

# TECHNOLOGY ENHANCED LEARNING



A SERIES OF 4 FRIDAY FORUMS IN THE SPRING  
**Sponsored by the Office of the Provost — Hosted by Marsha Kinder**

*Each Featuring A Successful USC Strategy For Combining  
Transdisciplinary Research With Technology-Enhanced Learning*

**MARK THESE DATES ON YOUR CALENDAR — DETAILS WILL FOLLOW  
EVERYONE IS WELCOME**

**The Sensorium: Friday, March 24th**

**Serious Games: Friday, March 31st**



**Visualizing Science: Friday, April 7th**

**The Massive Multimedia Database: Friday, April 14th**

## A SERIES OF 4 FRIDAY FORUMS IN THE SPRING

Sponsored by the Office of the Provost — Hosted by Marsha Kinder

### FORMAT

8:30 – 9	Continental Breakfast and Exhibition of Projects
9 – 10:30	Session 1—presentations of specific projects, with Q&A
10:30 – 11	Break, time to interact with exhibited projects presented
11 – 12:30	Session 2—panel discussion of broader topics, with Q&A
12:30 – 1:30	Lunch, with featured speaker who demonstrates a new technology
1:30 – 2:30	Exhibition will remain available for those who want to spend more time interacting with projects and their producers

### THE SENSORIUM: DEFINING THE BIT RATES OF REALITY

What is the history, present and future of devices that achieve immersive sensory reproductions of reality, devices that go beyond verbal description and analysis? This session will feature research projects that helped launch the new Visual Studies Graduate Certificate Program and will demonstrate what an equivalent Audio Studies Program could be. It will explore synaesthesia both as an aesthetic concept and neurological experience.

### SERIOUS GAMES

This session will demonstrate the range of "serious electronic games" (those with educational goals) now being developed at USC. It will explore how games can function as a learning environment and how we can make a more effective use of serious games in learning-centered classrooms.

### VISUALIZING SCIENCE

Focusing on the collaboration between the arts and sciences, this session will explore what each field can teach the other about visualization as a mode of discovery, representation and expression. It will feature an array of collaborative work already being done in this area at USC and how it can be expanded by the new initiatives in nano-bio research and public health.

### MASSIVE MULTIMEDIA DATABASES

Now that USC has the Shoah collection and also Bruce Zuckerman's massive archive on sacred texts and art objects, Phil Ethington's massive visual archives of the city, and Dowell Myers's urban demographics, we are the ideal site to explore the cultural values and implications of such massive multimedia archives. What are their historical predecessors? How do they relate to narrative? How can we use them in classrooms as learning-centered collaborative projects?