July 27 – 30, 2009 | Boston Convention & Exhibition Center

16th Annual Education Technology Conference

CAMPUS 09
TECHNOLOGY

MASTERING DIGITAL WORLDS:
Web 2.0 and Beyond

In today's economic climate, budgets—both time and money—are top priorities for decision-makers on campus. Campus Technology 2009 is one of the most cost-effective ways to explore and master the software and applications that will reshape the way we see and approach education—and the world around us—for years to come.

- Discover how top institutions are incorporating the latest technologies

- Get relevant information from speakers with hands-on experience and expertise

- Master cutting-edge technologies—cloud computing, immersive learning and more

- Learn how to integrate Web 2.0 into IT strategic plans, and educational programs

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OPENING KEYNOTE

Explore the Technologies That Are Transforming Higher Education

The use of technology on campus has always fostered change in higher education, yet today's trends in using technology in higher education are accelerating change. Web services, social software, rich media and cloud computing are creating a particularly dynamic environment that is transforming all aspects of higher education. You, the information technology leaders in colleges and universities across the nation, have the opportunity to direct these trends to make learning more engaging and to make operations more efficient and effective. It is a challenging yet exciting time.

The Campus Technology 2009 conference brings together IT leaders, faculty, instructional designers, administrators—all those engaged in implementing and using technology wisely on campus—to explore new directions related to our conference theme, "Mastering Digital Worlds." Our four tracks—Web 2.0 and Social Software, New Media for Instruction, Learning Infrastructure and the Digital Campus—will help guide you as you choose those sessions and discussions most relevant to your own learning.

Take a look at our Campus Technology 2009 agenda—the keynotes, workshops, breakout sessions, exhibits, and more—outlined in the conference brochure pages and on the web at www.campustechnology.com/summer09. Then plan to join your peers at this unique event, July 27-30 in Boston. It's a great venue for the conference and a wonderful opportunity to meet with colleagues who are presenting or attending. And remember the early bird registration date of June 26 to get the best value!
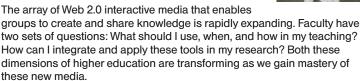
Wendy LaDuke
President and Group Publisher
Campus Technology & T.H.E. Journal

TUESDAY, JULY 28
8:30 – 9:45 AM

Emerging Interactive Media: Implications for Teaching and Research

Chris Dede
Timothy E. Wirth Professor in Learning Technologies, Harvard Graduate School of Education

The array of Web 2.0 interactive media that enables groups to create and share knowledge is rapidly expanding. Faculty have two sets of questions: What should I use, when, and how in my teaching? How can I integrate and apply these tools in my research? Both these dimensions of higher education are transforming as we gain mastery of these new media.

Chris Dede is the Timothy E. Wirth Professor in Learning Technologies at Harvard's Graduate School of Education. His fields of scholarship include emerging technologies, policy, and leadership. Chris has served on the National Academy of Sciences Committee on Foundations of Educational and Psychological Assessment, the U.S. Department of Education's Expert Panel on Technology, and the Steering Committee for the Second International Technology in Education Study. In 2007, he was honored by Harvard University as an outstanding teacher.

VIRTUALIZATION SEMINARS

TUESDAY, JULY 28, 2009
10:00 AM – 1:00 PM

Understanding Virtualization's Role in Education

Virtualization is a big and exciting solution for campuses everywhere. But there's a lot of technology and even more hype surrounding this game-changing trend. Many servers can be consolidated onto a few. The related costs for space, power and cooling can be dramatically reduced. Lab and test/development/evaluation environments can be rapidly built, torn down and replicated. Entire computers are abstracted to mere files on a disk. In this introductory session, world-renowned virtualization expert Greg Shields presents the topics, tools and technology in virtualization today. You'll understand how virtualization works. You'll discover the areas where it makes the most sense for your campus, and you'll leave with the knowledge you need to be successful in architecting the right solution.

LUNCH 1:00 – 2:00 PM

2:00 – 5:00 PM

Implementing Virtualization Technologies: Deep Dive

Have you heard all the virtualization hype but not had time to learn its technologies? Then you need this session's deep dive. Expanding on the topics discussed in his earlier session, virtualization expert and popular columnist Greg Shields presents the click-by-click steps you must know to be successful in your virtual implementation. And you'll walk away with a valuable crib sheet for avoiding virtualization's most common mistakes.

Go to www.campustechnology.com/summer09 for additional details and registration information.

GENERAL SESSIONS

→ **WEDNESDAY, JULY 29
8:30 AM – 9:45 AM**

Enabling the Age of Education

Aaron E. Walsh
Director of the Grid Institute, an international best-selling author and a Boston College faculty member

Aaron E. Walsh takes attendees on a fast-paced journey of innovation, through his past 20 years developing new forms of learning technology that enable the age of immersive education we are in today. His presentation incorporates a combination of rich media, early prototypes and modern immersive technology as he recalls the inspirations, advances and setbacks he encountered along the way. Looking toward the horizon, Walsh provides a pioneer's view of the exciting road ahead for immersive learning technologies and their potential long-term impact on education and society.

In 2006 Walsh received the Teaching with New Media award for his work on Immersive Education. In 2007 *Computerworld* named him one of the 40 most innovative people in the information technology industry.

→ **THURSDAY, JULY 30,
11:00 AM – 12:00 PM**

A Global IT Journey

Phillip D. Long
Professor of Innovation in Educational Technology at the University of Queensland, Australia, and a visiting scientist at the Massachusetts Institute of Technology in the Center for Educational Computing Initiatives

Long is the founding director of the Center for Educational Innovation and Technology and an eLearning strategist at UQ. Long made the move from Boston to Queensland within the past year and will reflect on his own IT journey as he considers global trends in technology and their implications for higher education. He'll share his current research interests, which focus on designing learning spaces to support active learning, emerging technologies, and the use of virtual worlds and digital tools that extend understanding of the physical world.

Long's portfolio at UQ includes research, development and evaluation of innovative uses of technology for research and higher/tertiary education. While at MIT he led the outreach effort projects that emerged from the MIT iCampus project and integrated these technologies into the MIT learning experience. Long's professional activities are numerous and include New Media Consortium Board (2006-09), former chair of the NMC Board, 2006 Campus Technology Conference Campus Host, 2006, Adobe Higher Education Advisory Board (2007 to present), past member of the U.S. Army Distance Learning Subcommittee, MIT DSpace Policy Committee and many others.

CONFERENCE TRACKS

TRACK 1
LEARNING INFRASTRUCTURE

> A Successful Approach for Managing 21st Century Classrooms **T01**

> Sakai 3.0: The Future is Here **T05**

> Collaborative Learning Spaces: Physical and Virtual **T06**

> One Watt and $70: Virtual Desktops Deliver Low-Cost Green Computing **T11**

> Lessons and Outcomes from University of Minnesota's Future Classrooms **W16**

> An Open Forum on Open Education **W20**

> Smarter, Cheaper, More Effective: New Models for Learning Space Design **W21**

> Sustainably Green: Achieving Long-Term Environmental Benefits in IT **W26**

> Blending Apples and Oranges: iTunes U, Pedagogy and Infrastructure **Th31**

> Five Not-So-Easy But Possible Steps: Blackboard to Moodle in One Semester **Th36**

TRACK 2
NEW MEDIA FOR INSTRUCTION

> Supporting Technically-Facilitated Intercultural Classes **T02**

> Five Elements of Exceptional Technology Enhanced Learning **T07**

> Campus Wide Lecture Capture in the Classroom and Beyond **T10**

> Are They Getting It? Creative Assessment in an Online Environment **T12**

> Using Virtual Classroom Software for Distance Education: It Works! **W17**

> Breaking Bonds of Space and Time: Facilitating Student Collaboration **W22**

> An Agile Approach to Faculty-Student Collaboration in IT Innovations **W27**

> Stand Out From the Crowd: Differentiate Your Campus With Class Capture **Th32**

> Creating the Social Research Tools of the Future **Th37**

TRACK 3
THE DIGITAL CAMPUS

> The 21ST Century Campus: Are We There Yet? **T03**

> Real-World Identity Management Solutions **T08**

> Transforming Enterprise Video Support and Resources in Higher Education **T13**

> Building a 21st Century Campus Cyberinfrastructure for Research **W18**

> Today's Document Imaging Reality: Paperless Admissions and Financial Aid Systems **W19**

> Mobile Delivery: Towards Portable Cloud Computing **W23**

> Academic Technology Leaders in Higher Education: The Future and Our Role **W25**

> Creating a Future Vision for the 21st Century Campus **W28**

> SaaS or Do-it-Yourself: How University Data Backup is Moving Online **Th33**

> Cloud Computing: Real Life Lessons Learned and Best Practices **Th35**

> Education in the Clouds **Th38**

> SAIP: Integrating the Academic Enterprise **Th40**

TRACK 4
WEB 2.0 AND SOCIAL SOFTWARE

> Bringing Student Web 2.0 "Stuff" to Campus Enterprise Systems and Why **T04**

> Immersive Education: An Open Source, Collaborative Environment **T09**

> Using Web 2.0 Tools Online: If You Build it, They Will Learn **T14**

> 21st Century Students: How Today's Students are Reshaping Technology **T15**

> Mixing it Up: Higher Education/K-12 Immersive Development **W24**

> Your Chocolate Research Got On My Web 2.0 Game **W29**

> Immersive Technology Platform Standards: Sharing Your World **W30**

> Melding Web 2.0 Technologies to Maximize the User Experience **Th34**

> Reflections on Academic Use of the Second Life Environment in Higher Education **Th39**

MORNING WORKSHOPS
MONDAY, JULY 27 • 8:30 AM – 12:00 PM

Maps on a Spreadsheet and Other Google Collaboration Tools

Mark Frydenberg, Senior Lecturer, Bentley University

Google's web-based applications are becoming popular on college campuses for group editing of presentations, documents, spreadsheets and websites. With the applications and the data "live" on the web, exchanging data between them becomes a powerful and simple task. This session offers participants hands-on experience in using these tools, and also shares ways to incorporate them in an educational setting. Web-based collaboration tools are for everyone, and the emphasis in this session is "Yes, you can!" **M01**

Participants should bring a laptop with wireless capability and sign up for a Gmail address before they arrive.

Step-by-Step Audio Podcasting

Jeffrey Frey, Manager, Web Services, Rice University

Podcasting is a powerful tool that allows instructors to take their message farther than ever thought possible. In this workshop, Jeff Frey will lead participants step-by-step through the seven stages of podcasting: preparing, recording, producing, encoding, uploading, configuring RSS and subscribing. Along the way, he will impart best practices from research and demo hardware/software for all budget levels. If you've ever wanted to truly know how to podcast, don't miss this workshop.

You'll be podcasting the minute you get back to campus! **M02**

Participants should bring a laptop with wireless capability with them to this workshop.

By the Numbers: Scorecards, Dashboards and Metrics for Classrooms

Steve Fitzgerald, Director of the Office of Classroom Management, Nathan Meath, Associate Analyst, and Anya Norton, External Reports Analyst, University of Minnesota

Looking for methods and metrics to quantify classroom performance and needs? This "how to" session looks inside the University of Minnesota model for managing classroom technology, facilities, scheduling/utilization, support and planning. It examines the metrics-based approach that includes a comprehensive Balanced Scorecard, a "Classroom Performance Index" decision aid for resource allocation and interactive dashboards. This workshop includes a unique "How to Develop Dashboards in Four Steps" segment. IT managers and administrators charged with the oversight of learning spaces should not miss this workshop. **M03**

Getting Up to Speed with the Sakai CLE

Kara Stiles, Senior Education Consultant, rSmart

As an IT professional, faculty member, or instructional designer you have heard about the open source collaboration and learning environments. Now is your chance to get hands-on training with implementing Sakai. During this workshop, participants will use their own laptops to create a pilot course in a live, hosted instance of Sakai. Taking the mystery out of implementation issues, the presenter will show you how to build content, assessments and encourage collaboration with Sakai tools. Learn how to configure Sakai tools and course permissions and add students into the course. At the end of the workshop, participants will be able to run the pilot course for an entire semester. **M04**

Participants should bring a laptop with wireless capability with them to this workshop.

Using Wikis in Courses

Kristin Lofblad, Manager of Instructional Technology, Harvard Graduate School of Education

The Wiki as a tool is appealing because it helps make student thinking visible, and places importance on the process of learning as well as the outcome. Join this workshop to learn how you can use wikis in your courses for group projects, field notes, co-creating reference materials and collaborative class note-taking, among other uses. Examples will be drawn from the Harvard Graduate School of Education. **M05**

Participants should bring a laptop with wireless capability with them to this workshop.

For the most up-to-date workshop, session and conference information, visit www.campustechnology.com/summer09

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AFTERNOON WORKSHOPS
MONDAY, JULY 27 • 1:30 – 5:00 PM

Web 2.0-Enabled Interdisciplinary Collaborations: New Opportunities

Jim Wolfgang, Director, Digital Innovation Group, Georgia College & State University, and Keith Politte, Development Officer Corporate Relations, University of Missouri

Students today are savvy customers of higher education. They seek and expect educational engagement, service and social networking as key components of their educational experience--and they know how to identify the institutions that offer them. At the same time, constricted budgets require creative and innovative approaches to accomplish more with less. Those of us charged with technology programs at our higher education institutions can leverage a range of tools and techniques, including Web 2.0-enabled interdisciplinary collaborations, for instruction and more. IT leaders, administrators, faculty and instructional designers will all benefit from the exposition of an unconventional approach which draws together a campus's unique strengths, accelerated through application of appropriate Web 2.0 technologies. This workshop will engage participants through a series of case studies, participatory exercises and interactive dialogues. **M06**

Participants should bring a laptop with wireless capability with them to this workshop.

Web 2.0 in the Classroom

Alexandra M. Pickett, Associate Director, State University of New York System Administration

Ready to take a fast-paced tour of Web 2.0 applications and their potential in the classroom? Put on your seatbelt! It's an amazing ride as the presenter details "How, why and what happened when I stitched together Web 2.0 technologies into one online course." Applications include Twitter, VoiceThread, Diigo, Edublogs, Jing, Meebo Me, Audacity, YouTube, PollDaddy, Breeze and more. This workshop will demonstrate ways in which these tools were used in the presenter's online course and how they can be used to enhance instruction. During this workshop attendees will be invited to join and explore selected tools. **M07**

Participants should bring a laptop with wireless capability with them to this workshop.

Strategic Application of AV Assessment and Standards in Learning Spaces

Greg Bronson, Classroom Technologies Project Leader, Cornell University

AV systems have become more central to today's educational facilities, while the current fiscal conditions require the highest efficiency and effectiveness of all institutional resources. Great for IT managers and higher level administrators, this workshop will provide insight to mapping subjective assessment criteria against objective technical standards for educational learning spaces to enhance the ability to manage resources while influencing new standards used by the design-build community. **M08**

SHUmobile and the Evolution of Digital Storytelling

David Middleton, AVP Finance and Technology, and Mary Zedeck, Instructional Designer, Seton Hall University

To shed light on mobile computing in higher education, this workshop explores the mobile technologies initiative at Seton Hall University, SHUmobile. To allow time to examine the potential of mobile technology for education in depth, just one aspect of SHUmobile will be highlighted during this workshop on digital storytelling with mobile technologies. In this hands-on experience, participants will use storyboard to create a digital story on a mobile device. Participants will discuss ideas and strategies for engaging college and university communities in mobile initiatives. Faculty and administrators alike will benefit from these discussions. **M09**

Participants should bring a laptop with wireless capability with them to this workshop.

Breaking New Ground with Apple Technology You Already Have

Jonathan Huer, Director of Emerging Technology and Media Development, Ball State University

This workshop will focus on the advanced techniques of Final Cut Studio and the media-related developer tools that are fundamental to the Mac OS and podcasting. Assuming attendees' experience in podcasting, the main focus will be on increasing efficiency and reducing cost. Learn a master trainer's tips on how to produce good audio and video for podcasts using Final Cut Studio and take away some simple techniques that focus on automation. Also learn how to use Quartz Composer to bring a new dimension of polish to media projects and podcasts. Basic experience in podcasting and Apple/Macintosh technology required. **M10**

Participants who bring a Mac laptop loaded with Final Cut Pro will get the most out of this session.

TRACK 1 LEARNING INFRASTRUCTURE

A Successful Approach for Managing 21st Century Classrooms

Steve Fitzgerald, Director of the Office of Classroom Management, University of Minnesota

What is the unique University of Minnesota classroom management model? Learn how the Office of Classroom Management was created and organized as the single point of responsibility and accountability for all central classroom issues on a large campus. Discover how UMN created a true "one-stop" organization to support student learning and faculty teaching in classrooms. **T01**

Sakai 3.0: The Future is Here

Josh Baron, Director of Academic Technology and eLearning, Marist College

Over the past few years we've watched as a fledgling collaboration and learning environment has grown, from a cooperative project of five institutions to a highly successful and sustainable open source product of an independent foundation. Thanks to Mellon foundation support, we now are using grownup Sakai 2.0 mainstream. What's next? Sakai 3.0, of course —which many Sakai community members think willrepresent a major development for the CMS/LMS industry as well as a big step forward for Sakai. **T05**

Collaborative Learning Spaces: Physical and Virtual

Erin DeSilva and Jessica Caron, Instructional Technology Specialists, Worcester Polytechnic Institute

This interactive session will discuss several ways in which collaboration technologies are enhancing the learning spaces of students on the Worcester Polytechnic Institute campus and beyond. Attendees will utilize Google Docs and live discussion to explore effective collaboration techniques. **T06**

One Watt and $70: Virtual Desktops Deliver Low-Cost Green Computing

Thomas Hoover, Director of Instructional Technology Support, Pepperdine University and Stephen Dukker, Chairman and Chief Executive Officer, NComputing

Pepperdine University drastically reduced IT energy consumption while spending less money by using commercially available desktop virtualization technology. During this session, Thomas Hoover, IT director of Pepperdine, will explain the dramatic

energy and up-front cost savings discovered by using desktop virtualization appliances. A representative of NComputing will share the applications and implications of the technology and additional case studies. **T11**

Lessons and Outcomes from University of Minnesota's Future Classrooms

Steve Fitzgerald, Director of the Office of Classroom Management, Linda Jorn, Director of the Digital Media Center, and Aimee Whiteside, Research Fellow, University of Minnesota

Are you looking to the future in classroom design? The University of Minnesota did just that by constructing two pilot classrooms designed as student-centered, integrated, flexible learning spaces. Goals of the pilot included stimulating interest in innovative classrooms, demonstrating new flexible classroom construction techniques and formal faculty and student assessment of new classroom designs and pedagogy. Come hear the lessons learned, outcomes and pedagogical impact of these forward-looking classrooms. **W16**

An Open Forum on Open Education

Josh Baron, Director of Academic Technology and eLearning, Marist College

We've all watched open source initiatives take root in higher education, from collaborative learning environments like Sakai, to administrative systems like Kuali, to open content initiatives like OpenCourseWare. Did you ever wonder where this is all going? Open Education may be the end game of all of these trends and could represent a radical shift in how people are educated. Join in an open discussion of the state of open education moderated by Josh Baron. **W20**

Smarter, Cheaper, More Effective: New Models for Learning Space Design

Andrew Milne, Chief Executive Officer, Tidebreak, Inc. and Geoff Mitchell, Queensland University of Technology

Institutions that build advanced classrooms do so in only a small fraction of their spaces. Retro-fitting a larger number can be institutionally daunting and cost prohibitive, but nonetheless necessary to achieve a significant impact. This session will show new learning space models that cut deployment and maintenance costs by

25 to 45 percent and provide quantitative data. See how to create sustainable advanced learning spaces for broad deployment. **W21**

Sustainably Green: Achieving Long-Term Environmental Benefits in IT

Larry Owens, Systems Manager, Franklin and Marshall College

Colleges and universities are becoming committed to green initiatives. The key is to develop sustainable designs that provide long-term benefits. Come hear how after signing a sustainability initiative with its community, Franklin and Marshall College's IT department evaluated its data center and integrated virtualization to provide long-term green benefits. **W26**

Blending Apples and Oranges: iTunes U, Pedagogy and Infrastructure

Yordanos Baharu, Director of the Instructional Technology Lab, Eric Alvarado, Director of Academic Technologies, John Arpino, Manager for Audiovisual Development and Engineering, P.B. Garrett, Assistant Vice-President and Deputy Chief Information Officer for Academic Affairs, and Yianna Vovides, Director of Instructional Design, George Washington University

This session will feature a demonstration and discussion on how George Washington University integrated the inherent flexibility that iTunes U offers for both pedagogical innovation and delivery of instruction with the university's infrastructure. This implementation provided a seamless and minimal-to-no-learning curve use of the system. In addition, tools will be shared that were designed by the presenters that allowed for integration of such services with Blackboard. **Th31**

Five Not-So-Easy But Possible Steps: Blackboard to Moodle in One Semester

Jessica McKean, eLearning Specialist, Alliant International University

This session will share key events leading to the changeover of 900 core and adjunct faculty and 4,500 students from Blackboard to Moodle in one semester across six California and three international campuses. Presenters will discuss the important steps taken to create a positive buzz throughout the university, and will provide documentation and visuals of each step of the process. **Th36**

TRACK 2   NEW MEDIA FOR INSTRUCTION

Supporting Technically-Facilitated Intercultural Classes

Robert Smith, Director of Technology Services, Helen Chen, Research Scientist, and Menko Johnson, Academic Technology Specialist, Stanford University

During this session, through exposition and brainstorming presenters will lay out the basic elements of two types of classes: one largely successful and one that fell a bit short of expectations. During the brainstorming phase, presenters will facilitate a group redesign of the failed class, collecting experiences and ideas from attendees into an online document that will be made available for download following the session. **T02**

Five Elements of Exceptional Technology Enhanced Learning

Stephen Laster, Chief Information Officer, Harvard Business School

As world economies continue to face uncertainty, the opportunity for high-quality and cost-effective eLearning has never been greater. Stephen Laster will share how to "get back to basics" and concentrate on creating instructionally sound experiences that leverage the power and reach of today's collaborative technologies. Through thoughtful design, we can collectively deliver on the true potential of the apex of teaching, learning and technology. **T07**

Campus-Wide Lecture Capture in the Classroom and Beyond

Keith Williams, Instructional Designer, Joseph Bonchi, Director of Instructional Support Services and William Reynolds, Director of Instructional Technology and Media Services, New Jersey Institute of Technology

This session will focus on the solutions developed at NJIT to address the challenges of providing a campus-wide lecture capture system. The participation of NJIT in the Camtasia Relay beta program and the current state of capturing lectures using visualizers and graphics tablets in the classroom will be presented. **T10**

Are They Getting It? Creative Assessment in an Online Environment

Scott Cooper, Graphic Designer and Chris Dunst, Assistant Director of Online Learning, University of North Carolina at Greensboro

How do we know whether or not students "get" the course content we present online? Learning can be measured through innovative assessment tools that mirror the pedagogical value and creativity of our courses themselves. This session will feature several newly developed assessment strategies, including "branching tree" learning objects and "visual" essays. Attendees will also experience powerful new database tools that support the assessment process and track student progress. **T12**

Using Virtual Classroom Software for Distance Education: It Works!

Robert Griffin, Assistant Director of Distance Learning, Saint Francis University

In 2004, the Center of Excellence for Remote and Medically Under-Served Areas (CERMUSA) began a multi-year study designed to identify and evaluate available virtual classroom software (VCS). By conducting a comprehensive review of VCS technology, CERMUSA hoped to select the best tool for its own distance learning program, as well as develop a framework that could be used by other distance educators to evaluate future entries into the VCS marketplace. This session will review the study and provide an evaluation of VCS software. **W17**

Breaking Bonds of Space and Time: Facilitating Student Collaboration

David Gannon, Associate Director of Academic Computing, Phillip Lombardi, Director of Academic Computing and Media Services, and Enoch Park, Instructional Support Specialist, Bryant University

Although faculty collaboration occurs frequently, student online collaboration practices are less well known. Over the course of a semester, an honors business course at Bryant University experimented with various technological solutions to assist team members in collaborating in an online environment. This session will showcase the results of the experiment. **W22**

An Agile Approach to Faculty-Student Collaboration in IT Innovations

May Chang, Head of Library Information Technology Services, University of Maryland Baltimore County

Based on agile software development and project management models, the presenter and her team created an alternative approach to IT innovation and development at UMBC Library. A prototype agile team of faculty and students successfully completed quality web design and online instruction projects within short time frames. This agile framework proved to be a viable approach that appealed to students and encouraged collaborative participation. This presentation discusses the agile approach, challenges and success factors. **W27**

Stand Out From the Crowd: Differentiate Your Campus with Class Capture

Alan Macdougall, Director of Academic Computing, University of New Haven

Technology is often seen as a differentiator to prospective and current students choosing to attend or stay enrolled at a particular institution. In this session you will learn how the University of New Haven uses class capture to "stand out from the crowd"—providing a means to enhance learning outcomes and improve student recruitment and retention. In addition, Alan will discuss the advantages of a web-based class capture service as an easy and cost-effective way to positively impact institutions, particularly in a troubled economy. **Th32**

Creating the Social Research Tools of the Future

Victor Henning, Founder and Director, Mendeley Ltd., Lecturer, Bauhaus-University of Weimar and Jan Reichelt, Co-Founder and Director, Mendeley Ltd., Lecturer, University of Cologne

This session travels to the year 2019. Using the "Collective Headline Mindmapping" exercise, attendees will collect and discuss the social research tools that made news in campus technology in the past 10 years. What became possible, what happened, what do we wish didn't happen? Attendees will then contrast the results with a social research tool developed during the session. **Th37**

For the most up-to-date workshop, session and conference information, visit www.campustechnology.com/summer09

TRACK 3 THE DIGITAL CAMPUS

The 21st Century Campus: Are We There Yet?

Julie Smith, Director, Higher Education, CDW Government, Inc.

The 21st century campus is here; but is higher education taking full advantage of all it has to offer? This interactive discussion with faculty, IT staff and students will highlight how technology is shaping today's college learning environment, including the tools and best practices needed to create and sustain an innovative and dynamic campus. **T03**

Real-World Identity Management Solutions

John Lewis, Chief Software Architect, Unicon, Inc.

Today's IT industry is awash with offerings in the identity management space. In this session the presenter will explore real, tactical things we can do now to start solving the identity management issues in our enterprises and take a look at current efforts in the higher education community. We will consider technologies, key standards, and most importantly, the policy and procedure issues we must address to achieve proper governance over our enterprise identities. **T08**

Transforming Enterprise Video Support and Resources

Lance Cunningham, Director of the Office of Information Technology and Video Solutions, University of Minnesota

The OIT Video Solutions department, within the Office of Technology at UMN, dedicated to video support and resources for students, faculty and staff, is currently transforming the way that digital video is used by providing broader access to tools and resources for the management and delivery of video assets. This session will discuss the transformative process, goals, challenges and future steps. **T13**

Building a 21st Century Campus Cyberinfrastructure for Research

Steven Corbató, Director of Cyberinfrastructure Strategic Initiative, University of Utah

Dr. Steve Corbató will share his experience in advancing the Internet2 backbone, the National Science Foundation's GENI project, and extending the University of Utah's cyberinfrastructure and research network to enable high-bandwidth, high-performance research on a global scale. Corbató will describe how to blend critical cyberinfrastructure

components to serve digital campus communities. **W18**

Today's Reality: Paperless Admissions and Financial Aid Systems

Bob Zagami, Chairman, AIIM International

This panel discussion will include CIOs, admissions and financial aid executives who have successfully implemented paperless document management solutions at their colleges and universities to reduce cost and increase productivity. Discussions will focus on integration of imaging technologies with administrative software and Student Information Systems and SaaS delivery models. **W19**

Mobile Delivery: Towards Portable Cloud Computing

Henry van Zyl, Vice-Provost, Thomas Edison State College and Ann Boland, Managing Partner, OHE Associates

How do you migrate 16,000 students to mobile delivery of various course elements? Thomas Edison State College in Trenton, New Jersey, rolled out their mobile learning initiative after a year of pilot testing. Using Hot Lava Software, they converted content for delivery to any web-enabled cell phone, trained all staff and built enthusiasm for meeting student needs to learn "anywhere/anytime." **W23**

Academic Technology Leaders: The Future and Our Role

Linda Jorn, Director of the Digital Media Center, University of Minnesota and Joan Falkenberg Getman, Senior Strategist for Learning Technologies, Cornell University

What should be the role of academic technology leaders in the strategic planning process? What does academic technology leadership look like in the 21st century? What key 21st century services, products and ideas do academic technology leaders need to know about? Don't miss the discussion—it's your academic technology future! **W25**

Creating a Future Vision for the 21st Century Campus

William Havice, Associate Dean for Academic Support Services and Pamela Havice, Associate Professor, Clemson University

By pushing the boundaries of both teaching and campus, the presenters are finding new ways to enrich the student experience. Using innovative learning technologies, students captured their philosophy statements in a succinct two-minute multi-media presentation that

potential graduate schools and employers could view on-demand. **W28**

SaaS or Do-it-Yourself: How University Data Backup is Moving Online

Walter Petruska, Information Security Officer and Director, University of San Francisco

The University of San Francisco is implementing an online backup service for faculty PCs, as well as departmental field servers. This session shares their decision to move from a build-it-yourself infrastructure to a SaaS model. The results are significant cost-savings and an improvement in the ability to centrally manage the university's backups. **Th33**

Cloud Computing: Real Life Lessons Learned and Best Practices

Anthony Hill, CTO, TopSchool

While Cloud Computing is in its infant stage, it is already impacting higher ed. Initially adopted primarily in academic computing, Cloud Computing is positioned to deliver significant payback for administrative computing. Join Anthony Hill as he shares the risks, lessons and best practices in transforming an institution's IT and business models. **Th35**

Education in the Clouds

Lorenzo Mejia, Senior Executive Vice President of Carrier Business, SIMtone Corporation

Virtualization has combined with high-speed bandwidth to create an entirely new computing paradigm, often called cloud computing. Within this new paradigm, it is possible to deliver any computing experience as a service to any device and in any location. While cloud computing is ideal for large corporations, experts also expect potential benefits of cloud computing for the education market. **Th38**

SAIP: Integrating the Academic Enterprise

Michael Feldstein, Principal Product Manager, Academic Enterprise Solutions, Oracle

With today's level of service expectations, there's no more room for antiquated batch processes. In this session, Michael Feldstein will explain how SAIP will help your institution leverage the new IMS Learning Information Services standard to provide real-time integration of your student information system and course management systems, and a foundation for enterprise integration of other local and SaaS teaching and learning tools. **Th40**

TRACK 4   WEB 2.0 AND SOCIAL SOFTWARE

Bringing Student Web 2.0 "Stuff" to Campus Enterprise Systems and Why

Trent Batson, Editor, Campus Technology and Stuart Sim, Chief Technology Officer and Architect, CommonNeed.com

Learn how student work at Web 2.0 sites, like Flickr, YouTube and many others, can be imported into campus enterprise systems, such as the course management system or the campus ePortfolio system, and why this is important. Come learn how this technology process creates an opportunity to extend the "chain of evidence" of student work further into the web, which is becoming the new desktop. Attendees will also learn how the Web2ePortfolio Initiative is helping support this new process. **T04**

Immersive Education: An Open Source, Collaborative Environment

Keith Rajecki, Solutions Architect, Sun Microsystems, Inc.

Immersive education combines 3D and virtual reality technology with digital media to immerse and engage students in the same way that today's best video games grab and keep the attention of players. This session will feature a review of Project Wonderland, a multi-user virtual-learning environment designed to deliver the security, scalability, reliability and functionality organizations need to conduct the business of learning. **T09**

Using Web 2.0 Tools Online: If You Build It, They Will Learn

Janice Butler, Assistant Professor, University of Texas at Brownsville

This session will focus on the effective use of a variety of Web 2.0 technologies to engage students in dynamic, interactive and collaborative online and hybrid courses. The presenter will also share examples of the tools and suggestions for overcoming the inevitable technology glitches and management challenges instructors face during initial implementation. Finally, the session will include comments from students previously or currently enrolled in a variety of Web 2.0 courses. **T14**

21st Century Students: How Today's Students are Reshaping Technology

Jeff Keltner, Business Development Manager, Google, Inc.

The next generation of students brings a different set of expectations to campus. Meeting the expectations of these students, and providing the tools necessary to enable next generation teaching and learning are difficult challenges for many campuses today. Jeff Keltner from Google, along with a student, a professor and a university CIO, will discuss these challenges, and share ideas about how your campus can provide tools that meet student demand. **T15**

Mixing it Up: Higher Education/K12 Immersive Development

Aaron E. Walsh, Director, Grid Institute and Boston College Faculty and Cary Palumbo, Principal, South Park Elementary

Immersive education is breaking down barriers—and not only physical limitations or restrictions of space, time, or distance. In this session you'll see how new immersive technology development is fostering collaborations across traditional 'levels' of education. You'll hear how colleges and universities around the world and an elementary school in Colorado worked together on the development of mixed reality learning technologies. Come see the results of their amazing work first hand and find out how their efforts will benefit students of all ages, from K-12 through all levels of higher education around the globe. **W24**

Your Chocolate Research Got On My Web 2.0 Game

Richard Glass and Marsha Spiegelman, Professors, Nassau Community College

This presentation will highlight a unique ongoing collaboration between two college professors that enhances the syllabus and infuses research skills as an assessable component in their courses. From their "no coding required" Web 2.0-based games to their new Second Life treasure hunt game, the authors engage millennial students in an environment that fosters learning. With more than two years of implementation to draw on, the authors will demonstrate positive outcomes and share student feedback. **W29**

Immersive Technology Platform Standards: Sharing Your World

Aaron E. Walsh, Director, Grid Institute and Boston College Faculty, Julian Lombardi, Assistant VP, OIT, Duke University, John Lester, Strategist and Evangelist, Second Life, Linden Labs and Kevin Roebuck, Market Development Manager, eLearning, Sun Microsystems

 As institutions venture onto new virtual ground, they focus on the immersive experiences they are opening up to their students. But how will institutions share their work in immersive education more generally, and how do they know that their development efforts can be leveraged in the future? This session examines emerging standards for immersive environments, and considers the issues technology and academic leaders on campus should consider as they explore the amazing opportunities of immersive education. **W30**

Melding Web 2.0 Technologies to Maximize the User Experience

Melanee Hamilton, Director of Web Communications, Lindsey Johnson, Portal Content Manager, and Erin Yarbrough, Project Manager, The University of Oklahoma

The University of Oklahoma is melding open source and freeware applications as well as enterprise systems to bring together popular Web 2.0 technologies and leverage "best of breed" tools to create a vibrant, interactive and engaging campus community. From YouTube to Luminis portal to student-driven blogging, the presenters will discuss how the university selects and implements these fresh, innovative Web 2.0 technologies and how to use an enterprise content management system to bring it all together. **Th34**

Reflections on Academic Use of the Second Life Environment in Higher Education

Ines Evaristo Chiyong, Academic Coordinator of Avatar PUCP, and Jose Elias Arcelles, Teaching Staff, Pontificia Universidad Católica del Perú

This session will focus on the experiences of the Group Avatar-PUCP, which was created to explore the virtual environment and assess the viability of avatars as tools to improve learning in higher education. The presenters will share the planning, implementation and evaluation of a class utilizing the Second Life environment as an academic tool. **Th39**

BREAKOUT SESSIONS AND PRE-CONFERENCE WORKSHOPS

MONDAY JULY 27

8:30am – 12:00pm

M01 Maps on a Spreadsheet and Other Google Collaboration Tools
Mark Frydenberg, Bentley University
Bring your own laptop

M02 Step-by-Step Audio Podcasting
Jeffrey Frey, Rice University
Bring your own laptop

12:00 – 1:15pm — **LUNCHEON KEYNOTE - TBA**

1:30 – 5:00pm

M06 Web 2.0-Enabled Interdisciplinary Collaborations
Jim Wolfgang, Georgia College & State University and Keith Politte, University of Missouri. Bring your own laptop

M07 Web 2.0 in the Classroom
Alexandra Pickett, State University System of New York
Bring your own laptop

TUESDAY JULY 28

8:30 – 9:45am — **OPENING KEYNOTE** Emerging Interactive Media: Implications for Teaching and Research

Virtualization Seminars

10:00am – 1:00pm
Understanding Virtualization's Role in Education

2:00 – 5:00pm
Implementing Virtualization Technologies: Deep Dive

10:00 – 11:00am

T01 A Successful Approach for Managing 21st Century Classrooms
Steve Fitzgerald, University of Minnesota

T02 Supporting Technically-Facilitated Intercultural Classes
Robert Smith, Helen Chen and Menko Johnson, Stanford University

11:15am – 12:15pm

T06 Collaborative Learning Spaces: Physical and Virtual
Erin DeSilva and Jessica Caron, Worcester Polytechnic Institute

T07 Five Elements of Exceptional Technology Enhanced Learning
Stephen Laster, Harvard Business School

3:45 – 4:45pm

T11 One Watt and $70: Virtual Desktops Deliver Low-cost Green Computing
Thomas Hoover, Pepperdine University, and Stephen Dukker, Ncomputing

T12 Are They Getting It? Creative Assessment in an Online Environment
Scott Cooper and Chris Dunst, University of North Carolina at Greensboro

WEDNESDAY JULY 30

8:30 – 9:45am — **INNOVATOR PRESENTATION** Enabling the Age of Education

10:00 – 11:00am

W16 Lessons and Outcomes from University of Minnesota's Future Classrooms
Steve Fitzgerald, Linda Jorn and Aimee Whiteside, University of Minnesota

W17 Using Virtual Classroom Software for Distance Education: It Works!
Robert Griffin, Saint Francis University

11:15am – 12:15pm

W21 Smarter, Cheaper, More Effective: New Models for Learning Space Design
Andrew Milne, Tidebreak, Inc., and Geoff Mitchell, Queensland University of Technology

W22 Breaking Bonds of Space and Time: Facilitating Student Collaboration
David Gannon, Phillip Lombardi and Enoch Park, Bryant University

3:45 – 4:45pm

W26 Sustainably Green: Achieving Long-term Environmental Benefits in IT
Larry Owens, Franklin and Marshall College

W27 An Agile Approach to Faculty-Student Collaboration in IT Innovations
May Chang, University of Maryland Baltimore County

THURSDAY JULY 31

8:30 – 9:30am

TH31 Blending Apples and Oranges: iTunes U, Pedagogy and Infrastructure
Yordanos Baharu, Eric Alvarado, John Arpino, P.B. Garrett and Yianna Vovides, George Washington University

TH32 Stand Out From the Crowd: Differentiate Your Campus With Class Capture
Alan Macdougall, University of New Haven

9:45 – 10:45am

TH36 Five Not-So-Easy But Possible Steps: Blackboard to Moodle in One Semester
Jessica McKean, Alliant International University

TH37 Creating the Social Research Tools of the Future
Victor Henning and Jan Reichelt, Mendeley, Ltd.

11:00am – 12:00pm — **CLOSING PLENARY** A Global IT Journey

TRACK LEGEND

Workshops & Seminars	Learning Infrastructure	New Media for Instruction	The Digital Campus
		TRACK 1	TRACK 2	TRACK 3

CONFERENCE AT-A-GLANCE

M03 **By the Numbers: Scorecards, Dashboards and Metrics for Classrooms**
Steve Fitzgerald, Nathan Meath and Anya Norton, University of Minnesota

M04 **Getting Up-to-Speed with the Sakai CLE**
Kara Stiles, rSmart
Bring your own laptop

M05 **Using Wikis in Courses**
Kristin Lofblad, Harvard Graduate School of Education
Bring your own laptop

LUNCHEON KEYNOTE - TBA

M08 **Strategic Application of AV Assessment and Standards in Learning Spaces**
Greg Bronson, Cornell University

M09 **SHUmobile and the Evolution of Digital Storytelling**
David Middleton and Mary Zedeck, Seton Hall University
Bring your own laptop

M10 **Breaking New Ground with Apple Technology You Already Have**
Jonathan Huer, Ball State University
Bring your own laptop

Chris Dede, Timothy E. Wirth Professor in Learning Technologies Harvard Graduate School of Education

T03 **The 21st-Century Campus: Are We There Yet?**
Julie Smith, CDW Government, Inc.

T04 **Bringing Student Web 2.0 "Stuff" to Campus Enterprise Systems and Why**
Trent Baston, Campus Technology and Stuart Sim, CommonNeed.com

T05 **Sakai 3.0: The Future is Here**
Josh Baron, Marist College

T08 **Real-World Identity Management Solutions**
John Lewis, Unicon, Inc.

T09 **Immersive Education: An Open Source, Collaborative Environment**
Keith Rajecki, Sun Microsystems, Inc.

T10 **Campus-Wide Lecture Capture in the Classroom and Beyond**
Keith Williams, Joseph Bonchi and William Reynolds, New Jersey Institute of Technology

T13 **Transforming Enterprise Video Support and Resources in Higher Education**
Lance Cunningham, University of Minnesota

T14 **Using Web 2.0 Tools Online: If You Build It, They Will Learn**
Janice Butler, University of Texas at Brownsville

T15 **21st Century Students: How Today's Students Are Reshaping Technology**
Jeff Keltner, Google, Inc.

Aaron E. Walsh Director, Grid Institute and Boston College Faculty

W18 **Building a 21st Century Campus Cyberinfrastructure for Research**
Steven Corbató, University of Utah

W19 **Today's Document Imaging Reality: Paperless Admissions and Financial Aid Systems**
Bob Zagami, AIIM International

W20 **An Open Forum on Open Education**
Josh Baron, Marist College

W23 **Mobile Delivery: Towards Portable Cloud Computing**
Henry van Zyl, Thomas Edison State College and Ann Boland, OHE Associates

W24 **Mixing it Up: Higher Education/ K12 Immersive Development**
Aaron E. Walsh, Grid Institute and Boston College and Cary Palumbo, South Park Elementary

W25 **Academic Technology Leaders in Higher Education: The Future and Our Role**
Linda Jorn, University of Minnesota and Joan Falkenberg Getman, Cornell University

W28 **Creating a Future Vision for the 21st Century Campus**
William and Pamela Havice, Clemson University

W29 **Your Chocolate Research Got On My Web 2.0 Game**
Richard Glass and Marsha Spiegelman, Nassau Community College

W30 **Immersive Technology Platform Standards: Sharing Your World**
Aaron E. Walsh, Grid Institute and Boston College , Kevin Roebuck, Sun Microsystems, Julian Lombari, Duke University and John Lester Linden Labs

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TH33 **SaaS or Do-it-Yourself: How University Data Backup is Moving Online**
Walter Petruska, University of San Francisco

TH34 **Melding Web 2.0 Technologies to Maximize the User Experience**
Melanee Hamilton, Lindsey Johnson and Erin Yarbrough, The University of Oklahoma

TH35 **Cloud Computing: Real Life Lessons Learned & Best Practices**
Anthony Hill, TopSchool

TH38 **Education in the Clouds**
Lorenzo Mejia, SIMtone Corporation

TH39 **Reflections on Academic Use of the Second Life Environment in Higher Education**
Ines Evaristo Chiyong, Jose Elias Arcelles, Pontifica Universidad Catolica del Peru

TH40 **SAIP: Integrating the Academic Enterprise**
Michael Feldstein, Oracle

Phillip D. Long, University of Queensland and MIT

Web 2.0 & Social Software
TRACK 4

Program subject to change

EXHIBIT HALL

The Campus Technology 2009 Exhibit Hall is where attendees can gather to see the latest products and services from participating technology vendors. Attendees traditionally enjoy this busy, interactive environment with lively discussions of new technologies, networking opportunities, poster sessions, and technology classrooms that offer detailed product demonstrations and drill-down information.

Schedule and Special Events

Tuesday, July 28

12:15 – 3:30 pm—Exhibit Hall Open
12:15 – 1:30 pm—Lunch
1:00 – 3:25 pm—Technology Classrooms
2:00 – 3:00 pm—Poster Sessions
4:45 – 6:30 pm—Exhibit Hall Wine and Cheese Reception
5:00 – 6:25 pm—Technology Classrooms

Wednesday, July 29

12:15 – 3:30 pm—Exhibit Hall Open
12:15 – 1:15 pm—Lunch
1:00 – 2:55 pm—Technology Classrooms
2:00 – 3:00 pm—Poster Sessions
3:15 pm—Exhibit Hall Raffle

For a complete listing of Technology Classrooms and Poster Sessions, visit
www.campustechnology.com/summer09

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APPERSON PRINT MANAGEMENT SERVICES, INC.	ELMO CORPORATION	LUMENS	TEXAS DIGITAL
ATOMIC LEARNING	EPSILEN ENVIRONMENT	MEDIASITE	THE LEARNING EDGE NORTH AMERICA
BARIX TECHNOLOGY, INC.	EPSON AMERICA	NCOMPUTING	TIDEBREAK, INC.
BITDEFENDER	ETHORITY	NERO, INC.	TIMETRADE SYSTEMS, INC.
CANNON USA BROADCAST & COMMUNICATIONS	FIRST CALL NETWORK, INC.	OMNIVEX CORP	TRAPEZE NETWORKS
CANON USA	FUJITSU COMPUTER SYSTEMS	QUESTION MARK CORPORATION	TURNITIN
CDIGIX	GOPRINT SYSTEMS, INC.	rSMART	VISIX
CDW-G	HITACHI ID SYSTEMS, INC.	SAMSUNG OPTO-ELECTRONICS AMERICA, INC.	WEBCHECKOUT
COMPUTER COMFORTS, INC.	INETU	SCANTRON CORPORATION	WOLFVISION
CRESTON	INFOCOMM INTERNATIONAL	SCHOOLDUDE.COM	XIRRUS
CXTEX	INTEGRATED DESIGN GROUP, INC.	SOFTCHALK	XYTHOS SOFTWARE
DELL COMPUTER	INTELECOM INTELLIGENT	SPECTRUM INDUSTRIES, INC.	ZIMBRA, INC.

Sponsors and exhibitors as of 3/04/09

GENERAL INFORMATION

Hotel Information

Campus Technology 2009 attendees who book their hotel by June 29, 2009 will receive the special conference rates listed below (subject to availability). After June 29, 2009 regular room rates will apply.

To make reservations call the hotels reservation number and state that you are with the Campus Technology conference to receive the discount. You may also book online through the hotel and travel page on our website:

www.campustechnology.com/summer09

HOST HOTEL

Westin Boston Waterfront

(Connected to the BCEC.)

425 Summer Street
Boston, MA 02210
Phone: 617-532-4600
Reservation Number:
888-627-7115
www.westinbostonwaterfront.com
Rate: $199 single/double

ADDITIONAL CONFERENCE HOTELS

Renaissance Boston Waterfront

(Approximately one-quarter mile from the BCEC.)

606 Congress Street
Boston, MA 02210
Phone: 617-338-4111
Reservation Number:
888-796-4664
www.marriott.com/hotels/travel/boswf
Rate: $199 single/double

Seaport Hotel Boston

(Approximately one-quarter mile from the BCEC.)

One Seaport Lane
Boston, MA 02210
Phone: 800-440-3318
Reservation Number:
877-SEAPORT
www.seaportboston.com
Rate: $229 single, $249 double
Promo Code: CAMP09

Air Travel Discounts

American Airlines is offering discounts to Campus Technology 2009 attendees for air travel to Boston between July 23 and August 4, 2009. Mileage members can receive credit for all American miles flown to attend this conference. Call or have your travel agent call American Airlines at 800-433-1790 and reference #A6579AR. Book your discounted ticket online, using the discount reference number above as the aa.com promotion code.

JetBlue is also offering discounts to Campus Technology 2009 attendee for air travel to Boston between July 23 and August 2, 2009. To receive the discount you must book online (www.jetblue.com/promo) and enter the promo code: campustechnology2009.

Transportation To and From the Airport

The convention center and conference hotels are located only three miles from Boston's Logan International Airport. Transportation from the airport will need to be arranged via a short cab ride, rental car, or the MBTA Silver Line rapid bus systems, which stops near the Seaport hotel and is a short walk to the convention center and other conference hotels.

If you travel via the Silver Line rapid bus system you will exit at the World Trade Center stop. For additional information on ground transportation options, please visit ww.massport.com. Estimated one-way taxi fare from Logan Airport is $30 - $40.

Rental Car Discount

Avis Rent-a-Car is offering car rental discounts for Campus Technology 2009 attendees. To receive the discount, call Avis at 800-331-1600 and use the Avis Worldwide Discount (AWD) number #D005872.

Attendee Networking

Interested in networking with other attendees? Be a part of pre-conference networking by checking the "Attendee Networking" box when you register. Prior to the conference you will have an opportunity to introduce yourself to other attendees and arrange to meet for lunch, dinner, or other break times, to network.

Weather and Attire

Summer in Boston reaches an average high of 82 degrees F and an average low of 65 degrees F. Moderate humidity is common. Attire for the conference is business casual. Please keep in mind that the climate inside meeting rooms can vary greatly, often falling on the cooler side.

Entertainment

The Boston Harbor Seaport area makes a convenient base for exploring the city on foot, via cab, water taxi, or by T train. The conference hotels are within walking distance of the New England Aquarium, the Boston Children's Museum, the Boston Design Center, and the Bank of America Pavilion for music lovers. The hotels are also just minutes from the city's famous Financial District, the Back Bay, North and South Ends, Faneuil Hall Marketplace and Fenway Park, home of the Boston Red Sox.

REGISTRATION INFORMATION

HOW TO REGISTER

Online:
www.campustechnology.com/summer09

Phone: 800-280-6218
(8:00 am – 5:00 pm PDT)

Fax: 541-346-3545
(credit card payment only)

Mail: Campus Technology 2009
Registration
1277 University of Oregon
Eugene, OR 97403-1277

REGISTRATION DEADLINES

**Early Registration
Discount Deadline:** JUNE 26, 2009

**Online Registration
Deadline:** JULY 24, 2009

After July 24, please register onsite. Registration will be limited to space available.

TEAM REGISTRATION DISCOUNTS

When three or more people from a single school or organization register at the same time, you can realize savings of up to $200 per person. *(See Registration Package listings for details.)*

REFUND AND CANCELLATION POLICY

A 100% refund less a $50 processing fee will be given for all cancellations requested by June 26. After June 26, no refunds will be given; however, all registrations are transferable to colleagues and associates with written authorization from the original registrant.

REGISTRATION QUESTIONS?

Phone: 800-280-6218
(8:00 am – 5:00 pm PDT)

E-mail:
campustech@continue.uoregon.edu

Web:
www.campustechnology.com/summer09

Campus Technology 2009's Federal Tax ID number is 20-4583700

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SECURE WEB REGISTRATION

Online registration is transacted via secured server in order to safeguard your private information:
www.campustechnology.com/summer09

Conference Registration

- 3 days
- All conference sessions
- Keynote and general sessions
- Access to Exhibit Hall
- Exhibit Hall Reception
- Poster sessions
- Lunch on Tuesday & Wednesday
- Refreshment breaks

Only $649* through 6/26/09

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Pre-Conference Workshops and Conference Registration

- Morning and Afternoon Workshops
- All conference sessions
- Keynote and general sessions
- Access to Exhibit Hall
- Exhibit Hall Reception
- Poster sessions
- Lunch on Monday, Tuesday & Wednesday
- Refreshment breaks

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Complete Conference, Workshops & Hotel Package

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- Exhibit Hall Reception
- Poster Sessions
- Lunch on Monday, Tuesday and Wednesday
- Refreshment breaks

Only $1,899* through 6/26/09

*EARLY BIRD SAVINGS. $1,999 AFTER 6/26/09

*Attendee is responsible for all incidental charges such as internet, phone calls, room service, movies, etc. Attendee will be contacted by a conference representative regarding bed preference (king or double), etc. Requests will be submitted to the hotel, but cannot be guaranteed. Please note that the Westin is a smoke free property and does not offering smoking accommodations.

Special Team Registration Pricing

Team members save up to $200

(Groups of 3 or More)
When one member of your team or organization registers at the individual rates listed above, additional team members (2 or more) can register at the special team rates of $549 for the conference or $749 for pre-conference workshops and conference registration.

For more information on group registration call Sara Ross at 972-506-9027.

REGISTER TODAY!
www.campustechnology.com/summer09

STEP 1 TYPE OR PRINT YOUR NAME, ADDRESS, PHONE NUMBER AND E-MAIL ADDRESS   All fields are required

FIRST NAME   LAST NAME   TITLE

INSTITUTION/COMPANY

MAILING ADDRESS   CITY   STATE   ZIP/POSTAL CODE

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* Your email is used to communicate with you about your conference registration, related products and services, as well as offers from select vendors. Refer to our Privacy Policy, http://www.1105media.com/privacy.aspx, for additional information.

STEP 2 CONFERENCE PRICING

	EARLY BIRD THROUGH JUNE 26	REGULAR AFTER JUNE 26
☐ Conference Registration	$649	$749
☐ Pre-Conference Workshops & Conference Registration	$849	$949
☐ Complete Conference, Workshops & Hotel Package	$1,899	$1,999
(Package includes full pre-conference workshops and conference registration plus four nights at the Westin Boston Waterfront Hotel.)		
☐ Team Conference Registration (Groups of 3 or more)	TEAM NAME:	
1st Person Conference Registration	$649	$749
Additional Team Members		$549
1st Person Pre-Conference Workshops & Conference Registration	$849	$949
Additional Team Members		$749
	TOTAL FEE: $	

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☐ CREDIT CARD ☐ VISA ☐ MASTERCARD ☐ AMEX   NUMBER_____ EXP. DATE_____ CVV2 NUMBER_____

Print Name as it Appears on Your Credit Card:_____ Signature:_____

STEP 3 DEMOGRAPHIC QUESTIONS

Please tell us where you work:

☐ 4-year college   ☐ Vocational institution
☐ 2-year college   ☐ Government Organization
☐ Other (please specify) _____

How did you hear about Campus Technology 2009?

☐ Received brochure in the mail
  (Please indicate four-digit code on mailing label _____)
☐ Saw brochure in Campus Technology magazine
☐ Campus Technology eNewsletter
☐ Campus Technology website
☐ 1105 Media website
☐ From colleague/co-worker
☐ My association
☐ Other publication

Please indicate your primary role:

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☐ Top-Level IT Executive (VP, CIO, CTO, etc.)
☐ IT Director/Manager - Academic Computing
☐ IT Director/Manager - Administrative Computing
☐ Administrative Mgmt (Dean, Dept. Chair, Director)
☐ Faculty Member (Professor, Adjunct, Instructor)
☐ Media/Library Services
☐ Other _____

Do you evaluate, recommend, specify, or approve the acquisition of technology products and services?

☐ Yes   ☐ No

☐ Attendee Networking: Yes, I want to participate

STEP 4 SEND IN YOUR REGISTRATION

MAIL: Campus Technology 2009 Registration
         1277 University of Oregon
         Eugene, OR 97403-1277 (Include full payment)

FAX: 541-346-3545 (credit card payment)

ONLINE: Register via our secure website at
         www.campustechnology.com/summer09

If applicable, be sure to provide Purchase Order information when registering online, or fax the PO form with your registration.

STEP 5 SELECT YOUR SESSIONS ONLINE

After receiving your confirmation code, go to the registration page at www.campustechnology.com/summer09, enter your code and select your preferred conference breakout sessions.

Transfer/Cancellation Policy: You may transfer your registration to another person any time prior to the event. To cancel, your request must be submitted in writing and postmarked no later than June 26, 2009. Your fee will be returned, less a $50 cancellation fee.

QUESTIONS?
PHONE: 800-280-6218 or 541-346-3537
E-MAIL: CampusTech@continue.uoregon.edu
WEB: www.campustechnology.com/summer09

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☐ Yes! I wish to receive/continue receiving a free monthly subscription to *Campus Technology*.
☐ No, thank you.

_____   _____
Signature (required)   Date

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GENERAL INFORMATION

E-MAIL: CTConferences@1105media.com

PHONE: 850-219-9600

FAX: 850-219-9610

CONFERENCE AND WORKSHOP REGISTRATION

E-MAIL: CampusTech@continue.uoregon.edu

PHONE: 800-280-6218

FAX: 541-346-3545
(Credit card payments only)

EXHIBITS AND SPONSORSHIPS

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PRESS

E-MAIL: CTConferences@1105media.com

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ENVISION THE FUTURE of technologies in higher education. Explore the emerging applications, social software and immersive platforms that will change how we see and interact with the world around us. Join us at Campus Technology 2009.

Register NOW for Early Bird Savings!

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