

Session Code: (CS#-G#-Campus) G = AT Grant Recipient FY2008 (AY2006-2007)

CONCURRENT PRESENTATION SESSIONS #1 (10:30 - 11:20)

<i>Title and Abstract</i>	<i>Presenter(s)</i>	<i>Session</i>	<i>Time</i>	<i>Room</i>	<i>Track</i>
Evaluator-Integrated Books in the OWL System: Evaluator-Integrated Books (EIBs) based within the OWL system permit interactive viewing by readers of the book. We discuss details of two EIB texts in current use, including their advantages and disadvantages. The philosophy behind EIBs, the software interface that drives them, and future plans for OWL EIBs will be discussed.	Robbie Moll, David Gross, David Hart	CS01-G- UMA	10:30-11:20	Ivy Room	Teaching & Technology
Addressing the Question of Quality in E-Learning Environments: Online distance education continues to grow at a consistent and fast pace, and faculty and administrators are asking if online distance education offers quality outcomes. This presentation discusses quality criteria, best practices, conceptual principles, research, and educational efforts locally and beyond addressing the question of learning outcomes and emerging elearning technologies in distance education.	Gonzalo Bacigalupe	CS02- UMB	10:30-10:55	Seminar Room	Scholarship of Teaching & Learning
Teaching and Learning with Technology: An Assessment of Best Practices: Student assessments of online courses are conducted; however, no systematic instructor-based review of pedagogical practices exists. This exploratory study will identify instructors' "best practices". Twenty UMass-Amherst instructors will be recruited to complete a brief interview and teaching survey. Preliminary results will be discussed within the context of faculty development and future research.	Elena Carbone	CS02-G- UMA	10:55-11:20		Teaching & Technology; Assessment
Using Wikis to Transform Teaching & Learning in Project-Oriented Classes: Students in our project-oriented courses have used integrated wikis and redefined the traditional classroom. Wikis foster community-building and encourage students to collaborate with peers and faculty. We use wiki technology in concert with pedagogical goals of collaborative learning while providing support for commuting students and project coordination.	Fred Martin, Don Rhine	CS03- UML	10:30-10:55	Cotillion Room	Teaching & Technology; Assessment
Transforming Team Projects with Wikis: Wikis are a tool that can transform team projects. The presentation outlines how to choose a wiki, how to introduce wikis to students, and best practices for wiki use, followed by examples of wiki assignments with commentary from students and faculty on lessons learned from the teaching and learning experience.	Jeannette Riley, Damon Gatenby, Tracey Russo	CS03- UMD	10:55-11:20		Teaching & Technology; Assessment
Learning Objects and Media Education for the 21st Century: UMass Dartmouth faculty and staff have been working to expand the flexibility and interactivity of learning objects through technological experimentation with their production. Aware of recent media literacy research this project recognizes that media environments including those of Web 2.0 technologies are altering our understanding of learning processes.	Magali Carrera, Don King	CS04-G- UMD	10:30-11:20	Director's Room	Teaching & Technology
A Multidisciplinary Simulator-Based Approach for Teaching and Learning Central Venous Catheter Insertion: This interactive session will illustrate a multidisciplinary teaching with technology, simulation-based, curriculum for assessing student learning via online and face-to-face teaching. The work, a collaboration of multiple departments, and schools of the University of Massachusetts-Worcester, will advance participants' understanding of simulation, an area involving the intersection of learning, teaching, and technology.	Susan Pasquale, Sarah McGee	CS05-G- UMW	10:30:11:20	Boxwood Room	Teaching & Technology; Assessment

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CONCURRENT PRESENTATION SESSIONS #2 (1:30 - 2:20)

Title and Abstract	Presenter(s)	Session	Time	Room	Track
T-Buddy: Teach Buddy, a Socializing Medium to Enhance Learning: We introduce T-Buddy social networking system to enhance students' comprehension of class material through collaborative learning. An effective supplement to traditional lectures, it enables active student participation. T-Buddy was deployed in the Trustworthy Computing course in the ECE department. Students found it instrumental in facilitating better comprehension and learning several state-of-the-art technologies through their friends.	Vivek Varadarajan, Siva Gurumurthy, Aura Ganz	CS06-UMA	1:30-2:20	Deck Room	Teaching & Technology; Assessment
MUVEing Education: Teaching and Learning in a Multi-User Virtual Environment: Distance learning circles are buzzing about multi-user virtual environments (MUVE's) like Second Life. Breaking down geographical boundaries, MUVE's allow users worldwide to inhabit a shared virtual space, coming together to work, play and learn. Exploring educational potential, this presentation examines exemplary projects and demonstrates a work in progress in Second Life by Umass Dartmouth faculty.	Scott Ahrens	CS07-UMD	1:30-2:20	Cotillion Room	Teaching & Technology
Webinars with Blended Online Technologies: Radicalizing Instruction for Qualitative Research Methodology: A team of curriculum developers explored a suite of technologies to be used to provide online instruction in qualitative research methodology. Using multimedia and an online container, they developed a Webinar in the use of NVivo 7 software, which will provide instruction in advanced research skills anywhere in the world.	Judith Davidson, Carolyn Siccama, Kerry Donohoe, Sharyn Gallagher	CS08-G-UML	1:30-1:55	Director's	Teaching & Technology
Interdisciplinary Model of Blended Learning and Online Tutoring: We will report on the tutoring model being developed for Nursing and Spanish courses through the collaboration of faculty and staff from IT, Academic Support and the Writing Proficiency Program. The on-line blended tutoring modules developed support the curricula of existing courses with synchronous (text and audio chat) and asynchronous technologies (email, wikis, blogs, podcasting).	Mary Simone, Cynthia Jahn, Jessica Downa, Anthony Petruzzi, Kathleen Polley	CS08-G-UMB	1:55-2:20	Room	Teaching & Technology
Using Video Production to Facilitate the Integration of Sustainability in Academic Curricula: This project engages students in creating short video documentaries to integrate issues of sustainability and sustainable practices into various academic disciplines. To date it has been offered 16 times in 10 courses with 9 faculty in 8 disciplines impacting over 180 students resulting in 100 video projects that include interviews with faculty and community experts.	Mitchell Shuldman, Jack Luskin, Mansoureh Tajik	CS09-UML	1:30-2:20	Seminar Room	Teaching & Technology
More than a Repository: Using ePortfolios in a Family Medicine Residency to Teach Reflection and Self-Directed Learning Skills: Electronic portfolios provide an accessible and comprehensive approach to learner evaluation. Portfolios have been recognized as a flexible and useful tool in documenting growing competency. This lecture will explore the use of electronic portfolios as a tool to develop learners' skills in self-assessment, reflection, and lifelong learning.	Stacy Potts, Allison Hargreaves	CS10-UMW	1:30-2:20	Ivy Room	Teaching & Technology: Assessment

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CONCURRENT PRESENTATION SESSIONS #2 (2:30 - 3:20)

Title and Abstract	Presenter(s)	Session	Time	Room	Track
Community of Practice: The Use of Personal Response System Technology in Large Lectures: Community of Practice: The Use of Personal Response System Technology in Large Lectures at UMass Amherst worked with faculty to collaboratively create consistent principles and instructional strategies for large lectures, identify best practices of implementing "clickers" in classes, "seed" development skills across disciplines, and share results with faculty from the UMass campus and beyond	Mei Shih, Richard Rogers, David Hart, Randy Phillis, Nathalie Lavoie	CS11-G- UMA	2:30-3:20	Deck Room	Teaching & Technology; Assessment
SecondLife: Powerful Places for Teaching and Learning: This presentation will provide an explanation of why SecondLife can support new possibilities for higher education and Include an interactive tour of SecondLife sites that illustrate how the new possibilities are being realized. The presenter will also outline challenges that need to be overcome to ensure smooth adoption on campuses.	Mary Hopper	CS12- UMB	2:30-3:20	Cotillion Room	Teaching & Technology
Using IT to Capture and Analyze Student Learning Outcomes: The College of Management has implemented information technology to assess and analyze student learning outcomes, using (a) course-embedded assessments and (b) a program called MAP to assess students' performance in co-curricular activities. The analytical and reporting capabilities of this technology enable the college's Learning Outcomes Committee to provide objective means for assessing curriculum.	Michael Novak, Roger Blake, Oscar Gutierrez	CS13- UMB	2:30-3:20	Director's Room	Teaching & Technology; Assessment
Addressing Problem-Solving with Technology: A SoTL Project Investigating Teacher Attitudes: Our SoTL research project investigated teachers' attitudes towards technology in a graduate-level educational research and technology course. Participants (graduate students who also are practicing K-12 teachers) represented the entire spectrum of subject matters. This project is a component of a larger project attempting to address the deficiencies in analytical and problem-solving skills among university students.	Jan Bergandy, Maureen Hall	CS14- UMD	2:30-3:20	Boxwood Room	Scholarship of Teaching & Learning
Using Web 2.0 Tools to Deepen Student Engagement, Faculty Collaboration: Social software tools (blogs, podcasts wikis, even YouTube), allow instructors to engage students in new and personal ways. This project pilots the use of such tools within MIS and Management courses taught by faculty at UMass Dartmouth and Lowell. Project faculty will demonstrate the use of these tools within web-enhanced course and will share accompanying support materials.	Steven Tello, David Lewis, Timothy Shea	CS15-UML	2:30-3:20	Seminar Room	Teaching & Technology

Details for Gold Vendor Sessions are listed on the following page.

Vendor Sessions

VENDOR PRESENTATIONS - CONCURRENT SESSIONS #1 (10:30 - 11:20)					
Abstract	Presenter(s)	Session	Time	Room	Vendor
IM to Portals - Collaboration technology is everywhere. In this session, Philip DesAutels, Academic Evangelist for Microsoft will talk about various collaboration technologies and how they can be used in teaching and learning. This session will explore consumer and commercial tools. Philip will draw on his teaching and evangelism experience to provide you with the information you need to integrate collaboration technologies into the academic environment.	Philip DesAutels, Academic Evangelism Manager	VS-1	10:30-11:20	Board Room	Microsoft
We invite you to see and hear how the Blackboard Academic Suite is evolving, setting the new standard for educational technology by integrating student engagement and outcomes assessment. The presentation will review how Blackboard is on the road to include the best of WebCT technology, Blackboard technology, social learning and much more. We will also cover how our future software places students at the center, drives actions with data, and delivers reliability and choice along with innovative new approaches for learning.	Kurt Ackman, Regional Vice President	VS-2	10:30:11:20	Deck Room	Blackboard
VENDOR PRESENTATION - CONCURRENT SESSIONS #2 (1:30 - 2:20)					
Abstract	Presenter(s)	Session	Time	Room	Vendor
Consolidating storage, broadening access, and leveraging existing technology investments are three initiatives imperative for any campus. Learn how UMass Amherst successfully enabled distributed document management for more effective business processes, teaching and learning through Xythos. Attendees will learn how the "UDrive" replaced traditional networked storage and "mobile" media in public labs and courses, the technical considerations when integrating with existing technology, and how to create integrated learning and collaborative environments. Professor Rogers will discuss his use of Xythos, both for his courses and for collaborating with colleagues.	Colleen Malloy, Regional Sales Manager, Northeast (Xythos); Richard Rogers, Professor of Resource Economics (UMass Amherst)	VS-3	1:30-2:20	Board Room	Xythos
VENDOR PRESENTATION - CONCURRENT SESSIONS #3 (2:30 - 3:20)					
Abstract	Presenter(s)	Session	Time	Room	Vendor
iTunes U & Podcast Producer - Learn how your organization can leverage the power of iTunes U to deliver a broad range of rich media content to those with a hunger for knowledge. iTunes U puts the power of the iTunes Store to work for colleges, universities, and educationally focused organizations. Users can easily search for, download, and play education content just like they do music, movies, and TV shows. During the session you will also learn about Podcast Producer. Podcast Producer is a complete, end-to-end solution for encoding, publishing, and distributing high-quality podcasts. Ideal for employee training, university lectures, presentations — or whatever audio or video podcasts your organization requires — Podcast Producer simplifies the process of recording content, encoding, and publishing podcasts into destinations like iTunes U for playback in iTunes and on iPod and iPhone.	Stephen Ragalevsky, Senior Systems Engineer; A. Jay McSweeney, Higher Education Account Executive	VS-4	2:30-3:20	Board Room	Apple