

Symposium

Radical Teaching

Unbounded Learning

Teaching as a Subversive Activity

POSTMAN
•
WEINGARTNER



Rock
the
Academy

2008, The New Media Consortium

Permission is granted under a Creative Commons Attribution-NonCommercial-NoDerivs license to replicate and distribute this document freely for noncommercial purposes provided that it is distributed only in its entirety.

To view a copy of this license, visit creativecommons.org/licenses/by-nc-nd/2.0/ or send a letter to Creative Commons, 559 Nathan Abbott Way, Stanford, California 94305, USA.

Rock the Academy: Radical Teaching, Unbounded Learning

An NMC Virtual Symposium

November 4 – 6, 2008 • The New Media Consortium

Rock the Academy: Radical Teaching, Unbounded Learning, the twelfth in the NMC's Series of Virtual Symposia, will explore the kinds of ideas and activities that are changing the shape of education today, such as open education resources and open content; social networking and global connections; guerilla learning, games, and activist learning; the next killer apps for education; alternatives to course management systems; real-time data, maps, and mobiles; backchannels and alternative communication tools; students who do research in their fields; and any technology or practice that shows promise for engaging students and supporting subversive teaching and learning.

Revolutionary practices are breaking apart old models of teaching and learning; students are using new tools to construct meaning and contribute to the design of their own education; teachers are sharing the power that has traditionally been theirs alone. Examples of unconventional, yet highly effective, methods of teaching and learning may be found in pockets all over the world, at all levels of education. When the multitude of examples are taken together, we begin to sense a profound change in the making that will alter our concept of education itself.

The symposium sessions will be presented in Second Life with a live video stream sent to a custom page on the NMC website that will allow attendees to view the Second Life sessions using a new tool and be able to participate via the web or via Second Life, and interacting with the text chat stream from Second Life. For more, see <http://www.nmc.org/2008-fall-virtual-symposium/getready>

Things to See and Do

Some of Second Life's most renowned artists are being showcased in the interactive art exhibition that is spread across the island — you'll want to see Daruma Picnic's musical circles, Robbie Dingo's amazing Whisper Box, and Adam Ramona's fascinating spawning sculptures in addition to more than 20 other examples of the art of Second Life that are imbedded all across the Conference Center. Be sure to also visit Farnsworth Station where you can pick up high quality clothes, avatars, scripts, and other tools for free. The Engelbart Center is the place to learn more about the NMC and its work, and view the video in Schroeder-Krasner Hall. Take time to explore — the NMC's Conference Center is full of hidden surprises!

Getting Around

Teleporters are conveniently located across the NMC Conference Center island — look for two kinds. The yellow-orange boxes labeled "NMC Travel" use a menu-driven system. The second teleport system uses maps of the island. You'll find both at locations throughout the Conference Center.

Session Times

Sessions, which will be conducted live, will incorporate a variety of visuals and rich media, and are generally about 45 minutes in length. About one-third to one-half that time will be devoted to dialog with participants using the chat and audio tools of the environment. Join us for what promises to be an engaging, experimental, and informative gathering as we look at some of the new educational tools and resources.

All sessions are listed in the program as US Pacific Time.

Find your local time at <http://www.timeanddate.com/worldclock/>

Symposium Program

Monday, November 3 *(All times US Pacific Time)*

2:00 – 3:00 pm

Newcomer Orientation I in Second Life

Tuesday, November 4 *(All times US Pacific Time)*

10:00 – 11:00 am

Newcomer Orientation II in Second Life

5:30 – 7:30 pm

Opening Reception in Second Life

Wednesday, November 5 *(All times US Pacific Time)*

10:00 – 10:15 am

Opening Remarks: The revolution will not be televised...

...it is too pervasive, too subtle. Fox News would never cover it. Nonetheless, inexorably the face of education is changing. Slowly, subtly, yet unmistakably, our notions about learning are changing. Everywhere we look, new practices are emerging – and colleges and universities are increasingly putting resources and budgets behind new ideas to reach students in new ways and new places. In this conference opener, join NMC CEO Larry Johnson in a reflective discussion of why this conference makes sense – and why we should embrace our inner radical and infuse a little subversion into everything we do.

Larry Johnson, The New Media Consortium

10:15 – 11:00 am

Teaching Naked: An A-Z Guide to Open Access Teaching

What is Open Access Education? What is Creative Commons, and why does it matter to teachers? How can educators provide quality content that meets the needs of the student and the global community? This interactive and hands on session will help participants address these issues by modeling the Open Access College English Suite and by helping them create their own OAE materials through the use of basic and advanced web 2.0 and 3D web tools. Participants will leave the presentation with a virtual toolkit to help them after the conference ends.

Beth Ritter-Guth, The Hotchkiss School

11:30 am – 12:15 pm

Use Wikipedia and YouTube in Research! Debunking the Library vs. Internet Research Dichotomy

Although many composition instructors know better, composition textbooks have continued to perpetuate the highly problematic dichotomy about research resources: library/hard copy/authoritative vs. internet/electronic/unreliable, pointing to Wikipedia as the example of all that

is evil in research. During this presentation, a research resource matrix that helps teachers and students categorize resources on a scale of static, syndicated, and dynamic; cross referenced with a scale of edited, peer reviewed, and self-published will be presented. This matrix welcomes more dynamic resources such as blogs, wikis, and YouTube video replies to videos, to name a few. Presenters will then discuss how this matrix helps make the scholarly evaluation of resources more critical in a manner that asks researchers to consider the wants and needs of their intended audience and how the authority and credibility of resources in any portion of the matrix fit a specific research project.

Susan Miller-Cochran, North Carolina State University; Rochelle Rodrigo, Maricopa Community Colleges

2:00 – 2:45 pm

The Aesthetic Camera: Virtual Learning in Cinematography via Second Life

The Aesthetic Camera is a series of workshops that provide a robust virtualized learning environment for “hands-on” cinema instruction. This curriculum project brings studio arts and laboratory learning modes to a distance education audience via the online multi-user environment of Second Life. Students work side by side learning using virtualized film production gear which also is fully functional in making virtual movies using the backdrop of Second Life.

John Fillwalk, Ball State University

3:15 – 4:00 pm

Rock the Academy with the History of Ideas: The BBC, New Media, Deep Learning

This session examines the fascinating case of “In Our Time,” a weekly broadcast on BBC’s Radio 4 that since 2005 has been available worldwide as a podcast. After a quick overview of the show’s origins and construction, Gardner will analyze “In Our Time” along two lines. First, how the podcast works as a compelling and easily-imitated example of an open educational resource, and how host Melvyn Bragg has created a simple yet very effective model for how straightforward audio capture can blossom into a truly interactive learning community through blogs, forums, and even a next-day newsletter. Second, he will argue that the particular format of the show offers us a great example of how deep learning operates, with the roles of guests and host serving as role models, literally, for students, faculty, and staff in an educational community—in fact, almost a university in miniature.

Gardner Campbell, Baylor University

4:30 – 5:15 pm

Infrastructures and Sandboxes: Theory and Practice in Second Life

USC’s Institute for Multimedia Literacy has explored several avenues of pedagogical experimentation in Second Life. This presentation details the theoretical foundation for IML Island construction based on the notion of “infrastructure,” defined as “crystallizations of institutional power.” It then details the construction of an elaborate undergraduate student project as the capstone for a multimedia Honors program, as well as a course based on building-as-learning, and the use of machinima as a compositional form. Participants will experience the diverse and sophisticated possibilities of Second Life for teaching and learning.

Holly Willis, Steve Anderson, and Bjorn Littlefield-Palmer, University of Southern California

Thursday, November 6 (All times US Pacific Time)

Keynote Panel Presentation

9:00 - 9:45 am

Integrating Multimedia Across the Curriculum

The University of Southern California has taken seriously the need for multimedia literacy across the curriculum with an innovative two-tiered program that introduces multimedia concepts and skills at both the General Education level and in upper division liberal arts and sciences courses. This presentation surveys three prime examples of the radical potential of fully integrated multimedia teaching and learning in courses devoted to French culture, anthropology and Near Eastern and Mediterranean archeology.

Holly Willis, Elizabeth Ramsey, Danielle Mihram, Nancy Lutkehaus, and Lynn Dodd, University of Southern California

10:15 – 10:45 am

Reflections on Radicalism

At the mid-point of the symposium, join Larry Johnson in an interactive dialog about what we've learned so far, what is ahead on the program, and what we can take home and put into practice.

Larry Johnson, The New Media Consortium

11:30 am – 12:15 pm

Beyond the Backchannel: Blending Student Content with Open Discourse

Student-driven course content comes alive in a mashup of Web 2.0 tools, backchannel discussions and Second Life class simulations. Join us as we explore how to blend and assess student work while encouraging creativity and minimizing the bloquences.

Cynthia Calongne, Colorado Technical University

2:00 – 2:45 pm

Voicethread: Collective Learning and Sharing of Art

This presentation will focus on the use of Voicethread in the context of online teaching and learning of art. Voicethread is a flash-based collaborative, multimedia slide show that holds images, documents, and videos. It allows people to leave comments via voice, text, audio file, or video via a webcam. Voicethread is an easy to use Web-based application free for educators. This session will share examples, and discuss implications of using a simple tool but yield meaningful learning outcomes.

Herminia Din, University of Alaska Anchorage

3:15 – 4:00 pm

Facebook as Symbolic Interaction: Using Social Media to Engage Students in the Academy

In Fall 2008 Abilene Christian University became the first university in the nation, perhaps the first in the world, to have a dedicated Facebook application. ACU and software development company

Inigral partnered to create an app that integrates the academic and social functions on Facebook. During a recent testing session students weighed in on the pros and cons of an academic Facebook application. This presentation will demonstrate the app, as well as discuss student feedback to the app.

Susan Lewis, Abilene Christian University; Michael Staton, Inigral, Inc.

4:30 – 5:15 pm

The Revolution Will Be Syndicated

The coming revolution will be syndicated through a web of feeds making ideas ever easier to find. Sharing will no longer be the exception, but the rule. Enduring these hard, transitional times takes not only a revolutionary mindset, but the resourcefulness of a survivalist, therefore the methods we will examine are not only mind altering, but they are also very cheap, flexible, and open. This presentation will involve some performance art in an effort to "revolutionize" how we imagine web-based publishing in higher education. Come to this session ready to doff the chains of LMS slavery and join the brave new world of web-publishing in the Age of Syndication.

Jim Groom, University of Mary Washington; Brian Lamb, University of British Columbia; Tom Woodward, University of Richmond

5:15 – 5:30 pm

Closing Remarks

As the conference winds to a close, join Larry Johnson in a brief reflection on what we've learned in the symposium, food for thought, take-aways and what's next.

Larry Johnson, The New Media Consortium

Symposium Help Desk

If you have any sort of a problem that affects getting ready for the symposium, or any part of your experience at the event, please contact the Symposium Help Desk, either in Second Life by visiting the virtual help desk near Farnsworth Station, via email at help@nmc.org (anytime) or 1- 888-222-9749 (US business hours). Outside the US, dial 1 512-445-4200.

When you arrive at the NMC Conference Center, our staff will, of course, always be on hand to assist you with any hurdles. Please let us know how we can make your experience better!

The NMC acknowledges the support of NMC Gold-Level Partner, LearningTimes, in providing help desk services and video streaming

About the NMC

The New Media Consortium (NMC) is an international 501(c)3 not-for-profit consortium of nearly 300 learning-focused organizations dedicated to the exploration and use of new media and new technologies. The consortium serves as a catalyst for the development of new applications of technology. Through its many projects, its comprehensive website, and its series of international conferences, the NMC stimulates dialog and understanding through the exploration of promising ideas, technologies, and applications.

For more information on the NMC, see its web site at www.nmc.org