the US</b> Presented by Kurt Bedell (Apple)</p> <p><i>iTunes U is a free, hosted service for colleges and universities that provides easy access to their educational content, including lectures and interviews, 24 hours a day, 7 days a week. Based on the same easy-to-use technology of the iTunes Store, iTunes U also offers typical Apple simplicity and portability. Through iTunes U, students can download content to their Macs or PCs, regardless of their location. They can listen to and view that content on their Mac or PC, or transfer it to iPod for listening or viewing on the go. Instructors can easily post and change content on their own without impacting the IT department. And, of course, students can upload their own content to share with professors or with the class.</i></p>	E Building, Room 150
2:30-3:00	<b>Closing</b>	Commons Open Lab Area

