

15<sup>th</sup> Annual Education Technology Conference

# CAMPUS 08 TECHNOLOGY

July 28 – 31, 2008

Westin Boston  
Waterfront Hotel  
Boston, MA

## WELCOME TO Next-Gen.Edu! Everything You Need to Know to Survive— and Thrive—in a Web 2.0 World

- > **Master Next-Gen technologies**—taught by the experts who make them work
- > **Attend hands-on workshops** on wikis, blogs, virtual learning, collaboration tools, mashups and more
- > **Learn how to integrate Web 2.0** into IT strategic plans, curricula, and educational programs
- > **MIT Field Trip:** Next-Gen initiatives and learning spaces
- > **Keynote: Adrian Sannier** UTO of ASU on the 'New American University for Next-Gen Learners'



**NEW  
THIS YEAR!**  
*'Innovator' sessions  
offer a blueprint for  
successful initiatives*

## From the Conference Director



**Welcome to Next-Gen.Edu!** This year, more than ever before, **Campus Technology Conference and Expo** can give you the tools to help your institution move forward into a new age of teaching and learning with technology.

### Why You Should Attend

Campus Technology conference presenters are technologists, administrators, tech-savvy educators, and other innovative higher education professionals who are now focused on using cutting-edge, next-generation technologies, tools, and processes to drive the delivery of higher education to new heights.

This year, we're offering a new **"Inside the Technology"** track and two **"Tech Experience" workshops** that guide attendees through the latest applications so that they can truly experience the technologies in use. And our unique **"Innovators" track sessions** are presented by the *Campus Technology Innovator Award* recipients themselves, ready to share their successes with you.

The interactive style and dynamic discussion formats of our varied session types—such as panels, Q&As, and guided learning workshops—will provide you with information relevant to your own campus challenges, the best of peer-to-peer learning in the ultimate collegial environment, and takeaways you can put into action the minute you return to campus.

You will discover a **remarkable networking environment** at Campus Technology 2008, which continues into the evening around historic, scenic Boston, teeming with wonderful eateries and sights. And on Monday, don't miss the opportunity to join **our exclusive group tours on the campus of MIT**, where you'll see the **latest high-tech environments and research projects** in education technology.

### Who Should Attend

Because today's most successful teaching and learning technology initiatives (and many of the campuswide technology efforts that support teaching and learning) are driven by cross-functional teams and collaborations, we encourage **senior-level technologists, academic computing professionals, tech-savvy faculty and administrators**, as well as those who find the funding for these projects, to attend. They may be **CIOs, VPs of IT, provosts, deans, directors of academic computing, distance learning program directors and managers, instructional designers, teaching faculty**, and others.

So, turn the page and scrutinize our amazingly rich program content: **Campus Technology 2008** is the place to be this summer, to get up to speed on Next-Gen.Edu and make a real difference on your campus. (Don't forget to register now to get our special Early Bird rate!)

Mary Grush  
Conference Director

## Keynote

### OPENING KEYNOTE

> **Tuesday, July 29, 2008**  
**8:30–9:45am**

### A 'New' American University for Next-Gen Learners

*Adrian Sannier, Deputy Senior Vice President and University Technology Officer, Arizona State University*



Three years ago, Adrian Sannier joined ASU as University Technology Officer, working in the Office of the President to implement cutting-edge technologies in support of President Crow's vision of the New American University. Sannier is a bold, outspoken campus technology leader whose initiatives are catapulting his campus into a future radically different from the institution's past. Come share Sannier's strategies for putting in place ground-breaking plans that will serve the next generation of students. These are actionable visions that include strategic technology choices—advancements that may be unfamiliar or even unpopular at first, but which carry enormous potential.

## General Sessions

> **Wednesday, July 30, 2008**  
**8:30–9:30am**

### The 2008 Campus Technology Innovator Awards

*Introduced by Edward Chapel, Vice President for Information Technology, Montclair State University; awards presented by Katherine Grayson, Campus Technology Editor-in-Chief*

Don't miss your opportunity to share the most exciting campus technology innovations of the past year. We'll announce the campuses, project leads, and vendor partners who broke new pedagogical ground through the use of technology, attracted new students, and even saved dollars in the process. (Session includes brief case study overviews.) Their great ideas may inform your next action plans!

> **Thursday, July 31, 2008**  
**11:00am–12:00pm**

### Shootout! Bracing for the Next-Gen Student Wave: Myth or Mandate?

*Julie Evans, CEO Project Tomorrow, Harriet W. Sheridan Center & The Frederick Lippitt Endowment, survey presenter.*  
*Panelists: James Maraviglia, Cal Poly-SLO; Steve Acker, Ohio State University; Alicia Russell, Northeastern University; David Miller, University of Connecticut; and Anne Moore, Virginia Tech.*  
*Moderator: Katherine Grayson, Campus Technology Editor-in-Chief.*

Are educators and technologists prepared for an onslaught of next-gen students who make the term "digital native" seem tame? How can we meet the unprecedented technology expectations of these learners. Or, will we merely be pandering to a generation that expects higher learning to be a video game?

Come join our "shootout" panel of technologists and educators as they grapple with the possibilities. Panel debate will be prefaced by Project Tomorrow's Julie Evans, presenting a brief overview of the landmark Speak Up national research project that has polled over 1.1 million K-12 students about their use of technology for learning. Don't miss an eye-opening event that will help you cull through the hype and build realistic, cost-effective five-year plans!

## TRACK 1

**21st Century Classroom**

- > The 21st Century IT Department Today—and Tomorrow **T1**
- > Mastering Smart Classroom Design **T6**
- > Driving Research in Technology and Pedagogy: Faculty in the Incubator Classroom **T11**
- > Next-Gen Classroom Model: Emory University's Cox Center **W1**
- > Reality Check: Planning and Budgeting for the Next-Gen Classroom **W6**
- > Marrying High-Tech Learning Space Design to Optimal Faculty Use at Stanford **W11**
- > The Learning Commons: Next-Gen Learning Spaces for the New Way Students Work **Th1**
- > Closing the Loop Between Active Learning and Innovative Classroom Designs at NYU **Th6**

## TRACK 2

**Web 2.0**

- > Riding Web 2.0 Toward Service Beyond the Classroom **T2**
- > The Next-Generation ePortfolio **T7**
- > 10 Web 2.0 Tech-Enhanced Strategies to Engage Your Learners **T12**
- > Supporting Next-Gen Academic Development in a Web 2.0 World **W2**
- > Worldware and the New Personal Learning Environments **W7**
- > Next-Gen Asynchronous AV Interactions that Boost Student Feedback and Lighten Faculty Workload **W12**
- > The Digital Commons: Blogs, Wikis, and More for the Next-Gen Campus **Th2**
- > Using Second Life to "Road Test" Tech Space Planning **Th7**

## TRACK 3

**Inside the Technology**

- > IT as a Service: Google Apps for Education at Drexel **T3**
- > Using Second Life for Higher Education **T8**
- > Boosting Innovation and Collaboration with Apple Technologies **T13**
- > When Thunder Hit Our Campus: Bowdoin's Life-Sized Remote Collaboration Environment **W3**
- > Inside the Evolving Sakai Collaboration and Learning Environment **W8**
- > From Social to Semantic Web: Blogs and Wikis to Mashups and Tagging **W13**
- > Leveraging Xythos for Safe and Easy Collaboration On and Off Campus **Th3**
- > Microsoft Popfly: Web 2.0 in the IT Classroom at Bentley College **Th8**

## TRACK 4

**Innovate with the Campus Technology Innovators**

- > Campus Card Overhaul for a High-Security Next-Gen World **T4**
- > Web 2.0 and High-Touch Recruitment at Cal Poly-SLO **T9**
- > Organizational Transformation: IT as a Service at Drexel **T14**
- > Forget Coursecasting: Podcasting as Educational Inspiration at UConn **W4**
- > Mandatory Cell Phone Programs to Boost Pedagogy **W9**
- > Total Class Access for the Next-Gen Working Student at Coppin State **W14**
- > Social & Community Networking at Tufts **Th4**
- > Transparent Network Management for the Next-Gen.Edu Campus **Th9**

## TRACK 5

**Infrastructure for Research and Instruction**

- > The Carolinas Virtual World Consortium: Exploring Virtual and 3D Worlds **T5**
- > A New Visualization Center at Tufts University **T10**
- > Supporting Academic Computing with Regional Networks **T15**
- > Meeting the Data Proliferation Challenge While Building Academic Cyber Infrastructure **W5**
- > Visualizing the Network for the Next-Gen.Edu World **W10**
- > Building a Diverse Campus Network—Without Taking Undue Risks **W15**
- > ePortfolios at Virginia Tech: Reflections on Cultural Change and Open Source Development **Th5**
- > Avoid a Wiki Wasteland: Learn How Wikis Work in Higher Education **Th10**



## Morning Workshops

Monday, July 28

8:30am–12:00noon

### 21st Century Learning Spaces: Making Your Dreams Come True

Mary Jo Gorney-Moreno, Associate VP, Academic Technology, and Menko Johnson, Instructional Technologist, Academic Technology, San Jose State University

Are you dreaming about high-tech formal and informal learning spaces that will have a dramatic impact on teaching and learning on your campus? At San Jose State University, Mary Jo Gorney-Moreno has led the creation of a new Student Success Center that is chock-full of just such learning spaces; her colleague Menko Johnson oversees faculty use (and research surrounding the use) of the Center's Incubator Classroom. These two collaborators are working hard to continue their research, and their intended beneficiary is you! Join our workshop leaders for an inside look at the Center's fabulous technology, plus actionable, "real-world" guidance to help you make your high-tech learning space dreams realities. **M1**

### Using Worldware for Student Success in the Classroom and Beyond

Gary Brown, Director, Center for Teaching, Learning, and Technology, Washington State University

Why must you know all about "worldware"? Worldware includes the tools and interfaces (both freeware and commercial) that students will encounter in the "real world." (Think: Microsoft SharePoint, wikis, blogs, and other Web 2.0 tools.) This is the software that connects not only students

and instructors for collaboration, but also community and discipline stakeholders, employers and more. Join this essential Next-Gen.Edu workshop as instructional technology strategist Gary Brown leads participants in an examination of outcomes-based course design that incorporates worldware as a key to sustaining student success, in and beyond the classroom environment. Learn to leverage these tools and create a no-fail Next-Gen course design strategy. Bring your favorite assignments and toughest challenges! Administrators and career services professionals welcome. **M2**



### Collaboration Technologies: Flatten Hierarchy and Unleash Innovation

Jim Wolfgang, Director, University System of Georgia Center for Digital Innovation, Georgia College & State University; Keith Politte, Development Officer, Corporate Relations, University of Missouri; and Frank Lowney, Director of Web Enabled Resources, Georgia College & State University

Does your campus have unique strengths not yet tapped at their full potential? Despite the best of intentions, traditional academic organizational structures can sometimes impede innovation, and therefore thwart creativity and innovation just waiting to be unleashed. What's needed is the ability to uncover collaborative opportunities by

looking for ways to re-aggregate beyond traditional academic silos, and at the same time leverage a host of emerging digital collaboration tools to help drive participatory initiatives. This fast-moving, strategically focused workshop will lead attendees through a series of exercises that will enable them to identify tools and techniques they will be relying on, well into Next-Gen.Edu. **M3**

### Your Guided Tour of Web 2.0 Tools in Higher Education

TECH EXPERIENCE

Bethany Bovard, Instructional Designer and Adjunct Faculty, New Mexico State University

When you venture into the Web 2.0 world, do you feel like a visitor in a strange land? If so, then do not miss this hands-on "guided tour" of some of the best, easiest-to-implement Web 2.0 tools available to campuses right now. Along the way, you'll get the inside track on blogs and wikis, RSS feeds and podcasting tools, audio and video collaboration tools, and social networking tools. This workshop is ideal for educators and technologists new to their posts or desiring a crash course on Web 2.0 tools. Takeaways include:

- > A clear understanding of the primary Web 2.0 tools to be used in courses
- > Greater confidence in your ability to select, use, or promote the use of a Web 2.0 tool that supports the goals of courses offered on your campus (or your own course)
- > Incorporation of "insider" tips and strategies for using Web 2.0 tools successfully **M4**

To experience the full benefits of this workshop, please bring a laptop with wireless internet connection capabilities. For more practice and know-how, attend the hands-on afternoon session M7, "How to Use Web 2.0 Tools Like a Pro."



## Exclusive Conference Tours

### MIT Field Trip: Model Next-Gen Initiatives and Learning Spaces

Offered Monday, July 28, 2008 as a pre-conference option

MIT is internationally renowned for its advancements in the use of pedagogical technology, with many new projects and initiatives available for review via our exclusive MIT-personnel guided tours. Planned in association with our MIT experts—Office of Educational Innovation and Technology (OEIT) Associate Director Phil Long and MIT Campus Tours Coordinator Trent Batson—this year's tours offer attendees several choices that highlight MIT's cutting-edge research in education technology and exceptional technology resources. Don't miss the latest in Next-Gen learning designs and architectural spaces you'll see on the MIT campus!

After a plenary luncheon at the conference hotel and a campus welcome from MIT's Director, OEIT & Senior Associate Dean Vijay Kumar, tour attendees will board buses headed for the MIT campus. Choose from:

**TOUR 1** (New, In-depth)—**The MIT iCampus Initiative**, funded by Microsoft, produced 28 faculty research projects and 27 student-run projects during its seven-year life. Each project features advanced technology innovations in the fields of science and engineering, both for teaching/learning and for research. Attend presentations of four notable iCampus Projects:

- > **Technology Enabled Active Learning (TEAL)**, engaging students in physics education via software tools, visualizations, course problem sets, experiments, and concept questions. Tools and techniques are applicable to other fields and dramatically increase student attendance.
- > **iLabs, "Internet Access to Real Labs—Anywhere, Anytime."** Aimed at science and engineering education. Attend the iLab presentation and learn how you can become involved!

## Afternoon Workshops

**Monday, July 28**  
**1:30–5:00pm**

### The Mashup Experience: Making Data Interactive for the Web 2.0 World

TECH EXPERIENCE

Mark Frydenberg, Senior Lecturer, Bentley College

Mashups—the combining of data from multiple sources into a single application—are popular Web 2.0 constructs, yet are often difficult to create without previous programming skills. But not anymore! This workshop will introduce Microsoft Popfly as a highly effective platform for building mashups. Popfly empowers users to create mashups that utilize real data, and share them on blogs, websites, wikis, and Facebook pages. Participants should bring their own laptops, as this session will include guided hands-on mashup creation. In addition, the presenter will open a discussion of pedagogical aspects of introducing mashups as a teaching tool in the classroom. **M6**



### Using Web 2.0 Tools Like a Pro

Bethany Bovard, Instructional Designer and  
Adjunct Faculty, New Mexico State University

If you're already somewhat familiar with Web 2.0 tools, or you've attended the morning session, "Your Guided Tour of Web 2.0 Tools in Higher Education" (M4), this is your chance to get additional practice time tailored to your needs, with an expert to help you. Bring your laptop (capable of wireless internet connectivity), your questions and projects, and settle in for 3.5 hours of intensive learning in the latest Web 2.0 style! Ideal for educators and hands-on technologists. **M7**



## Campus Technology Conference Program Advisory Board

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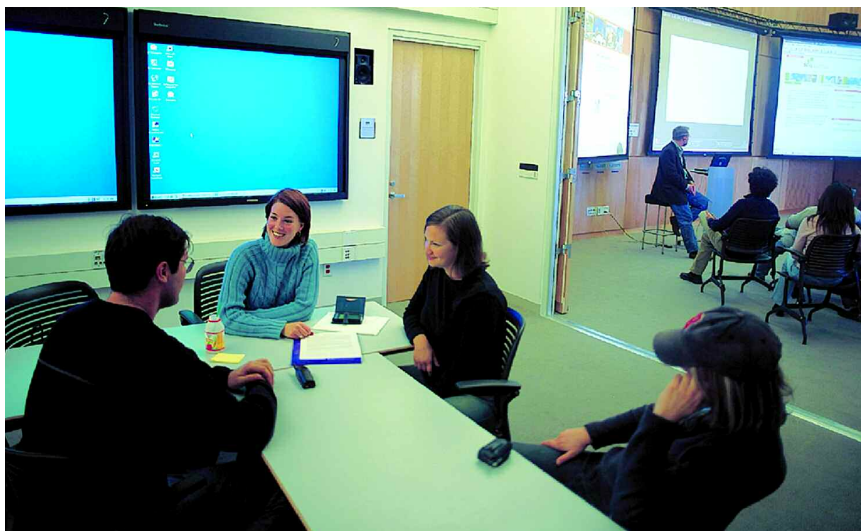
- > **Spoken Lecture Processing.** This iCampus project is experimenting with "automatic speech recognition and language processing to help transcribe, annotate, structure, and even summarize" the video (e.g., lecture-capture video). Partly a result of the open content movement, this project recognizes that the value of video content will be greatly increased by automated processing of the content.
- > **Magic Paper,** the Microsoft Physics Illustrator. Drawing with a special marker on what appears to be a whiteboard, users can run physics simulations to see how forces interacting with the drawn objects play out. But there are many other ways to use this remarkable new tool! For a presentation preview, see the YouTube video at [www.youtube.com/watch?v=NZNTggIPbUA](http://www.youtube.com/watch?v=NZNTggIPbUA).

**TOUR 2—MIT Media Lab:** Many new attractions: Smart prostheses, virtual worlds, viral communications, advanced sensor networks, innovative interface design, and sociable robots. Other projects: A program that converts drawings to musical compositions, wearable sensors for monitoring health, the city car of the future, and much more. Visit [www.media.mit.edu](http://www.media.mit.edu) to see fabulous animation highlights.

**TOUR 3—Stata Center:** The renowned \$300 million Frank Gehry structure, an outstanding if surreal "indoor commons." *The Boston Globe* enthuses, "shouts the joy of invention." Visit [web.mit.edu/facilities/construction/completed/stata.html](http://web.mit.edu/facilities/construction/completed/stata.html) for a preview.

**TOUR 4—MIT Museum:** The MIT Museum offers technology-related exhibitions in many areas. Included: high-tech artifacts, prototypes, amazing holograms, and much more. Go to [web.mit.edu/museum/collections/index.html](http://web.mit.edu/museum/collections/index.html) for an exciting preview.

**TOUR 5—See MIT at Your Leisure:** Maps to lead you on a self-guided tour of the MIT campus are available at the Information Center, or head to these suggested highlights: **The Ray & Maria Stata Center** offers a map of the public areas of the building at its information desk; **MIT Museum**, featuring the world's largest collection of holography, the MIT robots, interactive sculpture, and stop-motion photography. (Meet back at the designated bus departure area for return to the hotel at scheduled time.)



Courtesy of Stanford University

## TRACK 1

## 21st Century Classroom

### The 21st Century IT Department Today—and Tomorrow

*Mitch Davis, CIO, Bowdoin College*

Davis considers the recent and ongoing changes as Web 2.0 technologies, outsourcing, and the need to innovate converge in our IT environments. How can your own IT department help drive innovation and promote outstanding 21st century classrooms on your campus? Should IT be a service organization rather than a technology provider? Here's how you can create an IT "force" that's an innovation agent now, and well into the future. **T1**

### Mastering Smart Classroom Design

Panel: *Michael J. Field, Temple University; Matthew A. Silverman, George Mason University; and Rick Nimtz, Notre Dame University*

Moderator: *Scott Walker, Waveguide Consulting*

Audiovisual consultant Scott Walker (past president of InfoComm International) shares with a panel of university tech pros the peaks and valleys of smart classroom design. Challenges, stumbling blocks, hidden opportunities, and smart solutions are highlighted. Find out from design and campus tech experts what you'll need to know in 2008-2009. **T6**

### Driving Research in Technology and Pedagogy: Faculty in the Incubator Classroom

*Mary Jo Gorney-Moreno, VP, Academic Technology; and Menko Johnson, Instructional Technologist, Academic Technology, San Jose State University*

Since Fall 2006, San Jose State University's Student Success Center incubator classroom has been motivating faculty to propose new pedagogies for use via an array of audiovisual technologies designed

to enable two-way, collaborative classroom interaction. Accepted proposals become research in technology and pedagogy—research that SJSU will share with the higher education community and, this summer, with our attendees. **T11**

### Next-Gen Classroom Model: Emory University's Cox Center

*Alan R. Cattier, Director, Academic Technologies, Emory University*

Emory's Cox Center has served as a worldwide model for developing high-tech learning spaces. Find out from Alan Cattier, who pioneered work on the Cox Center, how Cox can be a model for your institution. Here's the insider detail and "how to" to inform learning space projects of all sizes. **W1**

### Reality Check: Planning and Budgeting for the Next-Gen Classroom

Panel: *Michael Kubit, Case Western Reserve University; Randy Jackson, University of Washington; and Matthew A. Silverman, George Mason University*

Moderator: *Scott Walker, Waveguide Consulting*

Audiovisual consultant Scott Walker (past president of InfoComm International) and a panel of technologists from diverse institutions help you envision your campus's Next-Gen classroom dreams in a monetary- and resource-realistic (but highly productive!) light. Case study challenges/solutions and smart tips abound. **W6**

### Marrying High-Tech Learning Space Design to Optimal Faculty Use at Stanford

*Robert Emery Smith, Director of Technology Services, Stanford University*

You'll hear first-hand (live and via video) from those who have taught in Stanford's famed Wallenberg Hall. Bob Smith and his colleagues on the Stanford University campus pioneered some of the first very high-tech learning spaces, and produced seminal

work in learning space design. Don't miss key "lessons learned" you can apply to learning space initiatives on your campus today. **W11**

### The Learning Commons: Next-Gen Learning Spaces for the New Way Students Work

*Helen Chu, Director, Academic Technologies, University of Oregon*

How do you create innovative learning spaces that match the expectations and needs of today's students? Experience tells us that it's not a simple task, but the results are well worth the investment. Presenter Helen Chu will share her experiences spearheading the creation of a new Learning Commons at Cal Poly-SLO (her previous post), along with her understanding of academic information services and how to create services that serve learners effectively. **Th1**

### Closing the Loop Between Active Learning and Innovative Classroom Design at NYU

*Anand Padmanabhan, CIO, NYU Stern School of Business*

"Active" learning carries unique and special challenges for Next-Gen classroom design. Padmanabhan and his colleagues at Stern carefully examined the precise type of active learning they wanted their students to experience, and the environments in which that learning was taking place. They invested in a state-of-the-art experimental classroom that is now serving as a test-bed for future classroom upgrades across the campus—and across the nation. **Th6**

## TRACK 2

## Web 2.0

### Riding Web 2.0 Toward Service Beyond the Classroom

*Jim Wolfgang, Director, University System of Georgia Center for Digital Innovation, Georgia College & State University; Keith Politte, University of Missouri; and Frank Lowney, Georgia College & State University*

You're watching a rising tide of Web 2.0 applications and tools on campus, and along with them, a sea of technology initiatives to leverage teaching and learning benefits in college and university classrooms. Yet, Web 2.0 will truly take off as these applications extend past the classroom, to the campus and the world. Learn about the potential of Web 2.0 for enabling service beyond the classroom, and get the inside track on what campuses are doing right now to catch the wave of service-oriented Web 2.0 applications. **T2**

## The Next-Generation ePortfolio

*Trent Batson, Editor, Campus Technology Web 2.0 eNewsletter; John Ittelson, Professor of Information Technology and Communications Design, and Director of the IDT Lab, California State University-Monterey Bay; Eddie Maloney, Director of Research and Learning Technologies, Georgetown University; and Helen Barrett, Researcher and Consultant, electronicportfolios.org*

This panel reports on the work of the NGeP Project, which is engaged in re-thinking and developing ePortfolio platforms in the Web 2.0 social networking world. The project is considering how to coordinate between the needs of campuses for an ePortfolio platform for learning and assessment, and the learning opportunities available in the transportable world of Web 2.0. Come hear all about the developments to date, as well as future plans. **T7**

## 10 Web 2.0 Tech-Enhanced Strategies to Engage Your Learners

*Bethany Bovard, Instructional Designer and Adjunct Faculty, New Mexico State University*

One of the biggest challenges educators face is to overcome student-perceived barriers to success in distance education courses. But Web 2.0 may turn the tide in your favor and finally engage those digital natives! Learn how to leverage technology-enhanced strategies that engage and overturn old perceptions. Extra: Takeaway tutorial and tip sheets for implementing no-fail strategies. **T12**

## Supporting Next-Gen Academic Development in a Web 2.0 World

*Susanna Wong Herndon, Assoc. Director, DIIA Technology Enhanced Learning, University of Texas-Austin*

Question: Can instruction keep up with the expectations of next-gen learners? Answer: Only if faculty and instructional designers keep up with Web 2.0 development. In this session, attendees will find out how to follow and assess the explosion of Web 2.0, and help faculty identify the tools and strategies coming that will really stick. They will discover how instructional designers and faculty support staff in DIIA Technology Enhanced Learning at UT-Austin are guiding faculty through the Web 2.0 maelstrom. **W2**

## Worldware and the New Personal Learning Environments

*Gary Brown, Washington State University*

Students are no longer anchored to one institution, but now obtain their education from a variety of sources, using Web 2.0 tools that have legs beyond a single campus. But current institution-specific ePortfolio programs fall short of this mark, and students' future employers are seeking job candidates who know the Web 2.0 and worldware tools that they will be using in their real-life jobs. Enter the personal learning environment (PLE)! **W7**

## Next-Gen Asynchronous AV Interactions that Boost Student Feedback and Lighten Faculty Workload

*Bethany Bovard, Instructional Designer and Adjunct Faculty, New Mexico State University*

Research has shown that faculty/student interactions in distance education courses play a significant role in student satisfaction and learning. But to provide detailed and timely feedback to students takes time—a commodity that most faculty have in short supply. Learn about free (or nearly-free) Web 2.0 tools that provide audio/video feedback to students. Takeaway tutorial and tip sheets for each of the tools demonstrated. **W12**

## The Digital Commons: Blogs, Wikis, and More for a Next-Gen Campus

*Eddie Maloney, Georgetown University*

Learn how Georgetown University has harnessed the power of Web 2.0 in its Digital Commons. The Digital Commons brings together a comprehensive set of technologies and tools to be used to support teaching, learning, collaboration, research, and social communications. GUDC tools help faculty and students create projects in groups, share their ideas, and build websites that represent teaching, research, and learning. The session will examine some of the projects underway in the Digital Commons, as well as a discussion of GUDC's future evolution. **Th2**

## Using Second Life to 'Road Test' Tech Space Planning

*Alicia K. Russell, Director, Educational Technology Center, Northeastern University*

The Northeastern University Educational Technology Center has worked with university architects and academic partners to design space that will combine the EdTech Center and Teaching Center. To test the design, the team "built" the space (including furnishings) to scale in Second Life, and invited NU colleagues and others to visit and assess. Based on feedback and NU staff/faculty experiences using the virtual space, planners made changes to the design. Come "walk through" the multiple virtual iterations of the space, and find out how using SL revolutionized the development process. **Th7**

## TRACK 3

## Inside the Technology

### IT as a Service: Google Apps for Education at Drexel

*John Bielec, VP, Information Resources & Technology and Jan Biros, Associate VP for Instructional Technology Support and Campus Outreach, Drexel University*

At Drexel University, IT is truly a service: IT leaders there focus on providing the right service and fostering innovation, rather than focusing on the technology. Sometimes, offering the right service means outsourcing, which is why Drexel recently embraced Google Apps for Education. Hear from a veteran IT leader just how Drexel is using this valuable new application suite. **T3**

### Using Second Life for Higher Education

*Sarah Robbins, Ph.D. candidate, Rhetoric and Writing, Ball State University*

More than 4,000 educators have begun exploring the Second Life virtual world as a powerful, innovative, and collaborative environment for instruction. Robbins will examine both benefits and difficulties of using Second Life, along with the pedagogical ramifications of teaching in a virtual world. Participants will experience a "real-life virtual tour" of Second Life higher education sites, learn how it's being used for instruction, and find out how students and instructors are reacting to their virtual experiences. **T8**

### Boosting Innovation and Collaboration with Apple Technologies

*Jim Wolfgang, Director, University System of Georgia Center for Digital Innovation, Georgia College & State University; Keith Politte, Development Officer, Corporate Relations, University of Missouri; and Frank Lowney, Director of Web Enabled Resources, Georgia College & State University*

What technologies is Apple offering to Next-Gen students and faculty for innovation and collaboration? Two main items students look for in their educational experience are engagement and social networking. The Apple collaborative and development tools provide a platform for leveraging these areas for authentic education. Presenters will use the tools and demonstrate student, faculty, and staff productions, to show how value-added activities can enhance an educational experience. Our panel will be joined by an Apple education trainer ready to share best practices. **T13**



## When Thunder Hit Our Campus: Bowdoin's Life-Sized Remote Collaboration Environment

Mitchel Davis, CIO, Bowdoin College

Thunder (from PolyVision) is shaking up the classroom via its wall-sized remote collaboration environment designed to bring collaboration at a distance to a "life-sized" level. Thunder loads the walls with virtual information, which students and instructors can easily share, e-mail, or store. This immersive, in-room experience extends to remote participants who can (optionally) be in Thunder rooms as well, creating a seamless virtual meeting. Will Thunder strike *your* campus? **W3**

## Inside the Evolving Sakai Collaboration and Learning Environment

Josh Baron, Director, Academic Technology and eLearning, Marist College

Sakai board member Baron guides us through the rapidly evolving landscape of the Sakai Collaboration and Learning Environment. Come learn about the latest tools and features for the CLE, and feel free to ask this insider about the directions the Sakai foundation may be taking as it continues to foster this open source community. **W8**

## From Social to Semantic Web: Blogs and Wikis to Mashups and Tagging

Trent Batson, Editor, Campus Technology Web 2.0 eNewsletter

How do you reach the semantic web first imagined by Timothy Berners-Lee? Batson takes us on a tour inside the latest Web 2.0 tools and applications, for a first-hand view of the technologies that may move us from common social software to that true semantic web. If you want a closer look at the tools and applications that will get us there, this session is for you. **W13**

## Leveraging Xythos for Safe and Easy Collaboration On and Off Campus

Jolee A. West, Director of Academic Computing and Digital Library Projects, Wesleyan University

Wesleyan needed to offer a safe way for students, faculty, and staff to collaborate, both on and off campus. A single effort—the WestFiles initiative, which leverages Xythos technology—is meeting this challenge while addressing security concerns, file server and data silo consolidation, and comprehensive campus document management. In this interactive session, attendees will discover key considerations for open standards-based solutions, the benefits of file server consolidation, and benchmarking/success strategies for project rollout. **Th3**

## Microsoft Popfly: Web 2.0 in the IT Classroom at Bentley College

Mark Frydenberg, Senior Lecturer, Bentley College, with Philip DesAutels, Academic Evangelism Manager, Microsoft

Mashups, the combining of data from multiple sources into a single application, are popular Web 2.0 constructs, but are often difficult to create without previous programming skills. The session presenters will describe how students in an introductory IT course at Bentley used Microsoft Popfly as a platform for building mashups created with their own data, to be shared on blogs, websites and wikis. The following will be discussed: Imparting basic Web 2.0 concepts (XML, HTML, RSS, web services, servers, and architecture); helping students adopt traditional programming concepts via experience; conveying an understanding of software lifecycle and development concepts; and more. **Th8**



### TRACK 4

## Innovate with the Campus Technology Innovators

### Campus Card Overhaul for a High-Security Next-Gen World

Diane Tatterfield, Assistant Director, CatCard, University of Arizona

Join UA's Tatterfield as she demonstrates how a large, public research institution transitioned its "Last-Gen.Edu" campus card program into a contactless, biometric-enabled system that truly meets "Next-Gen.Edu" needs such as high-level security. Even campuses without high-security grants to satisfy will gain from this step-by-step toward a 21st century, multi-benefit card system. **T4**

### Web 2.0 and High-Touch Recruitment at Cal Poly-SLO

James Maraviglia, Asst. VP/Admissions, Recruitment, and Financial Aid Cal Poly-San Luis Obispo

Like students on most campuses, Cal Poly-SLO students prefer e-mail and the web for communication. So, when the school got behind a campuswide, student-centered approach to recruitment and admissions, Maraviglia led the effort to develop

performance management strategies based on sound business rules that allow administrators to serve more than 90 percent of their constituency electronically—and use process innovation technologies to evaluate their efforts. **T9**

## Organizational Transformation: IT as a Service

Jan Biros, Assoc. VP/Instructional Technology Support and Campus Outreach, and John Bielec, VP/Information Resources & Technology, Drexel University

This session takes attendees far beyond the Drexel Innovator story we published in the August 2007 edition of *Campus Technology*. Today, Drexel's IT organization has transformed itself by stepping into Google Apps for Education and intelligently exploiting outsourcing rather than providing all tech services on its own. Now Drexel IT pros can focus not merely on technology, but on providing the right service in the right way, while IT strategically drives innovation campuswide. **T14**

## Forget Coursecasting: Podcasting as Educational Inspiration at UConn

David Miller, Assoc. Department Head & Coordinator of Undergraduate Studies, University of Connecticut

UConn's Miller wanted to develop podcasts that would do more than simply record actual lectures; he wanted to give his large classes the ability to easily interact with him, one another, and a broader community. Today, Miller employs the sophisticated use of podcasts, precasts, and postcasts to enhance course material and facilitate learning, and you can, too. This "how-to" encompasses detailed process and product information. **W4**

## Mandatory Cell Phone Programs to Boost Pedagogy

Edward Chapel, VP of IT, and Patricia Kahn, Director, Technology Training and Integration, Montclair State University

Montclair State is now providing communications and mobile services to a diverse faculty and student body the way they want it—via cell phone. All incoming students receive a GPS-enabled phone bundled with mobile learning, safety, community, and campus navigation tools. The program is keeping on-campus and commuter students engaged, and learning experiences dynamic. The university continues to build on the program and is using it to move full-tilt into Web 2.0 and 3.0. **W9**

## Total Class Access for the Next-Gen Working Student at Coppin State

Ahmed El-Haggan, CIO, Coppin State University

The challenge at Coppin State: to dramatically improve student note-taking and class retention and help students succeed in the face of financial, commuting, working, and family obstacles. Today, a flexible, effective, and inexpensive solution is

improving learning, studying, and information retention, and expanding class time beyond the traditional classroom, giving students a better opportunity to succeed. There has been minimal change in classroom behavior for both the instructor and the student; numerous technologies were integrated with an easily deployed campuswide solution. **W14**

## Social and Community Networking at Tufts

David Grogan, Manager, Curricular Technology, Tufts University

Educators and technologists at Tufts University believed early on in the potential of Web 2.0 communication and collaboration tools to enhance teaching, learning, and research. That's why they are now using localized social networking to encourage "authentic and novel" academic connections across the campus community. Under project lead Grogan, they have created SPARK, designed as an easy-to-use, integrated tool suite for the creation of a localized social and semantic network of knowledge, ideas, and activities. Come hear the how-to and results, firsthand. **Th4**

## Transparent Network Management for the Next-Gen.Edu Campus

Kuljit Dharni, Manager, IT Operations, and Christopher Pringle, Director, Network Operations, Harvard Business School

At HBS, technologists are effectively shaping internet traffic for Next-Gen.Edu by truly understanding how a network is used. Today, frequent distributed denial of service (DDoS) attacks, infected PCs, and an unacceptable risk of unauthorized data access are all in the past. Security measures have been implemented that solve problems unobtrusively and transparently. Keys to project success: The application performance audit, and intelligent deployment of multiple technology solutions. **Th9**

### TRACK 5

## Infrastructure for Research and Instruction

### The Carolinas Virtual World Consortium: Exploring Virtual and 3D Worlds

Richard Riedl, Professor of Education, and Steve Bronack, Assistant Professor, Education, Appalachian State University

How do you provide the appropriate environment for your own institution's 3D virtual offerings? What technology and practices will be effective? The Carolinas Virtual World Consortium has been formed to explore the uses and effectiveness of 3D virtual world environments in education and training. Consortium representatives will share early research and discuss their institutions' experiences. **T5**



## A New Visualization Center at Tufts University

Mely Tynan, VP for IT and CIO, Tufts University

The Tufts Center for Scientific Visualization was inaugurated this past February to create a truly interdisciplinary scientific visualization facility which will be used by researchers and educators throughout Tufts. University IT collaborated on the development which includes a 14' x 8' high-resolution display wall, stereoscopic vision capabilities, and an advanced visualization solution that simplifies the technology integration problems common in many high-performance visualization centers. This session abounds with takeaways for your own campus visualization initiatives. **T10**

## Supporting Academic Computing with Regional Networks

Edward Chapel, VP for Information Technology, and Patricia Kahn, Director of Technology Training and Integration, Montclair State University; George C. Laskaris, Executive Director, NJEDGE.Net

New Jersey's, NJEDGE.Net now provides collaborative resources and networked information services to support education, R&D, outreach and public service, and economic development throughout the state. The non-profit consortium sets interoperability standards, supports new and emerging types of tech-supported inter-institutional collaborations, and leverages economies of scale. **T15**

## Meeting the Data Proliferation Challenge While Building Academic Cyber Infrastructure

Sayeed Choudhury, Associate Director, Sheridan Libraries, John Hopkins University

Research universities tackling the problems of large-scale data archiving and retrieval are forging a path to the future—in which all types of institutions will benefit from best practices for building cyber infrastructure to support teaching and learning. In November 2007, Choudhury joined other leading digital archiving experts for the inaugural meeting of the Sun Preservation and Archiving Special Interest Group, dedicated to working on the unique problems of storage and data management, workflow, and architecture for very large digital repositories. Hear the buzz from PA-SIG, plus Choudhury's perspectives on higher education's cyber infrastructure. **W5**

## Visualizing the Network for the Next-Gen.Edu World

Phil Repp, Associate Vice President for Information Technology, Ball State University

For eight years as Montclair State CIO, Repp has seen network initiatives proliferate. He appreciates the importance of the network not only for IT, but also for institutional strategy and the university community at large—and he knows how to engage the community in "visualizing the network." Learn about Montclair's many networking initiatives, and unique ways to reach out to the community. **W10**

## Building a Diverse Campus Network—Without Taking Undue Risks

David Lux, Art Gloster, Phillip Lombardi, and Rich Siedzick, Bryant University

Campus networks bring together so many diverse elements to enhance teaching and learning, improve campus communications and network reliability, simplify network management, reduce costs, and improve business administration processes. How do you bring all this and more to the network while pushing the technology envelope—without taking undue risks? At Bryant, a partnership between Academic Affairs and IT is a big part of the answer for better—and less risky—network development. **W15**

## ePortfolios at Virginia Tech: Reflections on Cultural Change and Open Source Development

Anne Moore, Associate VP, Learning Technologies; Patrick Guilbaud, Program Director, IT in International Education; Shelli Fowler, Director, Graduate Education Development Institute; and Marc Zaldivar, Project Manager, Electronic Portfolio, all of Virginia Tech

Are ePortfolios part of the learning infrastructure at your institution? This panel focuses on the technical orientations involved in deploying and using ePortfolios as well as instructional themes and learning perspectives at Virginia Tech. Using cultural change and adoption of innovation as conceptual guides, the discussion highlights key tenets to consider when developing learner-centered tools and engaging faculty and students in multi-faceted, complementary processes that benefit learning. **Th5**

## Avoid a Wiki Wasteland: Learn How Wikis Work in Higher Education

Robert Cummings, Professor of English, Columbus State University

Q: What to do with wikis? For most institutions, wikis are added on a website or an existing project, with little thought as to how they can aid in the instructional mission of the institution. But here's how to exploit the value of wikis as collaborative learning platforms—and use them in areas where they'll be sure to succeed. This session will also demonstrate how wikis can assist instructors in creating authentic network environments for student work, even in an existing software environments. **Th10**

**MONDAY  
JULY 28**

8:30am – 12:00pm

**21st Century Learning Spaces: Making Your Dreams Come True**  
Mary Jo Gorney-Moreno and Menko Johnson  
San Jose State University

**M1**

**Using Worldware for Student Success in the Classroom and Beyond**  
Gary Brown, Washington State University

**M2**

1:30 – 5:00pm

Field Trip to MIT

**M5**

**A Mashup Experience: Making Data Interactive for Your Web 2.0 Campus and World** **TECH EXPERIENCE**  
Mark Frydenberg, Bentley College

**M6**

Lunch  
12:00 – 1:30pm

Luncheon speaker:  
Vijay Kumar, MIT

**TUESDAY  
JULY 29**

8:30 – 9:45am

**Keynote A 'New' American University for Next-Gen Learners** Adrian Sannier, Arizona State University

10:00 – 11:00am

**The 21st Century IT Department Today—and Tomorrow**  
Mitch Davis, Bowdoin College

**T1**

**Riding Web 2.0 Toward Service Beyond the Classroom**  
Jim Wolfgang and Frank Lowney, Georgia College & State University; Keith Politte, University of Missouri

**T2**

1:00 – 3:30pm  
Exhibit Hall Open

11:15am – 12:15pm

**Mastering Smart Classroom Design**  
Moderator: Scott Walker, Waveguide Consulting  
Panel: Michael J. Field, Temple University; Rick Nimtz, Notre Dame University; Matthew A. Silverman, George Mason University

**T6**

**The Next-Generation ePortfolio**  
Trent Batson, Editor, Campus Technology Web 2.0 eNewsletter; John Ittelson, California State University-Monterey Bay; Eddie Maloney, Georgetown University; Helen Barrett, electronicportfolios.org

**T7**

12:15 – 1:15pm  
Lunch

3:45 – 4:45pm

**Driving Research in Technology and Pedagogy: Faculty in the Incubator Classroom**  
Mary Jo Gorney-Moreno and Menko Johnson, San Jose State University

**T11**

**10 Web 2.0 Tech-Enhanced Strategies to Engage Your Learners**  
Bethany Bovard, New Mexico State University

**T12**

2:00 – 3:00pm  
Poster Sessions

4:45 – 7:00pm  
Exhibit Hall Reception

Technology Classrooms  
1:00 – 3:25pm  
5:00 – 6:55pm

**WEDNESDAY  
JULY 30**

8:30 – 9:30am

**The 2008 Campus Technology Innovator Awards** Edward Chapel, Montclair State University

9:45 – 10:45am

**Next-Gen Classroom Model: Emory University's Cox Center**  
Alan R. Cattier, Emory University

**W1**

**Supporting Next-Gen Academic Development in a Web 2.0 World**  
Susanna Wong Herndon, University of Texas-Austin

**W2**

12:45 – 3:15pm  
Exhibit Hall Open

11:00am – 12:00pm

**Reality Check: Planning and Budgeting for the Next-Gen Classroom**  
Moderator: Scott Walker, Waveguide Consulting  
Panel: Michael Kubit, Case Western Reserve University, Randy Jackson, University of Washington, and Matthew A. Silverman, George Mason University

**W6**

**Worldware and the New Personal Learning Environments**  
Gary Brown, Washington State University

**W7**

12:00 – 1:00pm  
Lunch

3:30 – 4:30pm

**Marrying High-Tech Learning Space Design to Optimal Faculty Use at Stanford**  
Robert Emery Smith, Stanford University

**W11**

**Next-Gen Asynchronous AV Interactions that Boost Student Feedback and Lighten Faculty Workload**  
Bethany Bovard, New Mexico State University

**W12**

2:00 – 3:00pm  
Poster Sessions

Technology Classrooms  
1:00 – 2:55pm

3:00pm  
Exhibit Hall Raffle

**THURSDAY  
JULY 31**

8:30 – 9:30am

**The Learning Commons: Next-Gen Learning Spaces for the New Way Students Work**  
Helen Chu, Director, University of Oregon

**TH1**

**The Digital Commons: Blogs, Wikis, and More for a Next-Gen Campus**  
Eddie Maloney, Georgetown University

**TH2**

9:45 – 10:45am

**Closing the Loop Between Active Learning and Innovative Classroom Design at NYU**  
Anand Padmanabhan, NYU Stern School of Business

**TH6**

**Using Second Life to 'Road Test' Tech Space Planning**  
Alicia K. Russell, Northeastern University

**TH7**

11:00am – 12:00pm

**Closing Plenary Bracing for the Next-Gen Student Wave: Myth or Mandate?**

**CLUSTER LEGEND**

21st Century Classroom

Web 2.0

Inside the Technology

Innovators

<p><b>M3</b></p> <p><b>Collaboration Technologies: A Way To Flatten Hierarchy and Unleash Innovation</b>                  Jim Wolfgang and Frank Lowney, Georgia College &amp; State University; Keith Politte, University of Missouri</p>	<p><b>M4</b></p> <p><b>Your Guided Tour of Web 2.0 Tools in Higher Education</b>                  TECH EXPERIENCE                  Bethany Bovard, New Mexico State University</p>	
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<p><b>M7</b></p> <p><b>Using Web 2.0 Tools Like a Pro</b>                  Bethany Bovard, New Mexico State University</p>		
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<p><b>T3</b></p> <p><b>IT as a Service: Google Apps for Education at Drexel</b>                  John Bielec and Jan Biros, Drexel University</p>	<p><b>T4</b></p> <p><b>Campus Card Overhaul for A High-Security Next-Gen World</b>                  Diane Tatterfield, University of Arizona</p>	<p><b>T5</b></p> <p><b>The Carolinas Virtual World Consortium: Exploring Virtual and 3D Worlds</b>                  Richard Riedl and Steve Bronack, Appalachian State University</p>
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<p><b>T8</b></p> <p><b>Using Second Life for Higher Education</b>                  Sarah Robbins, Ball State University</p>	<p><b>T9</b></p> <p><b>Web 2.0 and High-Touch Recruitment at Cal Poly-SLO</b>                  James Maraviglia, Cal Poly-San Luis Obispo</p>	<p><b>T10</b></p> <p><b>A New Visualization Center at Tufts University</b>                  Mely Tynan, Tufts University</p>
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<p><b>T13</b></p> <p><b>Boosting Innovation and Collaboration with Apple Technologies</b>                  Jim Wolfgang and Frank Lowney, Georgia College &amp; State University; Keith Politte, University of Missouri</p>	<p><b>T14</b></p> <p><b>Organizational Transformation: IT as a Service at Drexel</b>                  Jan Biros and John Bielec, Drexel University</p>	<p><b>T15</b></p> <p><b>Supporting Academic Computing with Regional Networks</b>                  Edward Chapel and Patricia Kahn, Montclair State University; George C. Laskaris, NJEDge.Net</p>
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<p><b>W3</b></p> <p><b>When Thunder Hit Our Campus: Bowdoin's Life-Sized Remote Collaboration Environment</b>                  Mitchel Davis, Bowdoin College</p>	<p><b>W4</b></p> <p><b>Forget Coursecasting: Podcasting as Educational Inspiration at UConn</b>                  David Miller, University of Connecticut</p>	<p><b>W5</b></p> <p><b>Meeting the Data Proliferation Challenge While Building Academic Cyber Infrastructure</b>                  Sayeed Choudhury, John Hopkins University</p>
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<p><b>W8</b></p> <p><b>Inside the Evolving Sakai Collaboration and Learning Environment</b>                  Josh Baron, Marist College</p>	<p><b>W9</b></p> <p><b>Mandatory Cell Phone Programs to Boost Pedagogy</b>                  Edward Chapel and Patricia Kahn, Montclair State University</p>	<p><b>W10</b></p> <p><b>Visualizing the Network for the Next-Gen.Edu World</b>                  Phil Repp, Ball State University</p>
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<p><b>W13</b></p> <p><b>From Social to Semantic Web: Blogs and Wikis to Mashups and Tagging</b>                  Trent Batson, Editor, <i>Campus Technology</i>  <i>Web 2.0</i> eNewsletter</p>	<p><b>W14</b></p> <p><b>Total Class Access for the Next-Gen Working Student at Coppin State</b>                  Ahmed El-Haggan, Coppin State University</p>	<p><b>W15</b></p> <p><b>Building a Diverse Campus Network—Without Taking Undue Risks</b>                  David Lux, Art Gloster, Phillip Lombardi, and Rich Slezdlik, Bryant University</p>
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<p><b>TH3</b></p> <p><b>Leveraging Xythos for Safe and Easy Collaboration On and Off Campus</b>                  Jolee A. West, Wesleyan University</p>	<p><b>TH4</b></p> <p><b>Social and Community Networking at Tufts</b>                  David Grogan, Tufts University</p>	<p><b>TH5</b></p> <p><b>ePortfolios at Virginia Tech: Reflections on Cultural Change and Open Source Development</b>                  Anne Moore, Patrick Guilbaud, Shelli Fowler, and Marc Zaldivar, Virginia Tech</p>
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<p><b>TH8</b></p> <p><b>Microsoft Popfly: Web 2.0 in the IT Classroom at Bentley College</b>                  Mark Frydenberg, Bentley College, with Phillip DesAutels, Microsoft</p>	<p><b>TH9</b></p> <p><b>Transparent Network Management for the Next-Gen.Edu Campus</b>                  Kuljit Dharmi and Christopher Pringle, Harvard Business School</p>	<p><b>TH10</b></p> <p><b>Avoid a Wiki Wasteland: Learn How Wikis Work in Higher Education</b>                  Robert Cummings, Columbus State University</p>
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**Speaker: Julie Evans, Project Tomorrow**  
 Panelists: James Maraviglia, Cal Poly-SLO; Steve Acker, Ohio State; Alicia Russell, Northeastern University; Anne Moore, Virginia Tech. Moderator: Katherine Grayson, *Campus Technology*

Program subject to change

EXHIBIT HALL

The **Campus Technology 2008 Exhibit Hall** is where attendees gather to see the latest products and services from technology vendors. Attendees traditionally enjoy this busy, interactive environment with lively discussions on new technologies, networking opportunities, poster sessions, and technology classrooms that offer detailed product demonstrations and drill-down information.

**Schedule and Special Events**

**TUESDAY, JULY 29**

<b>1:00 - 3:30 pm</b>	Exhibit Hall Opens
<b>1:00 - 3:25 pm</b>	Technology Classrooms
<b>2:00 - 3:00 pm</b>	Poster Sessions
<b>4:45 - 7:00 pm</b>	Exhibit Hall Reception
<b>5:00 - 6:55 pm</b>	Technology Classrooms

**WEDNESDAY, JULY 30**

<b>12:45 - 3:15 pm</b>	Exhibit Hall Opens
<b>1:00 - 2:55 pm</b>	Technology Classrooms
<b>2:00 - 3:00 pm</b>	Poster Sessions
<b>3:00 pm</b>	Exhibit Hall Raffle

For a complete listing of Technology Classrooms and Poster Sessions, go to [www.campustechnology.com/summer08](http://www.campustechnology.com/summer08)

**PLATINUM SPONSORS:**



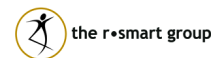
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## Hotel Information

**Westin Boston Waterfront**  
425 Summer Street  
Boston, Massachusetts 02210  
Ph: 1.617.532.4600  
[www.westinbostonwaterfront.com](http://www.westinbostonwaterfront.com)

Campus Technology 2008 attendees who book their hotel by July 5, 2008, will receive a special per-night room rate of \$195 single/double. After July 5, 2008, regular room rates will apply. Rooms at the special rate are available for stays between July 23 and August 3, 2008, based on availability.

To make reservations call 1.888.627.7115. Mention that you are with the Campus Technology conference to receive the discount. You may also reserve through the hotel and travel page on our website:  
[www.campustechnology.com/summer08](http://www.campustechnology.com/summer08)

## Hotel Parking

**Valet parking**—\$39 USD daily with in-and-out privileges for guests staying at the hotel.

**Self-parking onsite**—\$37 USD daily with in-and-out privileges for guests staying at the hotel.

**Self-parking off-site**—Contact the Westin Boston Waterfront for information.

## Air Travel Discounts

American Airlines is offering discounts to Campus Technology 2008 attendees for air travel to Boston between July 21 and August 7, 2008. Mileage members can receive credit for all American miles flown to attend this conference. Call, or have your travel agent call, American Airlines at 1.800.433.1790 and reference #A7278AV. Book your discounted ticket online, using the discount reference number above as the aa.com discount code.

## Transportation To & From the Airport

The hotel is located only three miles from Boston's Logan International Airport. Transportation from the airport will need to be arranged via a short cab ride, rental car, or the MBTA Silver Line rapid bus system, which stops near the hotel (five- or 10-minute walk).

Estimated one-way taxi fare from Logan Airport is \$30-\$40. If you travel via the Silver Line rapid bus system you will exit at the World Trade Center stop. For additional information on ground transportation options, please visit [www.massport.com](http://www.massport.com).

## Rental Car Discount

Avis Rent-a-Car is offering car rental discounts for Campus Technology 2008 attendees. To receive the discount, call Avis at 1.800.331.1600 and use the Avis Worldwide Discount (AWD) number #D005872.

## Attendee Networking

Interested in networking with other attendees? Be a part of pre-conference networking by checking the "Attendee Networking" box when you register. Prior to the conference you will have an opportunity to introduce yourself to other attendees and arrange to meet for lunch, dinner, or other break times, to network.

## Weather and Dress

Summer in Boston reaches an average high of 82°F and an average low of 65°F. Moderate humidity is common. Dress for the conference is business casual. Please keep in mind that the climate inside meeting rooms can vary greatly, often falling on the cooler side.

## Entertainment

The Westin Boston Waterfront Hotel makes a convenient base for exploring the city on foot, via cab, water taxi, or by T train. The Westin Boston Waterfront is within walking distance of the New England Aquarium, the Boston Children's Museum, the Boston Design Center, and the Bank of America Pavilion for music lovers. The hotel is also just minutes from the city's famous Financial District, the Back Bay, North and South Ends, Faneuil Hall Marketplace and Fenway Park, home of the Boston Red Sox.

For an extensive list of entertainment options, restaurants and a map of the area, see the hotel and travel page at [www.campustechnology.com/summer08](http://www.campustechnology.com/summer08)



## How to Register

**ONLINE:** [www.campustechnology.com/summer08](http://www.campustechnology.com/summer08)

**PHONE:** 1.800.280.6218 (8:00am to 5:00pm PDT)

**FAX:** 1.541.346.3545 (credit card payment only)

**MAIL:** Campus Technology 2008 Registration  
1277 University of Oregon  
Eugene, OR 97403-1277

## Registration Deadlines

**Early Registration Discount Deadline: JUNE 27**

**Online Registration Deadline: JULY 25**

After July 25, please register on-site.

Registration will be limited to space available.

## Team Registration Discounts

When three or more people from a single school or organization register at the same time, you can realize savings of up to \$200 per person. (See Registration Package listings for details.)

## Refund & Cancellation Policy

A 100% refund less a \$50 processing fee will be given for all cancellations requested by June 27. After June 27, no refunds will be given; however, all registrations are transferable to colleagues and associates with written authorization from the original registrant.

## Registration Questions?

**PHONE:** 1.800.280.6218 (8:00am–5:00pm PDT)

**E-MAIL:** [CampusTech@continue.uoregon.edu](mailto:CampusTech@continue.uoregon.edu)

**WEB:** [www.campustechnology.com/summer08](http://www.campustechnology.com/summer08)

> Campus Technology 2008's federal tax ID number is 95-4758348.

> Campus Technology 2008 is a division of 1105 Media, Inc.

## Secure Web Registration

Online registration is transacted via secured server in order to safeguard your private information:  
[www.campustechnology.com/summer08](http://www.campustechnology.com/summer08)

## Registration Packages

### CONFERENCE REGISTRATION

- > 3 days
- > All conference sessions
- > Keynote & general sessions
- > Access to Exhibit Hall
- > Exhibit Hall reception
- > Poster sessions
- > Lunch Tuesday & Wednesday
- > Refreshment breaks

**ALL FOR ONLY \$699**

Save \$100 through June 27

### PRE-CONFERENCE WORKSHOPS & CONFERENCE REGISTRATION

- > Workshops/optional field trip to MIT
- > Lunch on Monday
- > All conference sessions
- > Keynote & general sessions
- > Access to Exhibit Hall
- > Exhibit Hall reception
- > Poster sessions
- > Lunch Tuesday & Wednesday
- > Refreshment breaks

**ALL FOR ONLY \$899**

Save \$100 through June 27

**BEST  
VALUE!**

### SPECIAL TEAM REGISTRATION PRICING! (GROUPS OF 3 OR MORE)

When one member of your team or organization registers at the individual rates listed above, additional team members (2 or more) can register at the special team rates of \$499 for the conference or \$699 for pre-conference workshops and conference registration.

### TEAM MEMBERS SAVE UP TO \$200!

For more information on group registration, call Sara Ross at 1.972.506.9027.

# REGISTRATION FORM

## STEP ONE

**Type or Print Your Name, Address, Phone Numbers, and E-Mail ID.**

First Name \_\_\_\_\_

Last Name \_\_\_\_\_

Title \_\_\_\_\_

Institution/Company \_\_\_\_\_

Mailing Address \_\_\_\_\_

City \_\_\_\_\_ State/Province \_\_\_\_\_ Zip/Postal Code \_\_\_\_\_

Country \_\_\_\_\_

Day Phone \_\_\_\_\_ Fax \_\_\_\_\_

E-mail\* \_\_\_\_\_

\*Required! (Please print this ID very clearly. We send last minute confirmations and announcements via e-mail.)

Your e-mail address is used to communicate with you about your conference registration, related products and services, and offers from select vendors. Refer to our Privacy Policy, <http://www.1105media.com/privacy.aspx>, for additional information.

Attendee Networking - yes, I want to participate

## STEP TWO

**Choose Your Registration Package**

REGISTRATION PACKAGES	EARLY BIRD	REGULAR
	Through June 27	After June 27
CONFERENCE REGISTRATION (3 days)	\$599	\$699
PRE-CONF. & CONF. REGISTRATION (4 days)	\$799	\$899

**TEAM REGISTRATION (per person)**

TEAM CONFERENCE REGISTRATION	\$499
TEAM PRE-CONFERENCE & CONFERENCE REGISTRATION	\$699

Name of Team Member who registered at individual rate:

\_\_\_\_\_

Group Name: \_\_\_\_\_

**TOTAL FEE \$** \_\_\_\_\_

Check Enclosed (payable to 1105 Media/Campus Technology 2008)

Credit Card  Visa  MasterCard  AMEX  Discover Card

Number \_\_\_\_\_ Expiration Date \_\_\_\_\_

Your Signature for Credit Card \_\_\_\_\_

Address if Different From Above \_\_\_\_\_

## STEP THREE

**Demographic Questions**

**Please tell us where you work:**

- 4-year college
- 2-year college
- Vocational institution
- Government Organization
- Other (please specify) \_\_\_\_\_

**How did you hear about Campus Technology 2008?**

- Received brochure in the mail  
(Please indicate four-digit code on mailing label \_\_\_\_\_)
- Saw brochure in *Campus Technology* magazine
- Campus Technology eNewsletter
- Campus Technology website
- 1105 Media website
- From colleague/co-worker
- My association
- Other publication

**Please indicate your primary role:**

- Top Level Non-IT Executive (Chancellor, Provost, President, CAO, etc.)
- Top-Level IT Executive (VP, CIO, CTO, etc.)
- IT Director/Manager - Academic Computing
- IT Director/Manager - Administrative Computing
- Administrative Mgmt (Dean, Dept. Chair, Director)
- Faculty Member (Professor, Adjunct, Instructor)
- Media/Library Services
- Other \_\_\_\_\_

**Do you evaluate, recommend, specify, or approve the acquisition of technology products and services?**

- Yes  No

## STEP FOUR

**Send in Your Registration**

MAIL registration with full payment to: Campus Technology 2008, 1277 University of Oregon, Eugene, OR 97403-1277 or, if you use a credit card, FAX your registration to: 1.541.346.3545.

You may also register ONLINE through our secure website at [www.campustechnology.com/summer08](http://www.campustechnology.com/summer08)

If you would like to use a Purchase Order to register, you may input this information in the online registration or you may mail or fax the PO form with your registration.

## STEP FIVE

**Select Your Sessions Online**

After receiving your confirmation code, you may go to the registration page at [www.campustechnology.com/summer08](http://www.campustechnology.com/summer08) and enter your code. Then select the conference breakout sessions that you are interested in attending. This will help us in planning logistics; however, it is not binding nor required.

**Transfer/Cancellation Policy:** You may substitute another person in your place any time prior to the event. If you must cancel, your fee will be returned, less a \$50 cancellation fee, as long as your cancellation is in writing and postmarked no later than June 27, 2008.

**Questions?** Registration Information: 1.800.280.6218 or 1.541.346.3537

**E-mail:** [CampusTech@continue.uoregon.edu](mailto:CampusTech@continue.uoregon.edu)

**Web:** [www.campustechnology.com/summer08](http://www.campustechnology.com/summer08)

15<sup>th</sup> Annual Education Technology Conference

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