Register at mxcc.edu/techshowcase2015/

Registration Check-In and Breakfast (9:00 AM - 9:45 AM)
Tour of Center for New Media (9:00 AM - 9:30 AM)
Welcome & Keynote (9:45 AM - 11:00 AM)
Work and Play: Applying Game Design Thinking for Education and Business
by Prof. Ann DeMarle of Champlain College in Burlington, VT
In today’s hyper-mediated economy, it becomes increasingly more difficult to actively connect, engage, and involve — whether with students, customers, or within social networks. This talk will ponder the question: How do we convert a member of the crowd into a member of a team? This question articulates the dilemma for innovative institutions, organizations, and educators, who need to grapple with the new challenge of harnessing “participation bandwidth”. This presentation will explore a perspective gained from the world of play; taking cues from game designers, virtual world builders, and play experts, to design strategies and experiences that increase engagement and motivation for otherwise “serious” initiatives.

Breakout Session 1 (11:15 AM – 12:00 PM)
Learn to Swivl Your Way in the Classroom
Join us for a hands-on session where we will demonstrate Swivl, a new tool for enhancing content delivery with self-recorded video. The session will introduce participants to the Swivl tool for facilitating self-recorded video, provide guidance towards including video in a course, and services available in Blackboard for video upload. Presenters: Amy Lenoce, Robert Sheftel, Naugatuck Valley Community College, and Laurel Kessler-Quinones, Housatonic Community College

Online Student Roundtable
Students who have taken one or more online course will share their experiences that highlight particular topics such as: why choose online over on-ground, the benefits of learning online, the drawbacks of learning online, what has worked well for students and why it has worked, and what suggestions they have for improving the delivery of online instruction and pedagogy. Presenter: Adam Floridia and students

Strategies for Promoting Learner Accessibility in the Online Environment: Supporting Instructors
Discuss and demonstrate methods of effectively accommodating students with various needs using tools available on BlackBoard and various course design options. Reveal ways of increasing faculty awareness of such issues and share experiences as they set out to create a user-friendly series of videos and virtual training session for faculty members designing new or renovating existing online and blended courses. Presenters: James Robin, Elisabeth Morel, Maya Aloni, Coleen Cox, Western CT State University

Lunch (12:00 PM - 1:00 PM) Join us for a complimentary lunch with beverages and desserts while networking with colleagues.

Breakout Session 2 (1:15 PM – 2:00 PM)
Closed Captioned Videos in Online and Hybrid Courses: Does captioning really make a difference in student’s learning?
In light of recent lawsuits regarding captioning, it is important to briefly understand how captioning contributes to successful student learning. Students who take distance courses online are from all walks of life and they all have different learning needs. This session will focus on recent research in open captioning required for viewing in online developmental Math courses as well as a means to make courses more accessible to those students who have hidden disabilities. Presenter: Dr. Rebecca Graetz, Inver Hills Community College, Inver Grove Heights, MN

Going Beyond Bland: Developing Meaningful Peer Feedback Online
As higher education becomes more personalized, students find it difficult to fully participate in peer learning, particularly outside their own frame of reference. This presentation shares experiences of two public university faculty in coaching students at both the undergraduate and graduate levels to meaningfully participate through online discussion tools and providing effective feedback; and demonstrates the scaffolding techniques to support students as they learn how to go “beyond the nice” and help each other grow through useful feedback. Presenters: Dr. Jess L. Gregory, and Dr. Aukje Lamonica, Southern CT State University

ScaleNet: A New App for Music Theory Classes
ScaleNet is a “mobile Music Theory learning environment” for the young—or beginner musician. It was developed by two college professors who employed network modeling to help clarify how many of the basic concepts in music are connected by simple, interrelated patterns. ScaleNet’s on-board melody function is based upon gaming models both in physical layout and in the method of leveling it employs. Part of the paradigm shift occurring in college music classes today involves the implementation of traditional music theory content via contemporary, technologically current delivery systems. Presenters: Mark Kuss and Jesse Raccio, Southern Connecticut State University

Virtual Life & Death
Multiple technologies including virtual patient experience, web assisted learning management system, and high-fidelity human patient simulation are used to educate and support nursing students on the care and compassion given at the time of death. Presenter: Dr. Leona Konieczny, Central CT State University

Tour of Center for New Media (2:00 PM - 2:45 PM)

Friday, April 10, 2015
9:00 a.m. – 2:00 p.m.
Middlesex Community College
Chapman Hall
100 Training Hill Road
Middletown, CT

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