

10th Annual MLTI Student Conference

May 16, 2013 - 10:45 - 11:45 - Block 2 Sessions (Locations & Descriptions) May 6 update

Video Challenges & Contests are Happening - Here's how to win!

Location: Boardman 210

Karyn Field (Reeds Brook Middle School - Grade 8 ELA & GT Teacher) & Reeds Brook Middle School Students

You enjoy making movies, right? Well, if you've been thinking about entering a video contest or taking on a video challenge, this session will be perfect! Maybe your school runs a video contest, or you and some friends are looking at state-wide or national contests. You already know how easy it is to create video on your MLTI MacBook, so this session will be focused on how to look closely at a video challenge and then how to create video content that will catch the judges' eyes, ears, and mind! Sure, everyone can create video today - that means if you want to win, you'll have to produce something special! Come learn how from a team of Maine students who did just that in one of the Meridian Stories challenges (<http://www.meridianstories.com/author/ctzdesign/>)

Spend an Hour with a Genius - an Apple Genius!

Location: Little 110

Wayne Treadwell (Project Engineer for MLTI - Apple Inc.)

If you've ever wished you knew how to do something on your MLTI MacBook that no one else in your class knew, this is the session for you. Or maybe you are the one people go to with their MacBook questions, and you wish you knew more... Prior to joining Apple's MLTI team in the fall of 2012, Wayne worked as a Genius at the Apple Store in the Maine Mall. So bring your questions, bring your curiosity, bring your friends, and see what you can learn when you have access to a Genius of your very own for an hour!

Introduction to Computer Programming with Minecraft

Location: D.P. Corbett 115

Jeff Mao (Learning Technology Policy Director, Maine Department of Education)

Thousands of people are creating and exploring in the world of Minecraft. Did you know that with a simple mod pack, ComputerCraft, that you can build computers and robots (called turtles) in Minecraft? Using programs that you write for these computers and turtles, you can expand what is possible in Minecraft. Not a Minecraft player? That's OK. This session is for the newbie computer programmer or the Minecraft veteran that has not yet tried the ComputerCraft mod.

Calling All Inventors - Start Programming with Arduino!

Location: Barrows 119

Abby Stiers (Interactive Computing Intern - Bowdoin College)

Would you like to build a device that senses when someone sneaks into your room and sends you a text message? How about a shirt with turn signal lights on the back, for riding your bike? People have built these and more with arduino microcontrollers. A microcontroller is like a tiny portable (even washable) computer that can take information from any kind of sensor to control lights, motors and other electronics. Arduino microcontrollers come in all shapes and sizes and are designed to be easy to program so anyone can invent new devices. In this super fast-paced workshop, you will build a basic project, while learning concepts and skills necessary for designing and building more complex projects. You will also learn where to find tutorials and instructions to help with future inventions.

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Beyond the Keyboard. Way Beyond.

Location: D.P. Corbett 105

Lindsey Farnham (Apple Professional Development Specialist)

With the release of the first Macintosh computer in 1984, the keyboard and mouse (now trackpad) represented the bleeding edge of digital interfaces. Now, decades later, we are traveling towards a future in which neither of those devices are necessary or even useful. For some that future is already here.

In this session we will explore the forward-looking interface options already built into your MLTI MacBook. Want your computer to read to you or command it to tell you a joke? Want to turn your work into an iTunes audio track or transform an item from the web into a PDF? If so, this is the session for you!

Animation with Keynote (v2.0)

Location: Little 140

Ann Marie Quirion Hutton (Apple Professional Development Specialist)

Have you ever wanted to make an animation? In this session discover how to use Keynote as an electronic flip-book. Build your own animations. This is a hands on session, so bring your MLTI MacBook, roll up your sleeves and get ready to create your masterpiece.

GarageBand for the Musician: Tips & Tricks for Musicians Recording an Entire Band! (v2.0)

Location: Bennett 137

David McKee (Project Engineer, Apple Inc.) and Timothy McNulty (Engineering Manager for Strategic Projects, Apple Inc.)

In this fast-paced hour, these two well-traveled musicians (and members of active bands) will dive into THE art of recording a full band in GarageBand. You'll learn expert tips for multitrack recording live instruments - drums, guitar, bass, keyboards, as well as vocals! You'll also see a demonstration of some additional (and inexpensive) gear to fully outfit your home "studio". As an added bonus, Tim and Dave will show you how to use GarageBand as a great live-performance rig, that extra band member you've been looking for!

Searching the Web - It Is Far From Trivial! (v8.0)

Location: D.P. Corbett 100

Barbara Greenstone & Friends (Boothbay Region Schools K-12 Technology Integrator)

Back for yet another year and even more cleverly updated for 2013... In an ongoing game of "Not so trivial pursuit," participants will be competing for prizes for themselves, and for their school! Dust off those Boolean Logic skills, and come ready to search!

Xcode 101 - An Intro to iPad App Development

Location: Hutchins Concert Hall

Steve Hayman (National Consulting Engineer with Apple's Education Team)

Want to try building an iPad App? In this session we'll introduce you to Xcode, the tool that kids and pros use to build apps for the App Store, and walk you through building something simple. You'll see how the pros do it, and learn that mere mortals can do magical things! Only a beginning, but you have to start small to learn big things!

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Exploring OS X at the Command Line

Location: D.P. Corbett 117

Eric Williams (Apple Professional Services - Apple Inc.)

Join Apple Engineer, Eric Williams, for a session looking under the covers of OS X using the Terminal application. We'll see how a modern computing system is configured and take first steps to scripting in a UNIX command line environment. This is an interactive session, so be sure to bring your MLTI MacBook and confirm with your school technical support that you have access to the Terminal application.

iMovie & Final Cut - Making Movies That Are a "Cut Above the Rest!" (v4.0)

Location: Jenness 116 - Soderberg Lecture Hall

Jonathan Carr (Project Engineer - Apple Inc.)

iMovie has unleashed some serious creativity across the MLTI. Are you one of the many folks who have been using iMovie inside and outside of class? If that **is** you, then this is the session **for** you! Not only will you be able to get some great tips and tricks for using iMovie more effectively, you'll also be introduced to the Final Cut suite. Apple's Final Cut is the choice of pros in the movie making world, so if you're getting serious about making movies, you'll want to know what the serious movie makers are using...

Oh, The Places You Will Go! Underwater Video, iMovie, & Global Travel (v4.0)

Location: Little 120

Patti Irish (Patti Irish Media)

She's Back! Video Producer and Underwater Videographer Patti Irish will share secrets of making a great video and work with participants to make their own underwater video using iMovie. With the help of rare and fabulous video clips and still images from Indonesian and Solomon Island coral reefs, participants will learn techniques of taking quality video, telling a story, and video editing. Participants in this session will learn some great tips and tricks in iMovie, as well as getting to know an underwater video professional who used to teach Middle School Science!

All Hyped Up: Creating Rich Media for the Mobile World

Location: Murray 102

Paul Facteau (Innovation Instigator - Apple Inc.)

The border between desktop and mobile access is rapidly fading. Users expect to get to the information anywhere, anytime and expect it to be fast. So, what is the best way to create rich media that is quick to produce and can be seen on any device. Well, HTML5 of course!

In this session we will investigate Hype, an HTML5 editor that uses a simple and elegant toolset to empower you to create interactive motion graphics that can be viewed on any mobile device, embedded into digital books, or uploaded to your website. As a result of this session you will be introduced the basic tools and learn the workflow required to create your first interactive HTML5 project.

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Fly Me to the Moon and Beyond - Planetary Exploration / Intergalactic Experiences / iOS (Independent Outer Space Exploration)

Location: Bennett 140

Matt Brooks (Development Executive, Apple Inc.)

Don't think this is a garageband session - it's not! Have you ever thought you were the center of the universe? Who hasn't? In this session we are going to venture into the known and unknown cosmos with iPads as we explore our solar system and beyond. We'll look at curated applications, websites, videos, and iBooks Authored text to name a few to be located in a special iTunes U course that is all about astronomy. Buckle up and let's blast off together.

Oh What A Tangled Web We Weave: Interactive Storytelling Using Twine

Location: Neville 101

Ruben Puentedura, Ph.D. (Founder and President, Hippasus.com)

Have you ever wanted to tell a story that had multiple endings? Create a how-to guide that showed people what to do - and also what not to do? Write a game that would challenge players with puzzles, unexpected twists, and more than one way to win? Then Twine is the tool for you! In this session we will see how to use Twine to create standalone web-based interactive text projects, and how to enhance the results with images and other media.

Twine Downloads: <http://gimcrackd.com/etc/src/>

Time to Team Up With Students: Student technology teams needed! (v2.0)

Location: Barrows 130/132

Ed Brazee (Brazee Digital Learning Services), Maya Crosby (Digital Studies - Lincoln Academy), and Lisa Hogan (Technology Integrator - Mt. Ararat Middle & High Schools)

NOT JUST FOR ADULTS...FOR STUDENTS TOO: Every school in Maine has students who are skilled, prepared, and waiting to be asked to teach their peers and teachers to use technology and digital media to promote learning. This session will focus on the process of building a sustainable student technology team that meets the goals and needs of your school. Topics will include - benefits of student tech teams, finding your school's focus, deciding on the specifics of what students will do (work with peers, work with teachers, work with community, provide in-class help, "just-in-time" assistance), professional development, recruiting and training students, adult mentors needed, and much more. Appropriate for all who would like to be a part of an energetic, knowledgeable, and helpful group making amazing contributions to their school.

Under the Hood: The Terminal Application and Game Design Using Python

Location: Neville 100

George Markowsky (School of Computing & Information Science, UMaine)

Are you interested in unleashing the full power of your computer? Then you need to know about the Terminal Application and some of the goodies that it provides access to. One of these goodies is the programming language Python which is a commercial grade programming language used widely in applications. It is also named after Monty Python's Flying Circus. We will show how to use Python to create a simple game using incremental development. The knowledge you will gain from this session can help you get the most from your computer. (Repeat of popular session offered last year)

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One-Hour Game Design

Location: Little 130

Tim Hart (Apple Professional Development Specialist)

Whether it is solitaire, Monopoly, or MineCraft, everybody plays games. While the computer has opened up new ways to play games, it has also made creating them more difficult. Scratch is a very easy-to-use programming language that gives everyone the chance to create what they can imagine. In this session, participants will learn about games and how to make them come to life using Scratch.

Running With the Pack

Location: Murray 106

Phil Brookhouse (MLTI Integration Mentor)

Are you tired of being a Lone Wolf? How about getting together and comparing notes on how we have played Wolfquest on our MLTI machines. Let's get together and share strategies and other things we have learned about the game. You'll even find out how to register for multiplayer mode, so you can run with a pack. I know it's not fun to talk about research, but the verdict is in - Wolfquest is good for learning! Parents and teachers need to know this, and you'll be able to show them. Bring your earbuds. Owwooooo!!

Why on Earth, or Off, Should Anyone Use Robotics in the Classroom? (v3.0)

Location: Jenness Hall - Soderberg Lobby

Tom Bickford (Director of Maine Robotics)

Robotics have been on the cutting edge of science for the past few decades. Imagine exploring space as well as the deep reaches of the oceans. Imagine working with equipment to turn an idea into a project and finally into reality. Imagine asking the question, "What can it do?" only to find out it can do what we want it to do. Now imagine that you can do all that! In this session you'll not only learn about the ideas of robotics, you'll get your hands on them as well! Ready, set, PROGRAM!

Lights, Cameras & How They Interact

Location: Bennett 141

NESCom (Staff and Students from the New England School of Communications)

In this session we will spend an hour looking at how you can create depth and proper composition in your frames when shooting either film or video. Exploring how cameras react to different light sources and how you can manipulate them to make your work look like it was done in Hollywood! The hour will focus on basic concepts of exposure, reciprocity and at how you can manipulate your image and the feeling that people get when watching it.

Learn to Program on iPad with Hopscotch

Location: Innovative Media Research and Commercialization Center

Duane Shimmel (UMaine Campus Representative, Apple Inc.)

Lots of MLTI students have gotten started in programming using Scratch on their MacBooks. Hopscotch offers the same type of programming - on iOS devices. Users can program by dragging and dropping. In this session teams will be using iPads and Hopscotch to take on challenges collaboratively. Easy to use, but so much to think about! Ready to start seeing yourself as a programmer, and want to see how you can do coding on an iPad? This is the session for you.

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Keynote Tips and Tricks From the Pros

Location: Jenness 100

Steve Ragalevsky & Lars Ljungholm (System Engineers, Apple Inc.)

Presentations are a part of both teaching and showing what you have learned. But are your Keynote presentations as powerful as they could be? Have you ever wanted to master keynote to deliver a truly effective presentation? In this session we will show you how you can leverage Keynote's most powerful tools to create presentations that will captivate your audience. You'll learn some things that the average user never discovers! This is a hands on session, so please bring your MacBook and be ready to create.

iPhoto & Keynote Together - Creating the Best Photo Slide Shows.... Ever!

Location: Boardman 310

Mary Callan (Apple Professional Development Specialist)

Slideshows make great additions to graduation parties, birthday parties, sports banquets, open houses, and parties in general - any other time people are coming together to celebrate. Did you know that you can use Keynote to create amazing photo slide shows? In this session, you'll learn how to import photos, adjust images, and add shapes and text to make the most awesome and unique photo slide shows ever. Bring some images loaded into iPhoto, and get ready to create a show that will have everyone saying, "How'd you do that?"