<table>
<thead>
<tr>
<th>Time</th>
<th>9:00 AM - 9:50 AM</th>
<th>10:00 AM - 10:50 AM</th>
<th>11:00 AM - 11:50 AM</th>
<th>12:10 PM - 1:00 PM</th>
<th>1:10 PM - 2:00 PM</th>
<th>2:10 PM - 3:00 PM</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Klingenstein Lounge (Main Floor)</strong></td>
<td>AI and the Future of Higher Education: Debunking Myths and Exploring Opportunities</td>
<td>Exploring AI's Impact Across Our Institutions</td>
<td>Microsoft Copilot, your OpenAI Powered Teaching/Learning Assistant</td>
<td>Boston Dynamics’ Spot for Academic and Research</td>
<td>Generative AI in Education: Recommendations, Early Experiences and Next Steps</td>
<td>Ethical Adoption of AI on Campus: Challenges and Opportunities</td>
</tr>
<tr>
<td><strong>Ithaca Falls Mtg Room (Main Floor)</strong></td>
<td>Achieving monitoring and detection that is relevant and based on your organization</td>
<td>FBI - The Cyber Threat Landscape</td>
<td>Let's go fishing</td>
<td>Guardians of the Campus: Strengthening Cyber Defenses</td>
<td>Securing Data Beyond Boundaries: A Data-Centric Approach</td>
<td>Operationalizing your Cybersecurity through Penetration Testing</td>
</tr>
<tr>
<td><strong>Clark Lounge (Main Floor)</strong></td>
<td>9:00: Utilization of Social Media to Increase Student Learning Opportunities</td>
<td>9:30: Elevating Project Presentations into Engaging Learning Experiences for All</td>
<td>10:00: Unlocking the Potential: Leveraging Technology for Efficient and Effective Peer Review in the Nursing Education Classroom</td>
<td>11:00: Investigating Videoconference Tools for HyFlex Courses</td>
<td>12:10: Assessment in the Age of AI</td>
<td>1:10: The Good, The Bad &amp; the Bot-iful: Discussing the Challenges &amp; Rewards of Implementing AI in Higher Education</td>
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<tr>
<td><strong>Taughannock Falls Room (2nd Floor)</strong></td>
<td>the Esports Education Playbook: Empowering Every Learner Through Inclusive Gaming</td>
<td>Accessibility</td>
<td>From Traditional Fields to Digital Arenas: The Evolution of College Esports</td>
<td>Apple and Creativity</td>
<td>Generative AI on AWS</td>
<td>eSports, Your Path to Creating Engaging, Challenging and Competitive Learning Experiences</td>
</tr>
<tr>
<td><strong>Six Mile Creek Mtg Room (Ground Floor)</strong></td>
<td>Unlocking Tomorrow’s Potential</td>
<td>Apple Education</td>
<td>NECC ESPORTS</td>
<td>Apple Education</td>
<td>Microsoft Education</td>
<td>Extreme Networks</td>
</tr>
<tr>
<td><strong>Cayuga Lake Mtg Room (Ground Floor)</strong></td>
<td>Unveiling Classroom Technology Solutions: A comprehensive Look behind the Curtain</td>
<td>Troubleshooting IGMP systems using the network switch tools CTS, CTS-I, and CTS-D</td>
<td>State of Technology: Improving Ed Tech Efficiencies and Collaboration</td>
<td>Harnessing the power of student response technology</td>
<td>Approaching AI on our campuses - a facilitated discussion with campus leaders and EAB</td>
<td>Fabricate Your Analytics: An Introduction to Microsoft Fabric</td>
</tr>
<tr>
<td><strong>Tours</strong></td>
<td>Each Tour has Limited Tickets - Pick up ticket from participant registration desk where these tours will depart.</td>
<td>Made in the IC Makerspace</td>
<td>Ithaca College Center for Print Production (Shuttle Pick Up - Campus Center Entrance) Limited to 13 people</td>
<td>Touring an Active Learning Environment for Undergraduate Physics Courses</td>
<td>Health Sciences: Movement Analysis Lab and Anatomage Table (Shuttle Pick Up - Campus Center Entrance) Limited to 13 people</td>
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**Teaching and Learning with Technology Symposium - Sponsored by: Finger Lakes Faculty Development Network**

- **9:00 AM:** Unlocking the Potential: Leveraging Technology for Efficient and Effective Peer Review in the Nursing Education Classroom
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**Esports**
- the Esports Education Playbook: Empowering Every Learner Through Inclusive Gaming
- Accessibility
- Apple Education
- NECC ESPORTS
- Apple Education
- Generative AI on AWS
- eSports, Your Path to Creating Engaging, Challenging and Competitive Learning Experiences
- Microsoft Education

**Classroom Technology**
- Unlocking Tomorrow’s Potential
- Building a Successful Campus Gaming Facility - The Development of Cornell University’s Esports Gaming Lounge
- Funding Strategies for a Technology Refresh Program
- A Modern Framework for institutional Analytics
- The Success of Hyflex Learning Technology at FLCC
- The Secure Enterprise Fabric
- Troubleshooting IGMP systems using the network switch tools CTS, CTS-I, and CTS-D
- State of Technology: Improving Ed Tech Efficiencies and Collaboration
- Harnessing the power of student response technology
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