Dear Participants,


Our vision for this summit is to ignite interest in collaborative and innovative. Forward thinking and innovative ideas are called for. We want to help create an academic environment that not only addresses the needs of our students now, but to consider solutions for the future.

We cannot build a better tomorrow alone. Through this ICT Summit, we have the opportunity to come together and meet the challenge to visualize and plan how we can use current developments in technology and plan for technical advances that react and respond to our needs, based on pedagogy and content. Collaboratively we, as a community, can place ourselves to be a forerunner of new ideas and technologies rather than simply following or matching the standards of the day.

We appreciate you taking the time to attend the ICD Summit 2010
ICT Summit Schedule

10:30am
Introduction by Chancellor

11am
Keynote Speech by Nolan Bushnell

11:45am
Question and Answer with Mr. Bushnell

12:15pm
Meet & Greet/ Lunch

1-3pm
Group Discussions

03:00pm
Conclusion

3:30-5pm
Reception
Mr. Bushnell is a technology pioneer and is often cited as the father of the video game industry. He is best known as the founder of Atari Corporation and Chuck E. Cheese Pizza Time Theater. Mr. Bushnell is passionate about enhancing and improving the educational process and truly enjoys motivating and inspiring others with his views on entrepreneurship, creativity, and innovation.

Over the past four decades, Bushnell has been a prolific entrepreneur founding numerous companies, including: Catalyst Technologies, the first technology incubator; Etak, the first car navigation system whose mapping is still the basis for car navigation systems today; Androbot, a personal robotics company; and ByVideo, the first online ordering system, which allowed customers to order and pay for product from kiosks. Additionally, he has consulted for numerous corporations, including IBM, Cisco Systems and US Digital Communications.

Currently, Mr. Bushnell devotes his talents to his two current companies: Tapcode and uWink. Tapcode develops digital media entertainment and hospitality software and uWink offers interactive restaurants that allow customers to order food, drinks, games and other media at their table through touch screen terminals.

Over the years, Bushnell has garnered many accolades and distinctions. He was named ASI 1997 Man of the Year, inducted into the Video Game Hall of Fame, inducted into the Consumer Electronics Association Hall of Fame and named one of Newsweek’s “50 Men That Changed America.” He is also highlighted as one of Silicon Valley’s entrepreneurial icons in The Revolutionaries display at the renowned Tech Museum of Innovation in San Jose, California. In March of 2009, Bushnell was honored with the British Academy of Film and Television Arts Fellowship Award, the highest accolade the Academy bestows, for his outstanding creative contribution to the Video Games Industry. Currently a biopic about Bushnell, tentatively titled Atari, is in pre-production. The story was acquired by Leonardo DiCaprio’s production company and is set to star Leonardo DiCaprio as Mr. Bushnell.

Bushnell received his B.S. in Electrical Engineering from the University of Utah, where he is a Distinguished Fellow and also attended Stanford Graduate School.
The Discussion Topics as Suggested are:

1. With respect to IT, how should we...
   - Responding to Changing Technology 1yr, 5yr, 10yr
   - Pedagogy and Content Driven Technology
   - How should IT Program...collaborate on/off campus
   - Position ourselves for other programs or changing landscape
   - Prioritize and respond to needs - do we know needs?
   - Foster tech for empowerment
   - innovative pedagogy

2. How do we prepare future teachers to use technology in the classroom?
3. Is Keeping up with the Joneses enough, can we do better than them?
4. Responding to Technology
5. Naked Teaching - (no powerpoint, powerpoint is for losers)
   or Life After Power Point
6. What do you want students to do - teach them to fish.
7. Future tech advances and technology on campus/academy.

The above topics will be used during the afternoon session. Each table will take one topic on and is lead by a moderator. The moderators are each members of the IT Program Curriculum Committee. Each table also has a student worker to assist and facilitate with technology available or other needs.

NOTE: Equipment from Smart Technologies is being made available through Valley Communications free of charge. They are providing Smart board, Smart podium, Interactive tablets. Joshua Kranz their Technology Service Manager will also be on hand to install any needed software from Smart Technologies.

Valley is a diversified communications company, offering a wide range of equipment and services including data/video projection equipment and computer interactive whiteboards (SMARTBoards); related SMART equipment; conference room design; telephone and voice mail systems; sound/security systems; broadband TV distributing systems; and voice/data/fiber cabling. Valley services everything it sells, and offers its clients over 65 years of business experience to draw upon. Valley Communications of Chicopee, MA.
IT Program Course Listing

- 3-D Animation/Modeling and Digital Editing (CmpSci)
- Advanced Software Professional Writing (English)
- Advanced Topics in CAD (BMATWT)
- Bioinformatics Lab (Biology)
- Business Applications of Computers (Accounting)
- Character Animation (Art)
- Computer Animation II (Art)
- Computer Literacy (CmpSci)
- Computing: Foundations to Frontiers (Res-Econ)
- Conflict and Cyberspace: Online Dispute Resolution (Legal)
- Contemporary Legal and Ethical Issues in Cyberspace (HT-Mgt)
- Data Structures & Algorithms (E&G-Eng)
- Digital Imaging: Time Based (Art)
- Digital Journalism (Journalism)
- Digital Media: Print Making (Art)
- Digital Media: Still Image (Art)
- Direct Marketing (Marketing)
- Economic Issues of Contemporary Information Technology (Res-Econ)
- Ecosystem Modeling and Simulation (WFCON)
- Educational Video Production (Education)
- Fundamentals of Graphic Communication (CmpSci)
- Geographic Information Systems (NRC)
- History Western Sci &Tech II (History)
- Information Design (Art)
- Information Technology in Finance (FinOpMgt)
- Interactive Web Animation (CmpSci)
- Internet Business Design and Development (Sch-Mgmt 597G)
- Internet Marketing (Marketing)
- Internet Marketing (Marketing)
- Internet Technology for e-Business (SOM)
- Introduction to Business Information Systems (SOM)
- Introduction to CAD in Construction/Archit (BMATWT)
- Introduction to Business Information Systems (SOM)
- Introduction to CAD in Construction/Archit (BMATWT)
- Introduction to E&C II (E&C-Eng)
- Introduction to PGMG (CmpSci)
- Introduction To Problem Solving with Computers (CmpSci)
- Introduction to Computer Animation (Art)
- Introduction to Computing in the Fine Arts (Art)
- Introduction to Healthcare Informatics (Nursing)
- Introduction to Java II (CmpSci)
- Introduction to Programming (Python) (CmpSci)
- Introduction to Remote Sensing (Geo-Sci)
- Introduction to Spatial Information Technology (NRC)
- Law and the World Wide Web (Legal)
- Media History and Communication Policy (Comm)
- Media Motion & Graphics (Art)
- MIDI Studio Techniques (Music)
- Multidisciplinary Info Tech Community Service Capstone (Honors)
- New Media Tech & Soc Chng (History)
- Our Networked World (CmpSci)
- Problem Solving with the Internet (CmpSci)
- Problem Solving with the Internet (CmpSci)
- Programming with Data Structures (CmpSci)
- Programming with Data Structures (CmpSci)
- Reporting for Podcasting and Radio (Journalism)
- Representing, Storing & Retrieving Information (CmpSci)
- Systems Analysis and Design (CmpSci)
- Travel Writing and Photojournalism (Journalism)
- Usability in Human-Computer Interactions (CmpSci)
- Wired Reporting (Journalism)

UMass IT Program

The Information Technology Program, housed within the Provost Office is charged with nurturing Information Technology Across the Disciplines. The IT Program supports collaborative working among the schools and colleges and maintains the Campus-wide IT Minor which is available to all UMass Amherst students.

Contact
Phone: 413-545-6242
E-mail: itprogram@provost.umass.edu
Fine Arts Center (FAC) 151 Presidents Drive, Room 358 University of Massachusetts Amherst Amherst, MA 01003

UMass IT Curriculum Committee
David Todd  David Toomey  Steve Brewer
Jerry Schoen  Robbie Moll  Nikki Stoia
John Olsen  Graham Gal  Baird Soules
Janine Solberg

UMass IT Program Faculty
Alexander Schreyer  Evan Viera  Lauren Labrecque  Qian Yu
Andrew McCallum  Florence Sullivan  Linda Enghagen  Richard Newton
David Jensen  George Milne  Lixin Gao  Robert Moll
Beverly Woolf  Gerald Downs  Mark Corner  Rosanne Retz
Bhaswar Gupta  Glenn Caffery  Martha  Rui Wang
Brian Brown  Graham Gal  Fuentes-Bautista  Russell Tessier
Charles Schweik  James Allan  Michael Carr  Sanjay Nawalkha
Christian Pulver  Jacee Hansen  Mila Sherman  Timothy Randhir
Copper Gilsop  Jason Gabisch  Min Xu  Wendy Lehner
Dennis Vandal  Jed Mitchell  Nancy Cohen  William Adrion
Dror Shmerling  Jian Du  Nikunj Kapadia  William Diamond
Eric Bittman  Jon Olsen  Oliver Brock  William Verts
Erik Learned-Miller  Kaitlin Zheng  Patricia  Galvis-Assmus
Ethan Katsh  Larry Owens 