

Faculty Technology News

A Newsletter sponsored by the Academic Technology Advisory Board (ATAB)



OF SPECIAL INTEREST

E-TEACHING DAY

Wednesday, May 19, 2010

- Technology Fair all morning.
- Overview of faculty instructional technology projects.
- Demonstration of the School of Nursing's life-size simulated patients.
- Lunch is provided.
- Keynote speaker: Dr. Paul Hammond & Dr. Richard Miller. *"This is How We Think: Learning in Public After the Paradigm Shift."*
- Presentation of Teaching with New Media Awards.
- Fabulous Technology Prizes (Maybe a iPad?).

Please register:

<http://www.bc.edu/eteachingday>

E-TEACHING LUNCHEON

Friday, 4/23, Fulton 513, 12 pm

"Teaching Public Health: Integrating Matter & Method Through Technology" - Rosanna DeMarco (CSON). Please register:

<http://www.bc.edu/eteachinglunch>

WANT TO UPGRADE YOUR SOFTWARE?

Newly distributed BCCR Macs will have Snow Leopard installed (OS 10.6). Contact your TC. Contact your TC as well to be an early adopter of Windows 7.

Edited by Peter Olivieri, olivieri@bc.edu

A NOTE TO FACULTY FROM OUR NEW INFORMATION TECHNOLOGY CIO, MIKE BOURQUE

"It is indeed an honor to have been named to lead the Boston College Information Technology team and I am very pleased for the opportunity to help ITS be a better partner with faculty. I must thank ATAB (Academic Technology Board) and the chair, Alec Peck, for the wonderful welcome provided to me. A collaborative spirit is quite apparent and I am entirely confident that we will have a very productive working relationship - one that will have a positive impact on our University's pursuit of excellence.

The mission of ITS is to support the teaching, research, learning and student formation activities at BC. This support may be in the form of high performance computing for a researcher, helping apply technology in a classroom, enabling mobile access to library resources, or an application of web technology to scholarly work. There are so many places where technology can contribute.

Our challenge in ITS is to effectively align our resources with the goals and needs of our users. We must remain aware that we are not deploying technology for technology's sake. We must be agile, innovative and efficient as the pace of change is ever accelerating and approaches to research and teaching are always changing. We are in the midst of a shift toward collaboration in so many facets of higher education. ITS is going to both contribute and participate in collaborative efforts within BC, with other institutions of higher education, and with businesses and government. These collaborations may be transient or long lasting, local or global but technology will be a key enabler.

I look forward to partnering with ATAB and other academic units to define strategies and priorities for ITS. We in ITS are committed to bringing professional technology skills, first class customer service, an eye toward innovation and a spirit of teamwork in support of faculty and students at Boston College."

Thank you!

Mike Bourque

EMERGING TECHNOLOGIES THAT WILL IMPACT YOUR WORK

The annual Horizon Report is a collaborative effort between the EDUCAUSE Learning Initiative (ELI) and the New Media Consortium (NMC). Each year, the report identifies and describes six areas of emerging technology likely to have a significant impact on teaching, learning, or creative expression in higher education.

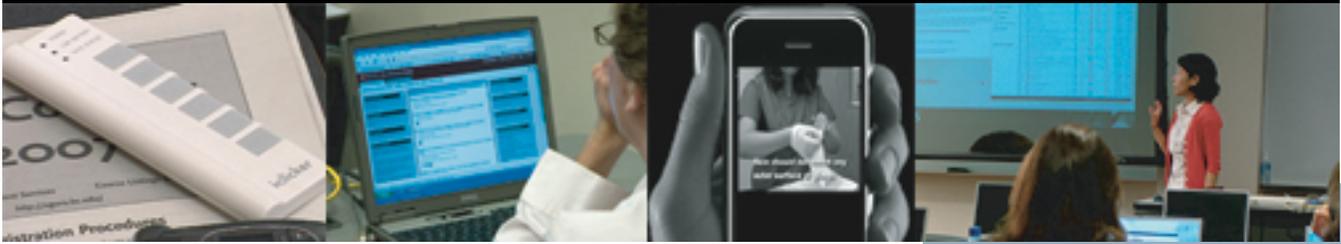
One Year or Less: Mobile Computing, Open Content

Two to Three Years: Electronic Books, Simple Augmented Reality

Four to Five Years: Gesture Based Computing, Visual Data Analysis

Read the very interesting details in the 2010 Horizon Report at:

<http://www.educause.edu/ELI/2010HorizonReport/195400>



NEWS AND NOTES

RECENT ACADEMIC TECHNOLOGY INNOVATION GRANTS

Congratulations to the following faculty members who have been awarded a Grant to help them implement their ideas for using technology to impact instruction and research.

JENNY BAGLIVO, (MATHEMATICS) : ENHANCING STUDENT UNDERSTANDING OF MODERN STATISTICAL CONCEPTS.

Develop a series of computer laboratories to enhance students' understanding of modern statistical concepts, and to develop the computer tools needed to support the laboratories. The laboratories and tools will be written in Mathematica (Wolfram Research, Inc.), an advanced mathematical programming environment, and they will be designed to take advantage of Mathematica's unique features.

SEUNG-A JIN, (COMMUNICATIONS) : LEVERAGING fNIR TECHNOLOGIES FOR HEALTH COMMUNICATION AND CONSUMER RESEARCH.

(1) assay the efficiency of fNIR technologies in identifying neuropsychological mechanisms and measuring neurophysiological correlates of participants' experiential state in various interactive media interfaces; (2) leverage NIBP measuring techniques to induce optimal experience (flow state) in media psychology experiments; and (3) examine whether changes in the spectral composition AND regional cortical distribution of the EEG might be systematically related to the degree of participants' engagement with electronic games, e-commerce-based brand marketing, exergame-based health communication interventions, and haptics-based media interfaces that utilize structural manipulations of various technological factors.

ANN BURGESS, (CSON) : FORENSIC SCIENCE LAB USING COMPUTER GAME TECHNOLOGY.

Will this game-based lab make a difference between learner outcomes in a virtual lab setting versus the current physically-based lab environment? To evaluate the efficacy of the forensic virtual laboratory as a valuable learning experience and to ensure that participating in this interactive environment can increase student cognition and practice of proper forensics techniques, we propose three mechanisms: (1) a Pre and Post evaluation survey designed to measure student perceived confidence levels in performing various forensic procedures and attitudes (affective domain), (2) evaluation of the student's actual technical ability in evidence collection and processing, data analysis and interpretation (effective domain) and (3), analysis of a comparison research tool between labs done with and without the virtual lab.

ELIDA LASKI, (LSOE) : PROBING CHILDREN'S LEARNING WITH TECHNOLOGY.

Technology is crucial for deeply and efficiently examining three aspects of children's learning of numerical information from board games: (1) microgenetic analysis of the contributions of social interactions during play to learning, (2) relations between game board structure and the kind and quality of instructional statements, and (3) influence of individual differences in information processing on rate and extent of learning. Examination of these aspects will contribute to theory about how children form new cognitive representations through interactions with physical materials. It will also provide important information about how physical materials can be enhanced to maximize learning with minimal cost and effort. The results have important implications for how to best integrate numerical board games into instruction.

OF SPECIAL INTEREST

Call for Academic Technology Innovation Grant Proposals.

Set aside some time this summer to write a grant proposal. In the recent past, grant awards have ranged from \$5,000 to \$50,000. The submission deadline is October 15th, 2010. For more information go to:

<http://bc.edu/atig>.

Get Modest Funding to Explore an Innovative Technology Idea - No Strings Attached.

The Academic Technology Advisory Board (ATAB) wants to get faculty thinking about new ways to use technology in the instructional and research settings. They have announced ETGs, or Exploratory Technology Grants. These grants of up to \$3,000 are for trying out an idea, visiting some colleagues to gather related information, or starting a modest pilot study. It is hoped that some of these "explorations" will lead to an application for the more robust ATIGs (see above). For more information about the ETG program, visit: <http://bc.edu/etg>

PASSWORDS ARE IMPORTANT.

Are the passwords you use safe, secure, and not easily guessed? How about the one you use

- On your phone
- On your laptop
- On your banking website
- On the Agora Portal
- On Amazon.com
- On E-bay or Pay-Pal

Consider changing your passwords once a year.