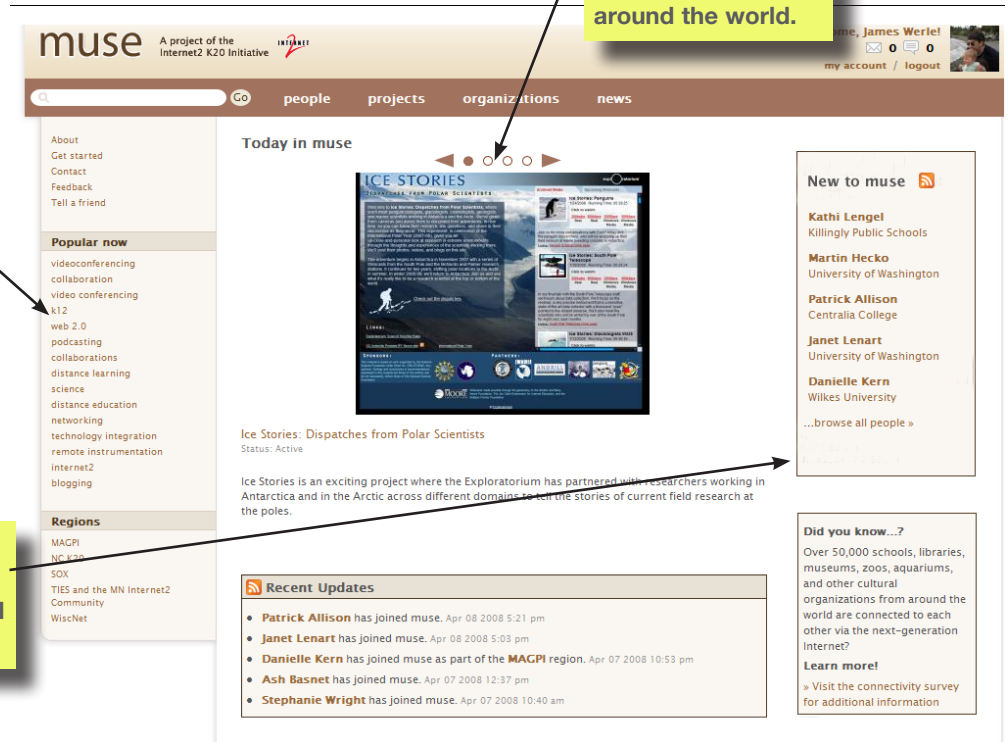


MUSE
k20.internet2.edu

Discover.
Find inspiration
in projects and
applications from
around the world.

Participate.
Describe your projects
and ideas to the world
and inspire others.

Connect.
Network with a global
community of educational
innovators.



What is MUSE?

Muse is a new social networking tool for the Internet2 community. Built by the Internet2 K20 Initiative, Muse is designed to improve collaboration, information-sharing, and technology opportunities for the over 50,000 K-12 schools, colleges and universities, libraries, museums, performing arts centers, zoos, and aquaria connected to Internet2 across the United States. Muse can also help create a stronger bridge between the U.S. K-20 community and its international counterparts worldwide. Get inspired, find your Muse.

muse: (verb) to ponder, wonder, think aloud (noun) any inspiration.

What can MUSE do for me?

Muse makes it easy for education professionals from around the world to discover and connect with each other and the exciting teaching and learning projects and resources that utilize next-generation research and education networks.

Once you've created your Muse personal profile, you can.....

- Search for people, projects and organizations as well as create new project descriptions and share news stories and resources.
- Add people to your friends list, message them, and track their interests and projects.

- Subscribe to RSS feeds and email “Museletters” to stay current with new Muse features and the content that interests you.
- Use Muse to determine what organizations are connected to Internet2.

How do I get started with MUSE?

It's easy! Step 1. Just go to <http://k20.internet2.edu> to create your account (upload your picture, add your contact information, tag your interest, link to websites, etc.). Step 2. Check your email to verify the creation of your new account. That's it - you're done!

About the Internet2 K20 Initiative

The National Internet2 K20 Initiative brings together Internet2 member institutions and innovators from primary and secondary schools, colleges and universities, libraries, and museums to extend new technologies, applications, middleware, and content to all educational sectors, as quickly and connectedly as possible. The program began in early 2001 and has since connected 38 state K20 networks. Visit www.internet2.edu/k20 for more information.

“The Internet2 K20 community has traditionally embraced advanced technology to facilitate new opportunities for students at all levels to experience a richer environment for teaching and learning. The development of a social networking web resource is a natural progression for our community which has long sought more efficient ways to share experiences, ideas, resources, projects, and collaborations across geographic boundaries.”

Louis Fox
Director, Internet2 K20 Initiative

Case Study – Muse in Minnesota

For the last 10 years, we've been trying to create a virtual space for all Minnesota Internet2 users to congregate. We've created websites, discussion boards and Moodle spaces as ways to centralize our efforts but it has been difficult to get these efforts off the ground. The people and organizations involved have enthusiasm for creating a central clearinghouse but they don't have the resources to provide staff to maintain such a site. Muse is our answer!

With Muse, we've become aware of each other and are finding ways to work together. We created a regional page and within that regional page, we created an Internet2 Users' Group where teachers can gather and plan future events like a state-wide Internet2 Day and a Minnesota Megaconference Jr. Day. It does an amazing job of cross promoting organizations, projects and people.

Muse, in a very short time period, has helped us move from the Internet2 awareness level to the adoption level. Over time, I hope to see every Minnesota teacher use Muse as their homepage for Internet2 classroom collaborations and resources.

Beyond our state, when interested people ask me where to go for more information on Internet2, I point them to Muse where they can discover a whole array of people and organizations to work with.

Kathy Kraemer
District Technology Integration Coordinator
Fridley Public Schools

“During a state wide videoconference, I introduced Muse and within a few minutes, 35% of our Internet2 users were signed up. It was that easy.”

Marla Davenport
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