

**CIT 2008 ~ WORKSHOPS
TUESDAY, MAY 27, 2008**

9:00 am – 12:00 noon

Get a Second Life!

Instructors: Tera Doty-Blance and Amanda Hollister, SUNY College at Cortland

Rating: Introductory

Platform: PC

Cost: \$40.00

Description:

Second Life is a 3D online virtual world that is entirely built by its residents. Since early 2007, Second Life has hit the mainstream for personal, educational and corporate use. Many colleges and libraries have created a Second Life presence as an extension of the services they already offer.

In this workshop, attendees will have an opportunity to create an avatar and become familiar with the basic functions of communication and navigation in the Second Life virtual world. Once users are familiar with Second Life, the group will tour some of the educational sites in Second Life and discuss possible uses within the classroom.

In addition, we will discuss the successes and challenges of setting up and maintaining an island for the SUNY Cortland campus.

Using Web Quest in the Classroom as a Powerful, Self-Directive Learning Tool

Instructor: Sandra Kramer, Genesee Community College

Rating: Intermediate

Platform: PC

Cost: \$40.00

Description:

There are some teachers who are reluctant about using technology in the classrooms. Web quests can diminish some of their hesitations, especially when they themselves embark on using this powerful learning tool as a creative, innovative way for increasing learning within their own classrooms.

Creating a web quest is an innovative method for engaging students into all subject matters taught in and out of schools. The never ending advancements of technology continually

enhances the means available to teachers to engage students in a self-directive learning style. Research supports the theory that using technology in the classrooms increases students learning by 80 percent.

There are six steps for creating a web quest (Introduction, Task, Process, Research, Evaluation, and Conclusion) OR there are thousands of web quests already developed and at your disposal for use. In this workshop you will have the joy of experiencing learning with an exciting new tool, the web quest, see a demonstration on how a web quest works, and have time to develop your own web quest.

Come join in the fun! Bring along some of your own course material, any questions you may have, and be prepared for a new and exciting encounter with web quests. Be a part of a new teaching style of self-directive learning with web quest and enhance the education you are providing to students.

Tools and Best Practices for Improving Student Persistence in Online/Distance Learning

Instructor: Martie Dixon, Erie Community College

Co-Instructors: Clarke Makeever, Jefferson Community College; Mindy Epstein-Hinshaw, Onondaga Community College; Susan Gallagher, Hudson Valley Community College; Peggy Van Kirk, Monroe Community College, Robert Knipe, Genesee Community College

Rating: Intermediate

Platform: PC

Cost: \$40.00

Description:

As distance learning programs mature and support services become increasingly virtual, and online enrollment exceeds 10-15% of FTE at some SUNY institutions, student persistence (on-time successful course completion) and retention (degree completion) become as important as program growth was a few years ago. SUNY Directors of Online / Distance Learning Environments (DOODLE) have shared persistence data for several years, identified student risk factors, and implemented various course-level (instructional design, faculty training, building learning communities) and system-level (advising, business process, MIS/CMS interface, etc.) tools which have been demonstrated to improve student success.

This workshop explores the research, provides background and relevant examples. Participants will walk away with tools and ideas they can use. Limited to 23 participants, with **advance reading/preparation expected, TBA.**

Twitterpated by Twitter (and other web 2.0 social networking tools for instructional and professional development purposes)

Instructor: Alexandra Pickett, SUNY Learning Network, System Administration

Co-Instructors: Larry Dugan, Finger Lakes Community College;
Bill Pelz, Herkimer Community College

Rating: Intermediate

Platform: PC

Cost: \$40.00

Description:

This workshop will highlight and demonstrate the ways in which freely available connective technologies such as Twitter, Voicethreads, Ustream, Blink/del.icio.us, Skype, and Second Life are being used to facilitate communication and collaboration for informal professional development community purposes.

This workshop will invite participants to join/explore selected social networks and include a discussion of how these same technologies and approaches might be used to facilitate and enhance community, instruction, and faculty development efforts within SUNY and the SUNY Learning Network.

Sites of interest:

<http://twitter.com>

<http://twitter.com/alexpickett>

<http://www.ustream.tv>

<http://www.ustream.tv/recorded/m1gdWsj5LYqt5sB4pTTbiGnhyoVomn8u>

<http://edtechtalk.com/sln>

<http://edtechtalk.com>

<http://voicethread.com/#q.b37437.i196149>

<http://voicethread.com>

<http://www.blinklist.com/alexandrapickett/>

<http://www.blinklist.com/>

<http://del.icio.us/alexandrapickett>

<http://del.icio.us>

<https://secure-web14.secondlife.com/join/-> to create your avatar. There are no costs associated with Avatar creation.

<http://slurl.com/secondlife/Monroe%20Community%20College/128/128/0>

<http://slurl.com/secondlife/SUNY%20Learning%20Network/128/128/0>

<http://slurl.com/secondlife/Finger%20Lakes%20Island/111/191/23>

Contact avatar Alejandra Subagja in SecondLife

Introduction to ANGEL and Navigation

Instructor: William Pelz, Herkimer County Community College
Co-Instructor: Lisa Pirinelli-Dubuc, Niagara County Community College
Rating: Introductory
Platform: PC
Cost: Free to SLN Member Campuses
\$40.00 to non-SLN Member Campuses

Description:

This workshop will introduce the ANGEL Learning Management System to new users. Participants will learn to get online help and support, use and customize the user interface, navigate within an ANGEL Course and/or Community Group, and will get hands-on experience with a variety of ANGEL's features.

In addition, this workshop will introduce participants to some of the capabilities within ANGEL for addressing the core pedagogical requirements for teaching a web-enhanced, blended, or complete asynchronous online course.

This workshop is available to anyone, regardless of their membership in SLN, and recommended for new SLN faculty (especially those with little or no experience in ANGEL) as a pre-step to their participation in SLN faculty development/course design activities. This workshop is also recommended for SLN MIDs as a train-the-trainer activity for those new to ANGEL themselves, and/or to observe a session that they can then adapt and use with their own faculty.

1:00 – 4:00 pm

Adobe Acrobat Professional: Creating and Editing PDFs

Instructor: Donald Trainor, Buffalo State College
Co-Instructor: Monica Carter, Buffalo State College
Rating: Introductory
Platform: PC
Cost: \$40.00

Description:

Learn how to turn your documents into PDFs (Portable Document Format) using Adobe Acrobat Professional. Topics include creating and viewing PDFs, adding comments, bookmarks, and hyperlinks, creating forms, and securing documents.

Creating a READ poster with Photoshop

Instructor: Dawn Van Hall, SUNY Cortland

Co-Instructor: Tera Doty-Blance, SUNY Cortland

Rating: Introductory

Platform: Mac

Cost: \$40.00

Description:

The American Library Association has created a series of posters to promote reading. They are called READ posters and feature well known people to reading a favorite book. In this workshop we will show you how to create one using Photoshop layers. Participants will create a poster using graphics, photographs and type. This will be a basic level workshop, but it would help if you were familiar with some of the tools. This poster can be adapted for other types of posters or uses. **Participants should bring a flash drive with them** so they can take their files home with them. Files will be provided in the workshop that can be altered or changed later for best use back on you home campus. We will also give you some tips on shooting your own photos for the posters. The ALA files must be purchased if one wants to use their templates.

This workshop will be taught in a Mac lab, but PC users shouldn't find it hard to adapt. Adobe Photoshop is available on both platforms and the files will be compatible.

I have a Second Life, now what?

Instructor: Alexandra Pickett, SUNY Learning Network, System Administration

Co-Instructors: Larry Dugan, Finger Lakes Community College
Terry Keys, Monroe Community College

Rating: Intermediate

Platform: PC

Cost: \$40.00

Description:

Workshop participants will be given the basics on how to get started in SL: how to use the medium effectively to navigate and communicate in the environment, how to customize their avatars, and will be provided the opportunity for hand's-on practice and assistance.

We will explore SL for instructional purposes with demonstrations and tours of existing education sites in SL. We will discuss using SL for instructional purposes and provide handouts that can be adapted.

Prerequisite: Participants for this workshop should create their avatar prior to attending the session and be able to login to SL with their avatar name and password. Prior to the workshop visit <https://secure-web14.secondlife.com/join/> to create your avatar. There are no costs associated with Avatar creation.

Sites of interest:

http://simteach.com/wiki/index.php?title=Top_20_Educational_Locations_in_Second_Life

<http://secondlife.com/businesseducation/education.php>

<http://www.secondlife.com/businesseducation/education/slcc2006-proceedings.pdf>

http://simteach.com/wiki/index.php?title=Institutions_and_Organizations_in_SL

Contact avatar Alejandra Subagja in SecondLife

Visit SUNY/SLN in SL: <http://slurl.com/secondlife/SUNY%20Learning%20Network/128/128/0>

Demonstration requires download and install of client software on all workshop work stations:
(<http://secondlife.com/community/downloads.php>).

Universal Design For Learning (UDL): Easy Tools for Your Courses and Students

Instructor: Kathleen Gradel, SUNY Fredonia

Co-Instructor: Michael Jabot, SUNY Fredonia

Rating: Introductory

Platform: PC

Cost: \$40.00

Description:

On today's higher education campuses, the mix of students is increasingly diverse. Classroom seats are likely to be filled by students who face any one of many possible learning challenges, including learning disabilities, English language barriers, emotional challenges, low motivation/engagement, physical disabilities, and sensory disabilities. Students range from adolescents to second-career professionals. Further, post-secondary students arrive on campus with a broad range of skills (and non-skills) in managing their own learning and study. Higher ed faculty and staff who want their students to succeed know that a singular approach to teaching does not work.

Universal Design for Learning (UDL) helps educators respond to student learning challenges. UDL is based on a framework of three approaches (CAST, 2004): (a) Multiple representation alternatives or recognition networks, to give learners multiple ways to acquire information and knowledge; (b) Multiple expression alternatives or strategic networks, to give learners alternatives for showing what they know; and (c) Multiple engagement alternatives or affective networks, to maximize learner motivation/ interests and target challenges. UDL involves a planful approach to building flexible goals, methods, materials, and assessments that accommodate student differences. UDL features embedded in learning tasks, materials, and targeted outcomes can help students with disabilities, and can benefit those without disabilities.

UDL uses technology as the basis of many of these potential strategies, to make education more inclusive. According to CAST (2005), “Flexible digital media makes it easier than ever to provide these multiple alternatives and therefore customize teaching and learning.”

This demo will use case-based IHE examples, to highlight UDL alternatives used in a variety of IHE coursework taught by the presenters (e.g., methods, field-based, traditional lecture). The workshop will give participants practice in UDL applications via: (a) Digital media available to IHE faculty; and (b) Off-the-shelf and web-accessible applications. Further, presenters will highlight feasibility concerns, including (a) accessing materials and software; (b) upgrading faculty comfort and skills in UDL; (c) organizational variables and supports; and (d) building students' own self-management of their access needs and preferences.

Content Conversion: Preparing Your Migrated SLN Course in ANGEL

Instructor: Lisa Pirinelli-Dubuc, Niagara County Community College

Co-Instructor: William Pelz, Herkimer County Community College

Rating: Introductory

Platform: PC

Cost: Free to SLN Member Campuses
\$40.00 to non-SLN Member Campuses

Description:

This workshop is open to any SUNY faculty that plan to migrate from Lotus Notes to ANGEL. Participants will have practice courses and accounts in ANGEL to illustrate a migrated course and will be provided a checklist of the tasks and course revisions needed to prepare content for delivery in the ANGEL LMS. This session will be of interest to SLN faculty that have not yet migrated to ANGEL, as a preview to their migration and participation in SLN faculty development/course design activities. This workshop is also recommended for SLN MIDs as a train-the-trainer activity for those new to ANGEL themselves, and/or to observe a session that they can then adapt and use with their own faculty.

Prerequisite: Workshop participants should be familiar with ANGEL basics such as course and home page navigation, or we recommend participating in the *Introduction to ANGEL and Navigation* workshop in the a.m.

Intermediate and Advanced Instructional Design Elements in ANGEL

Instructor: Michael Heise, Onondaga Community College

Rating: Intermediate - Advanced

Platform: PC

Cost: Free to SLN Member Campuses
\$40.00 to non-SLN Member Campuses

Description:

This advanced ANGEL user workshop will focus on advanced instructional design elements. Topics will include advanced gradebook functions (such as gradebook formulas, importing/exporting grades, etc), tokens, actions, and agents. Some of examples of tokens include helping to create social presence by greeting each student by name as s/he enters a module or document, sending them a personalized attabooy or attagirl when they accomplish a task or do something significant. Actions and agents allow the instructor to script events in the course. Examples of potential actions or agents include, a popup message when they enter the course or achieve mastery of course content. Students could also be sent an email when they have not entered the course for a period of time. Additionally, review materials or advanced topics could be released to students based on their achievement level on a particular assignment.

6:00 – 9:00 pm

Adobe InDesign: The Basics

Instructor: Monica Carter, Buffalo State College

Co-Instructor: Donald Trainor, Buffalo State College

Rating: Introductory

Platform: PC

Cost: \$40.00

Description:

InDesign is a professional page layout and design program that can be used to create class handouts, newsletters, and posters. This workshop covers the fundamental skills needed to create documents using InDesign. Hands-on projects will cover setting up a document, using master pages, working with text, importing graphics and images, and outputting to print and PDF.

Creating an Enhanced Podcast from a PowerPoint Presentation

Instructor: Tera Doty-Blance, SUNY Cortland

Rating: Introductory

Platform: Mac

Cost: \$40.00

Description:

For the last two years, SUNY Cortland has been a part of Apple's iTunesU initiative, which has allowed for the passive distribution of course related multimedia content in a portable format. More recently, professors across various disciplines have charged their students with the task of creating and contributing their own content in form of enhanced podcasts.

An enhanced podcast is a narrated slideshow that allows for nonlinear playback. Attendees will learn how to combine PowerPoint slides and an audio recording in Garageband into an enhanced podcast as well as see examples of student produced podcasts from SUNY Cortland's iTunesU.

Where Does the Time Go?

Instructor: Carol Bell, Binghamton University

Rating: Introductory

Cost: \$40.00

Description:

With the Internet, e-mail, video conferencing, and cell phones at our disposal it seems we should have more time, but we find ourselves asking "where does the time go? "

Personal time management skills are essential in today's face paced world. Learn about creating action plans, goal setting, and prioritizing, and how these skills can help you become highly effective. This workshop will discuss techniques that can enable you to work smarter not harder. Manage your work overload and focus on the activities that will bring the greatest returns.