

WEDNESDAY, MAY 7, 2008

THURSDAY, MAY 8, 2008

FRIDAY, MAY 9, 2008

9:00 a.m. – 12:00 p.m.	Pre-Conference Workshops	A whirlwind tour of Web 2.0 emerging technologies for education – PV1	Developing strategies to leverage Web 2.0 for student services and marketing – PV2																	
1:00 – 4:00 p.m.		An introduction to Second Life and the presentations you will hear in this symposium – PV1	Using online technologies to improve feedback to students and reduce workload and costs – PV2																	
4:30 – 5:30 p.m.	Opening Session and Keynote Address – OPERA HOUSE																			
5:30 – 6:30 p.m.	Welcoming Reception – CHOLLA																			
8:15 – 9:15 a.m.	Concurrent Session I	Evaluating affordances: A collective examination of emerging technologies – SG1	Using free Web 2.0 tools to sustain course delivery when campus is closed – SG5	Lessons from the field: Teaching a virtual blended course in Second Life – PV2	Entering the wiki/blog-sphere – PV1	Application and evaluation of the Ecological Theory of Instructional Design (EPAID) – PV4	Are you serious? How can you use a virtual environment to teach about the legal environment of business? – PV3	Using technology to improve student services: Better quality and better results – SG4	Applying Diffusion of Innovation model to embrace Web 2.0 technologies: Implementing an institutional strategy – SG2	Libraries and distance education opportunities in Second Life – SL	Active and interactive learning – Secrets from the Second Life Teen Grid – SL									
9:30 – 10:00 a.m.	Concurrent Session II	Safe sex in Second Life: A collaboration between the Illinois Department of Public Health, Chicago State University and University of Illinois Springfield – PV2	Using YouTube video lectures in blended learning environments: Lessons learned – PV3	The rise of an online learning community among Italian school support staff – PV1	Open content for open minds: Community College Consortium for Open Educational Resources – SG1	From information literacy to scholarly identity: Effective pedagogical strategies for social bookmarking – PV4	Second Life: VLE access for building community and presenting research – SG2	How to train faculty in 50 minutes or less – SG4	Developing and implementing instructional technologies in an online course: Lessons and recommendations – SG5											
10:15 – 10:45 a.m.	Concurrent Session III	Shared intellectual landscapes: Teaching science in Second Life – PV1	Can you hear me now? Language immersion in the virtual classroom – PV2	Low-barrier/high-impact tech solutions to improve instructional effectiveness – SG1	The chicken or the Egg? Developing a socially constructed self-paced learning environment – PV3	Second Life: A new model for online learning – PV4	The functions and effectiveness of Marginalia in facilitating online discussion – SG2	New models for faculty engagement and support for integrating emerging technologies into the curriculum – SG4	From bottom-up to top-down: Building a virtual university campus – SG5											
11:05 a.m. – 12:05 p.m.	Keynote Address: Leadership Perspectives – OPERA HOUSE																			
1:05 – 2:05 p.m.	Concurrent Session IV	The promise of "3D Immersive Education": Mashing up LMS data with Second Life 3D metaphors – SG1	Applying innovative instructional design to discussion pedagogy using Adobe Connect virtual classroom – SG2	Rich media instruction: The top six reasons faculty choose to teach online – SG4	Live and learn: Campus closure and academic continuity – PV1	Research report: LMS and web tools for academic continuity planning – PV3	Using familiar software to manage large-scale e-learning course development projects – PV2	Leveraging social network knowledge construction for powerful learning in Second Life – SL	Development of a virtual model of the human testis using the Second Life platform – SL											
2:20 – 2:50 p.m.	Concurrent Session V	The sixth-grade daily fraction podcast in action: Or let me tell you how to solve it! – PV1	Rio Salado College engages second-language learners with interactive media in online learning – PV2	Using asynchronous group audio communication (AGAC) as a strategy in online learning – PV3	The new generation of learner: Make it available and get out of their way – PV4	Appealing to the digital natives: Use multimedia, VOIP and e-portfolios to enhance the classroom environment – SG4	Using Second Life to enhance an online bachelor's degree to BSN nursing program – SG1	OK, now what? Ideas from Hawk to the Holodeck – SG2	The importance and impact of faculty training when implementing new technology – SG5											
3:05 – 4:05 p.m.	Poster Sessions – MESQUITE	Rich media ROI for higher education	Combating plagiarism and promoting academic honesty through innovative use of technology	Professors and publisher collaborate to create a successful self-paced online psychology course	Extending Moodle: Engaging learners	Wikis as knowledge management systems: Issues and opportunities	Merging technology and mentoring: Changing the landscape of collaborative practice	The impact of socio-epistemological orientations on faculty understanding of technology	Using technology to evolve e-learning	SPED Stream authentic video library: Professional development tool fostering competence and retention in special education teachers	Captain Copyright to the rescue! Using online multimedia unit to promote fair use									
3:05 – 4:05 p.m.	Featured Session: "Virtual" and "Reality" – SG1																			
4:25 – 5:25 p.m.	Town Hall – OPERA HOUSE																			
8:15 – 9:15 a.m.	International EDEN Panel – SG1																			
8:15 – 9:15 a.m.	Concurrent Session VI	Assessing teaching performances to guide professional development – SG2	Here be dragons: Second Life community building, interaction design and citizen engagement on the Isle of Wyrms – SG4	How in the world do you do that? Demystifying online science labs – PV1	Small pieces loosely joined: Locating the next generation learning environment – PV2	Building resilience while strengthening routine operations – PV3	Teaching and learning in the Second Life virtual environment – SL	The reality of virtual worlds in an undergraduate social work course – SL												
9:30 – 10:00 a.m.	Concurrent Session VII	Asynchronous audio feedback: Findings from multi-institutional data collection – SG1	Building community in online/hybrid courses through Web 2.0 tools – PV2	Active teaching and learning using tablet PCs – PV1	Supporting Native students in higher education using social networking – PV3	Expanding our community with blended learning programs – SG2	Going online/Not going it alone – SG4													
10:15 – 10:45 a.m.	Concurrent Session VIII	Infusing emerging technology vivinto the curriculum: Faculty peer-to-peer mentoring – PV1	Online language environments (OLE) and language instruction – PV2	Online collaborative activities: The developmental dimension – PV3	Taocanet Knowledge Network: Raising attainment through learning journeys – SG2	Online access to career services: Preferences and experiences of undergraduate business students – SG1														
11:00 – 11:30 a.m.	Concurrent Session IX	Online secured testing: The missing link in distance education – SG1	Wikis: A tool for team learning – SG3	Using YouTube to enhance the college learning environment – SG4	Can real learning occur in a virtual world? Observations from teaching and learning in Second Life – PV1	Blended learning for faculty: Components of an effective blended learning training course – PV2	Assistive technology for students with disabilities: Part of the solution or part of the problem? – PV3													
11:45 a.m. – 12:00 p.m.	Closing session – OPERA HOUSE																			

Location Key:
PALO VERDE I PV1
PALO VERDE II PV2
PALO VERDE III PV3
PALO VERDE IV PV4
SAGUARO I SG1
SAGUARO II SG2
SAGUARO III SG3
SAGUARO IV SG4
SAGUARO V SG5
SECOND LIFE SL

Track Key:
 Assessment
 Media Tools
 New Learning
 Pedagogies
 Support Services