

**ODCE 2008 Conference**  
**Sunday, March 2, 2008 Workshop Presentations**  
**(Six presentations)**

***Second Life Bootcamp***

Chris M. Collins, University of Cincinnati

Length: 4 Hours – 1:00 – 5:00 p.m.

**Abstract:**

From understanding the strategic importance of virtual worlds to basic training for avatars, the Second Life Bootcamp session will provide educators and administrators with the tools they need to trek out and explore the growing world of education in Second Life. Participants will go through the paces of navigation by land, air, and sea (and teleportation!), tour top educational sites and micro-continent, and even build creative learning spaces on the fly. Perfect for the educator with a little to a lot of tech savvy, Second Life Bootcamp will transform green, fresh from the real-world newbies into lean, mean teaching machines in the virtual world of Second Life. Second Life Cadets – get ready to whip your avatars into shape!

\*\* Limited to 7 participants.

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***Introduction to Multimedia Production for Classroom, Web-based and Distance Instruction***

Chris Collins, The University of Akron

Length: 4 Hours – 1:00 – 5:00 p.m.

**Abstract:**

This workshop is for BEGINNERS, either new or veteran instructors with limited media experience wishing to add more media content to their classes and presentations. We will cover media creation software and hardware including audio, video and picture editing, compression and effective methods for delivering aural and visual media. Participants will have the opportunity to produce an audio or video podcast for viewing by the class and see how to upload material and use iTunes U. Participants are encouraged to bring any digital audio, images and/or video plus idea(s) for a brief media presentation.

\*\* Limited to 15 participants.

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***Redesigning Courses Using the NCAT Approach***

David J. Wright, University of Dayton

Length: 4 Hours – 1:00 – 5:00 p.m.

**Abstract:**

The National Center for Academic Transformation (NCAT) provides effective models and best practices for redesigning courses to improve student learning while lowering institutional costs. Technology is a key component of the redesign process. For faculty and instructional staff working on single sections or multi-section courses, these approaches offer a powerful mechanism to create change. This workshop introduces the NCAT models, resources and case

studies that can help you get started. Institutional teams can attend to help kick-start their redesign process. Attendees should bring wireless laptops to access support materials and to experience technologies integral to the redesign process.

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***Integrating Quality Matters in the Course Development Process***

Brenda Boyd, Miami University

Length: 2 Hours 1:00 – 3:00 p.m.

**Abstract:**

Building on past OCDE presentations about adopting and utilizing Quality Matters standards to improve online courses, this session will give participants an opportunity to interact with the standards and apply them to a course in development, or about to be developed.

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***Social Networking for Dummies!***

Matthew J. Evins, Miami University

Length: 2 Hours 3:30 – 5:30 p.m.

**Abstract:**

Students use Facebook to build connections and make friends with people from around the world, so why can't professors? Ning, a social networking website, is transforming the way learning communities share ideas and communicate with others around Ohio. With personal profiles, and the sharing of documents and media, online communities are moving to the forefront. This 2-hour hands-on workshop will give participants an in-depth look at a new form of communication that the Ohio Learning Network is using to enhance their learning communities.