

## NITLE Workshop Descriptions and Prerequisites

### Adobe Creative Suite (3 days)

This workshop introduces Photoshop, Illustrator and InDesign as an integrated environment for creating content for web and print.

### Advanced Final Cut Pro (2 days)

If you have the basics down, this is the next step. Learn how to handle larger projects (working with the media manager and online editing feature), advanced editing techniques (split cuts, etc.), working with still images (demystifying square vs. non-square pixels), increase your workflow (keyboard shortcuts), compositing, motion and more.

*Prerequisites: Introduction to Final Cut Pro class or similar familiarity with the application. Basic familiarity with Photoshop:*

### Advanced Flash (3 days)

This course is primarily devoted to action scripting and producing interactive Flash Movies using Flash MX. Topics include scripting buttons, movie clips, and site navigation. (Available only at CET.)

*Prerequisites: familiarity with the Flash application including basic animation, using symbols, and basic timeline navigation (goto, stop, get URL, etc). Basic understanding of a scripting language (e.g. Javascript) suggested.*

### ARTstor Introduction (1 day)

This workshop provides a comprehensive overview of ARTstor's tools and collections with an opportunity for hands-on exploration and a discussion of ideas for curricular integration of this resource.

### ARTstor Express (2 hours)

This two-hour workshop provides an overview of ARTstor's tools and collections, with some opportunity for hands-on *practice*. *We ask that this workshop be scheduled in conjunction with at least one other digital media workshop in order to maximize the cost effectiveness of our sending an instructor to your campus.*

### Computer Mediated Communication (1 day)

Computer-mediated communication is increasingly commonplace in the liberal arts classroom, propelled by the widespread implementation of course management systems such as Blackboard and WebCT. Email, listservs, and discussion boards are now familiar tools for many faculty. Coupled with emerging communication tools in the form of social software, opportunities abound for instructors to infuse technology and extend communication in and out of the classroom. However, the availability of such tools does not guarantee their meaningful integration into the pedagogical context of the classroom, and attempts to do so often end in frustration on the part of teachers and students. This one-day workshop for faculty aims to scaffold the meaningful use of computer-mediated communication in the classroom through a combination of hands-on work with a variety of CMC tools, such as those mentioned above, and a focus on the pedagogical contexts in which these tools can best be used. Participants will leave the workshop with strategies for the integration of computer-mediated communication, anchored in their own classroom practices.

### Digital Video Production with iMovie (1-1/2 days)

Learn to capture, compress, and edit video with iMovie Quicktime Professional. MediaCleaner Pro will also be covered extensively for compression and advanced features, such as subtitling.. There will be a discussion of other capture applications and digital video issues.

*Prerequisite: proficiency in basic computer skills (opening and closing files, working with multiple windows and applications, navigating the file system).*

### DVD Studio Pro (1 day)

For those who need more control in their DVD production, beyond the functionality available through iDVD, this class will cover: MPG2 compression, workspaces (Basic, Extended, Advanced), creating menus (still and motion), themes, chapter markers, working with audio, multiple tracks (audio, video and subtitle) and output to DVD.

*Prerequisite: proficiency with Final Cut Pro (or similar video editing app), Photoshop.*

### Final Cut Pro (2 days)

This introduction to Final Cut Pro video editing will cover basic digital video concepts, logging and capture techniques, basic editing, titling, and compression for web delivery or output back to tape.

*Prerequisites: basic familiarity with a non-linear video editing application (e.g., iMovie, Premiere) suggested.*

---

### Flash (1 day)

An introduction to Macromedia Flash for the creation of interactive elements that achieve pedagogical objectives.

*Prerequisites: for advanced technology users. Web Workshop II or the equivalent highly recommended.*

### iMovie and iDVD (1 day)

This one day intensive class is designed to get you up and running using the latest version of iMovie and iDVD. Learn to capture, edit and compress video for web delivery and output to tape in iMovie. The iDVD portion of class will cover everything you need to create a DVD from your iMovie project including chapter markers, slide shows, working with themes/creating custom themes.

*Prerequisite: proficiency in basic computer skills (opening and closing files, working with multiple windows and applications, navigating the file system).*

### Live Stage Pro (2 days)

Live Stage Pro is an authoring tool for creating interactive QuickTime content. Learn to combine and extend Video, VR, Flash, and text, using drag and drop and Live Stage Pro's own scripting language (Qscript) to develop interactivity. We will be creating customized controllers and interfaces and user controllable tracks (subtitling), dynamically accessing content from web and streaming servers.

### Motion and Soundtrack - (1 day)

This workshop introduces tools for enhancing digital video with graphics and sound. Motion, Apple's motion graphic design and production application allows you to create motion graphics for film, video and DVD. It integrates seamlessly with Final Cut Pro and is easier to learn than competing software. It does, however, have very demanding hardware requirements which may make it impossible to offer in some locations.

Soundtrack's easy-to-use interface makes it possible for you to create your own music tracks for video projects. This application uses pre-recorded Apple Loops that one can drop into a timeline to build a song. Soundtrack automatically syncs up the loops to your project tempo and key. If you would like to compose your own loops, Garageband makes this possible. There will be ample opportunity for hands-on experience with these tools.

*Prerequisite: Basic Final Cut Pro*

### Multimedia Narrative (3 days)

This workshop is designed to provide faculty, librarians and technologists with a set of tools that will enable them to make an argument or tell a story through digital media. Inspired by the Center for Digital Storytelling model, but with a more pedagogical focus, Multimedia Narrative is intended for those who wish to create pedagogical materials, or teach their students to communicate effectively through multimedia projects. The workshop builds technical skills on an theoretical understanding of the various media involved, and focuses on effective writing for multimedia, video-based narratives. Participants will acquire basic mastery of simple tools for scanning and manipulating still images, and editing digital video with iMovie.

*Prerequisites: any technological skill level is welcome. Participants are asked to bring an idea for a project, along with some materials for its development, such as audio tapes, photographs, VHS tapes, or digital files. CET will provide CDs or DVDs to house the final project.*

### Pedagogical Implications of Wireless and Mobile Technologies (1 day)

This workshop explores the pedagogy of mobile, wireless computing. As college campuses set up wireless networks, and the number and variety of networked devices increase, how can we best teach and learn in this environment? We will describe the evolving world of wireless networks, including 802.11x(WiFi), Bluetooth & Cellular; and how devices such as Personal Digital Assistants(PDAs), laptops, tablets, cell phones are being leveraged to create a new ubiquitous computing environment. This technology promises to have a significant impact on our campus existing wired client/server infrastructure; leading to more p2p networking, cell phones, and exciting new convergent devices. This paradigm shift will also impact security and campus workflow. The majority of this workshop focuses on the changed learning environment: small group collaboration, information literacy with the always-on Web, multitasking within the classroom, asynchronous and synchronous wireless discussions, publishing to PDAs, handheld simulations, and location-based communication. We will examine learning in classrooms, libraries, labs, and general campus spaces. Materials include recent case studies of wireless pedagogy from across the United States.

#### Photoshop Level 1 (2 days)

This course covers basic scanning and still image manipulation using Adobe Photoshop. Topics include: basic color theory, terminology, image file types, document management tools, cropping and rotating images, basic and intermediate selection tools, drawing and painting tools, basic color correction, and type tools.

*Prerequisite: proficiency in basic computer skills (opening and closing files, working with multiple windows and applications, navigating the file system).*

Photoshop Level I(1 day intensive version) Same content; faster pace; limited practice time.

#### Photoshop Level If (1 day)

This course continues where Level I left off, and covers advanced selection and color correction, filters and special effects, an in-depth session on web graphics and image compression, and ample time for questions and individual work. Curriculum will be tailored to the needs of the participants.

*Prerequisite: Photoshop Level I or equivalent. If you have not been through CET's Level I class, we strongly recommend that you take it first unless you have extensive prior experience with Photoshop.*

#### Project Management in a Liberal Arts College Setting (1 day)

The Project Management Workshop will address how to maximize collaborative work in digital media. Topics include planning a timeline, storyboarding, tool selection, and complementing face to face meetings with electronic communication. We will focus on social issues as well, such as: faculty-student collaboration etiquette; balancing students' school work with their IT projects; building small group trust; collaboration between IT, student, faculty, and librarian populations; effective yet diplomatic critique; creating and accomplishing realistic goals; project assessment. (Enrollment limited to 40.)

#### QTVR Production using QTVR Authoring Studio (1-1/2 days)

*In-depth coverage of producing QTVR panoramas, object movies, and scenes. Learn to shoot QTVR panoramas and objects using a variety of photographic equipment. Use QTVR Authoring Studio to create multi-node QTVR scenes. Use Photoshop to preprocess QTVR images.*

*Prerequisites: proficiency in basic computerskills (opening and closing files, working with multiple windows and applications, navigating the file system). Basic Imaging with Photoshop and Basic QuickTime Video Production strongly suggested, but not required.*

#### Social Software in Education: Introduction to Collaborative Writing Tools (1 day)

Social software tools such as [weblogs](#) and wikis are open, collaborative environments for writing and knowledge sharing. When used in the classroom, social software has the potential to foster new social patterns, enhance community, and expand the critical audience for student writing. This one-day workshop will offer an introduction to social software in education, examining specific pedagogical considerations, followed by a "best practices" presentation and the opportunity to explore several collaborative writing environments. This workshop is a very basic introduction for faculty who find themselves asking "what is a social software, anyway?"

#### Social Software Implementation on the Liberal Arts College Campus (1 day)

This workshop is the companion to "Social Software in Education: Introduction to Collaborative Writing Tools," designed for instructional technologists and faculty who have discovered and explored blogs and wikis on their own. This one-day *workshop has a hands-on focus; participants will learn how to create and distribute content using blogs, RSS, aggregators, and trackback, and explore other collaborative writing environments.*

*Prerequisites: "Social Software in Education: Introduction to Collaborative Writing Tools." or the equivalent.*

#### Social Software Users Group (1-1/2 day)

Slightly different from our other workshops in that each meeting's agenda is driven by the needs and interests of those attending, the Social Software Users Group brings together members of the MANE community who are using these applications, or are otherwise working in or interested in the field. The rubric of "social software" covers a variety of *applications, practices, and projects, including blogs, wikis, RSS, trackback, Friendster, Flickr, the Facebook, social network theory, and [del.icio.us](http://del.icio.us).* Topics for the January meeting may include the state of existing tools in this rapidly developing field, current liberal arts college uses, implementation issues, using social software to connect classes and resources across campuses, brainstorming new uses, the creation of new tools, and research directions. We hope SSUG ' will become a venue for collaboration on many levels, from information-sharing to inter-campus [projects](#). IT staff, librarians, faculty, and students are welcome.

### Streaming Media (1 day)

This workshop will provide an overview of streaming technologies, with a focus on preparing and optimizing Quicktime streaming media for web delivery. We will consider http vs. true streaming, setting up a quicktime streaming server and streaming for live events.

### Videography (1 day)

"Home video" taken while traveling the world can be an excellent source of material for multimedia productions, and it completely avoids the copyright problems one encounters in using commercially produced video. In this module participants will learn the basics of video production, and will gain a firm understanding of what it takes to produce usable raw video footage, including the necessary equipment. Examples of common mistakes and ways to avoid them will be included. Topics will include: introduction to analog video standards; VHS, SVHS, Hi-8, DV, etc.; NTSC, PAL, SECAM; introduction to video camera types; Digital Video, Hi-8, VHS; video camera operation; basic videography.

### Videography (2 days)

Same as above, but designed with technologists in mind, with additional emphasis on lighting, microphones, and techniques for assuring the highest possible quality of image and sound, as well as a more in-depth exploration of the underlying technology of the video camera.

### Web Workshop I (3 days)

This workshop covers worldwide web history and concepts, basic and intermediate HTML, basic web graphics, and design issues, and introduces Macromedia Dreamweaver as a web-authoring tool. Exact content will be tailored to the needs of the participants. One-third to one-half of this workshop will consist of free time to work on your own web projects, so be sure to bring ideas and materials to work on!

*Prerequisite: ability to navigate the web using a browser..*

### Web Workshop II (3 days)

This workshop will cover advanced aspects of Macromedia Dreamweaver, including complex tables and frames, forms, image maps, style sheets, DHTML, and site management. It will also introduce Fireworks, Macromedia's graphics application.

*Prerequisite: Web Workshop 1 or the equivalent.*

- [NITLE](#)
- [Opportunities](#)
- [Calendar of opportunities](#)
- [Archive of opportunities](#)
- [Reception for Music Librarians, Music Librarian Association \(MLA\) Annual Conference, Memphis, TN, February 22, 2006](#)
- [Teaching Islam: an Associated Colleges of the Midwest workshop, Lake Forest College, Lake Forest, IL, February 24-26, 2006](#)
- [Interactive Performance Collaborations for Digital Artists: Workshop, Lake Forest College, Lake Forest, IL, March 9-12, 2006](#)

[Opportunities](#) | [Opportunities by Date](#)

## Opportunities - Opportunities by Date

February 2006

- [Reception for Music Librarians](#) , February 22, 2006, Music Library Association (MLA) Annual Conference, Memphis, TN  
Meet and network with music librarians from NITLE [participating colleges](#) who are attending the MLA annual conference.
- [Teaching Islam: an Associated Colleges of the Midwest workshop-](#), February 24-26, 2006, Lake Forest College, Lake Forest, IL  
Opportunity to network with Islamists from [participating colleges](#) that are also part of the [Associated Colleges of the Midwest](#).

March 2006

- [Interactive Performance Collaborations for Digital Artists: Workshop](#) , March 9-12, 2006, Lake Forest College, Lake Forest, IL  
Collaboratively compose a work for presentation at summer events.
- [Student Music Composition Contest: Submissions Due](#) , March 10, 2006, See Orpheus Alliance website  
Undergraduate composers at [participating colleges](#) benefit from the opportunity to have their work evaluated and possibly performed professionally.
- [Managing and Supporting GIS: Workshop by Design](#) , March 12-15, 2006, Trinity University, San Antonio, TX  
Increase your knowledge of GIS software, with a focus on data acquisition, metadata, DAM, etc. This workshop is designed for instructional technologists, librarians, and GIS specialists.
- [Introducing GIS \(iGIS\): Workshop-to-Go](#), March 15-17, 2006, Hamilton College, Clinton, NY  
Learn basic functions of GIS and spatial data visualization for use with classes.
- [Presentation Technologies: Workshop-to-Go](#), March 17, 2006, Kalamazoo College, Kalamazoo, MI  
Increase your ability to use presentation technologies effectively in teaching
- [Extreme Makeover: Collegiate Edition - Understanding, Defining, and Managing Accessibility to Technology at your College or University](#) , March 23-24, 2006, Sarah Lawrence College, Bronxville, NY  
Participants will explore the topic of accessibility to technology and the legal, ethical, and practical requirements that universities and colleges face when creating technology spaces. For instructional technologists and other college administrators who wish to learn about and act upon accessibility issues in the collegiate setting.

Collaborative and Technology-Assisted Approaches to Teaching Arabic , March 24 - March 26, DePauw University, Greencastle, IN

For faculty, chief academic officers and other staff members at NITLE participating colleges who are interested in enhancing their institutions' offerings in the Arabic language and developing collaborative approaches to teaching Arabic-teams made up of a faculty member and an academic officer are encouraged.

eZ publish <sup>TM</sup> copyright © 1999-2005 eZ systems as