

## **Teaching and Learning SIG**

April 24, 2007

11:45 a.m.

43 attending

### **K20 Online Communities Database – Jennifer Oxenford**

- Update/ announcement about a K-20 on-line community database project
- Will be launching the new multi-site on-line community database to be a replacement for the current Myk-20 found at: <http://k20.internet2.edu>
- The new system will leverage multiple regions (SEGPs, RENs, etc) with the opportunity for other regional sites, like for library communications or specific disciplines. Content provider communities are welcome to participate.
- The structure uses Drupal content management system and MySQL
- The launch is expected next fall
- Beta testing will take place over the late summer.

### **Role of T&L in GNC/Merger Process**

- T&L SIG Members are encouraged to attend sessions at 2:00 to 3:30 and feel free to talk to Jeff Lehman and Tracey Futhey. Make sure you give examples of success stories that we're actively prompting in our community. And make sure you nominate folks and yourselves so we get good representation there.

### **Consortium of Universities for Research and Graduate Education – Javed Khan**

[www.courage.kent.edu](http://www.courage.kent.edu)

- Dr. Javed Khan gave an update on an initiative from kent State University for a distributed doctoral supervision program. Looking for participation and partners.
- Case Western University is also doing this in their legal dept. for dissertations internationally.

### **NASA Presentation – Dave Stroudt, Sr. Technical Producer, Goddard Space Center**

- Goddard is working with MAGPI to produce programs and identify technologies to develop media and new media to educate the public.
- NASA is made up of 10 centers. Goddard deals with earth science and space science. Goddard has a wealth of resources in intellectual property alone. Dave's job as an educator and media person is to mine those resources and make it into a product that's more beneficial to the public in various forms. In conjunction with the Franklin Institute, A proof of concept project demonstrated the efficacy of Internet2 for educational benefit. The project generated support in NASA Goddard and they're going to do another one in June – aimed at people with college degrees and working in the sciences (or undergrad). It will feature two to three principle investigators in the solar observatory directive at Goddard. NASA sent up two identical observatories in opposite directions from earth and they are sending back the first 3 dimensional images of the sun. This is very important and will be in their June presentation. 90 min aimed at adults looking at the history (and ancient history) of solar observation and bringing it up to the current time.]
- Also looking at the international polar year (IPY). IPY is looking at the science of the polar regions – both poles and then puts together a speaker series distributed to universities and science centers.
- NASA is looking for a series of speakers (2 people a month) in collaboration with universities and other entities connected to Internet2. This will be live and

- 2-way using Internet2 and hoping to do multi-bandwidth from hi-def down to standard broadband to reach the largest audience possible.
- NASA Goddard is in the process of developing tools that do not currently exist that will leverage the bandwidth that Internet2 provides. Looking at an NSF grant that will allow NASA to put it into game form and manipulated at run time in a shared space. Through a video conferencing session, you would have hands-on experience with the scientist and engineer with “what if” questions to pull in and out the multiple layers of data. Like re-doing the hurricane one – hot spots, moisture content, etc. -- all kinds of data.

**Convergence of Internet2 Innovation, Virtual Worlds, and Creativity– Special Presentation, Marty Siegel, Co-Chair, introduced the Special Guest Speaker, Jeff Bardzell, Professor of Human-Computer Interaction, Design, School of Informatics, Indiana University**

The phrase “computer imagination” was coined. How do we take advantages of the technical strengths of Internet2 to do wonderful things? Internet2’s strengths:

1. Speed
2. Group to group connectivity
3. Multicasting
4. Sharing resources
5. Extremely large datasets
6. Globally distributed server farms

How do we do this?

What can we do that we couldn’t do before?

**Computer Imagination – three kinds:**

1. simple – innovative uses of the medium leading to desired outcomes
2. strong: uses that change the way we fundamentally do things
3. killer - -the effects are transformational and cultural - -it transforms the way we think, work and play (changes the way we think, work, and play – a paradigm shift)

Hope to promote some thoughts. Talk through the question: What you’ve been doing all along, only better vs. truly transformative designs.

How can we put ourselves in a position ---- to put ourselves in truly imaginative “computer imagination.”

Jeff’s research has been to look at cultural innovation (Second Life, Facebook, YouTube) looking at social networking applications - -how they’re using them.

**Jeff’s slides can be found at:**

**<http://events.internet2.edu/2007/spring-mm/sessionDetails.cfm?session=3252&event=267>**

Other Updates:

Fred Winter, NEH Digital Humanities Initiatives

Jan Zanetis gave an update on the IVC-SIG.