

EDTECHDAY 2024

30 YEARS

30 YEARS OF INNOVATION IN EDUCATIONAL TECHNOLOGY

ChatGPT: Create an abstract image representing the transition from 1990's DOS computing to today's artificial intelligence, simulating the effect of being created with pastel charcoal, blends soft, muted colors with interconnected lines resembling neural networks and subtle gradients to reflect information flow and learning processes, evoking a sense of digital processing and cognitive functions. It embodies the essence of past computers morphing into today's AI.

Showcases & Seminars

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TIMES & TOPICS TABLE

2024	9:00 - 9:50	10:00 - 10:50	11:00 - 11:50	12:10 - 1:00	1:10 - 2:00	2:10 - 3:00
Klingenstein Lounge (Main Floor)	AI AI and the Future of Higher Education: Debunking Myths and Exploring Opportunities EAB	AI Exploring AI's Impact Across Our Institutions Ithaca College	AI Microsoft Copilot, your OpenAI Powered Teaching/Learning Assistant Microsoft Education	AI Boston Dynamics' Spot for Academic and Research Boston Dynamics	AI Generative AI in Education: Recommendations, Early Experiences and Next Steps Cornell University	AI Ethical Adoption of AI on Campus: Challenges and Opportunities Harter Secrest & Emery
	Security Achieving monitoring and detection that is relevant and based on your organization H&A Security	Security FBI - The Cyber Threat Landscape Federal Bureau of Investigation	Security Lets go #ishing Synergy	Security Guardians of the Campus: Strengthening Cyber Defenses NYSERNet	Security Securing Data Beyond Boundaries: A Data-Centric Approach ePlus & Varonis	Security Operationalizing your Cybersecurity through Penetration Testing Sedara
Teaching and Learning with Technology Symposium - Sponsored by: Finger Lakes Faculty Development Network						
Clark Lounge (Main Floor)	9:00: Utilization of Social Media to Increase Student Learning Opportunities - 9:30: Elevating Project Presentations into Engaging Learning Experiences for All	10:00: Unlocking the Potential: Leveraging Technology for Efficient and Effective Peer Review in the Nursing Education Classroom - 10:30: Open Educational Resources in Technology enhanced Globally Networked	11:00: Investigating Videoconference Tools for HyFlex Courses - 11:30: Designing Instructional Apps and Games with Undergraduate Researchers	12:10: Assessment in the Age of AI	1:10: The Good, The Bad, & the Bot-iful: Discussing the Challenges & Rewards of Implementing AI in Higher Ed - 1:40: How Can Custom ChatGPT Models Transform Teaching and Learning Experiences?	2:10: Curated Emerging Technologies to Engage Student Learners - 2:40: Implementing Play Posit in a Graduate-Level Course
	esports the Esports Education Playbook: Empowering Every Learner Through Inclusive Gaming Adobe, Inc.	esports Accessibility Apple Education	esports From Traditional Fields to Digital Arenas: The Evolution of College Esports NECC ESPORTS	esports Apple and Creativity Apple Education	AI Generative AI on AWS AWS	esports eSports, Your Path to Creating Engaging, Challenging and Competitive Learning Experiences Microsoft Education
Six Mile Creek Mtg Room (Ground Floor)	Unlocking Tomorrow's Potential Toshiba	esports Building a Successful Campus Gaming Facility - The Development of Cornell University's Esports Gaming Lounge Cornell eSports	Funding Strategies for a Technology Refresh Program First American Equipment Finance	A Modern Framework for Institutional Analytics Ithaca College	Classroom Technology The Success of Hyflex Learning Technology at FLCC Finger Lakes Community College / ePlus	The Secure Enterprise Fabric Extreme Networks
	Classroom Technology Unveiling Classroom Technology Solutions: A comprehensive Look behind the Curtain Cardone Solomon and Associates, Inc.	Classroom Technology Troubleshooting IGMP systems using the network switch tools CTS, CTS-I, and CTS-D Legrand	Classroom Technology State of Technology: Improving Ed Tech Efficiencies and Collaboration Promethean World	Classroom Technology Harnessing the power of student response technology Echo360	AI Approaching AI on our campuses - a facilitated discussion with campus leaders and EAB EAB & Ithaca College	Classroom Technology Fabricate Your Analytics: An Introduction to Microsoft Fabric Microsoft
Tours	Each Tour has Limited Tickets - Pick up ticket from participant registration desk where these tours will depart from.	10:00 AM Made in the IC Makerspace	11:00 AM Ithaca College Center for Print Production (Shuttle Pick Up - Campus Center Entrance) Limited to 13 people	12:00 PM Touring an Active Learning Environment for Undergraduate Physics Courses Virtual Cinema and TV Production	1:00 PM Health Sciences: Movement Analysis Lab and Anatomage Table (Shuttle Pick Up - Campus Center Entrance) Limited to 13 people	

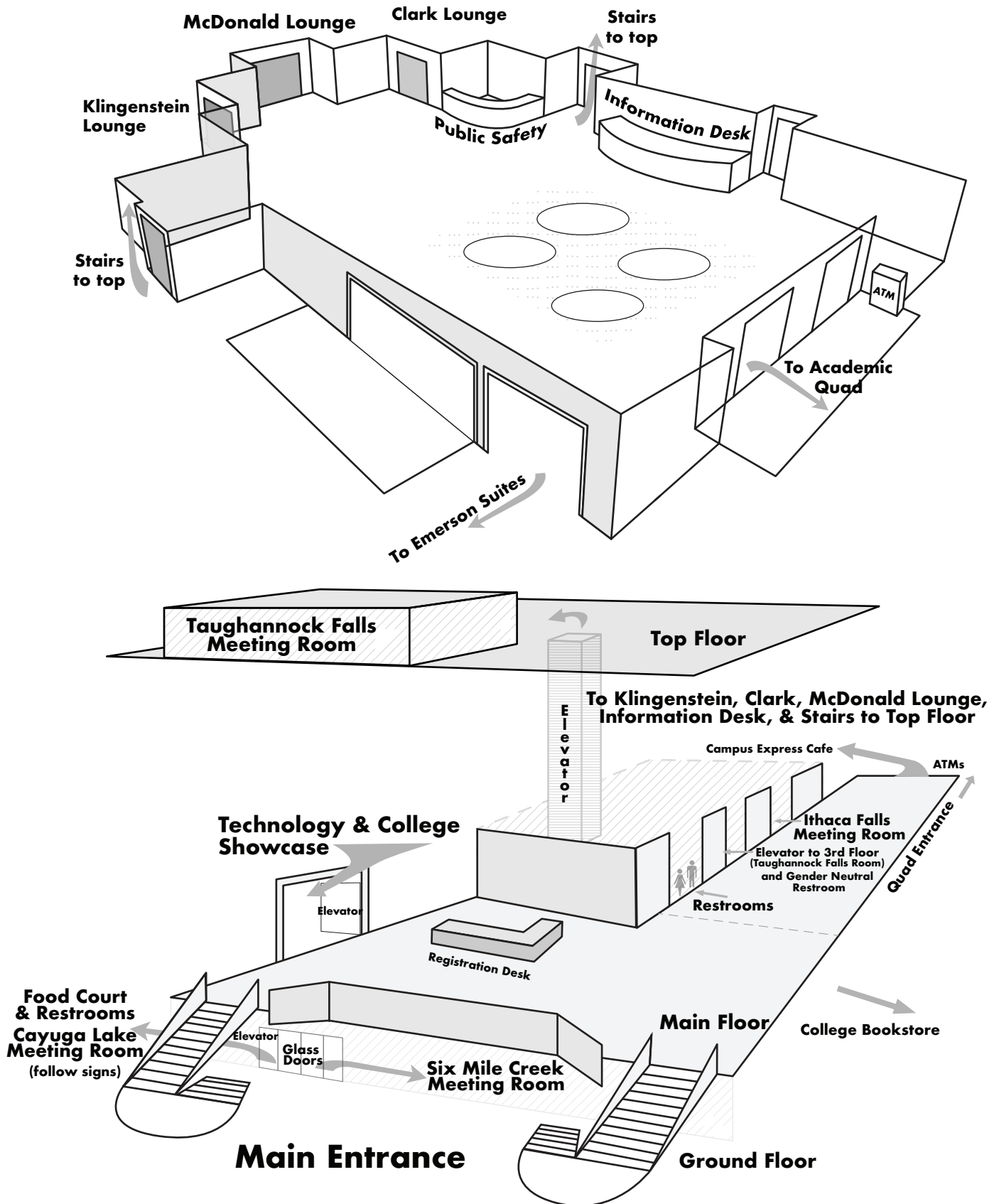
JUMP TO

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 pg 5 & 6 - Teaching & Learning with Tech Symposiums
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 pg 14 - 11:00 Sessions & Seminars
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EDTECHDAY 2024

30 YEARS



We are PROUD to support the return of Ithaca Ed Tech Day!

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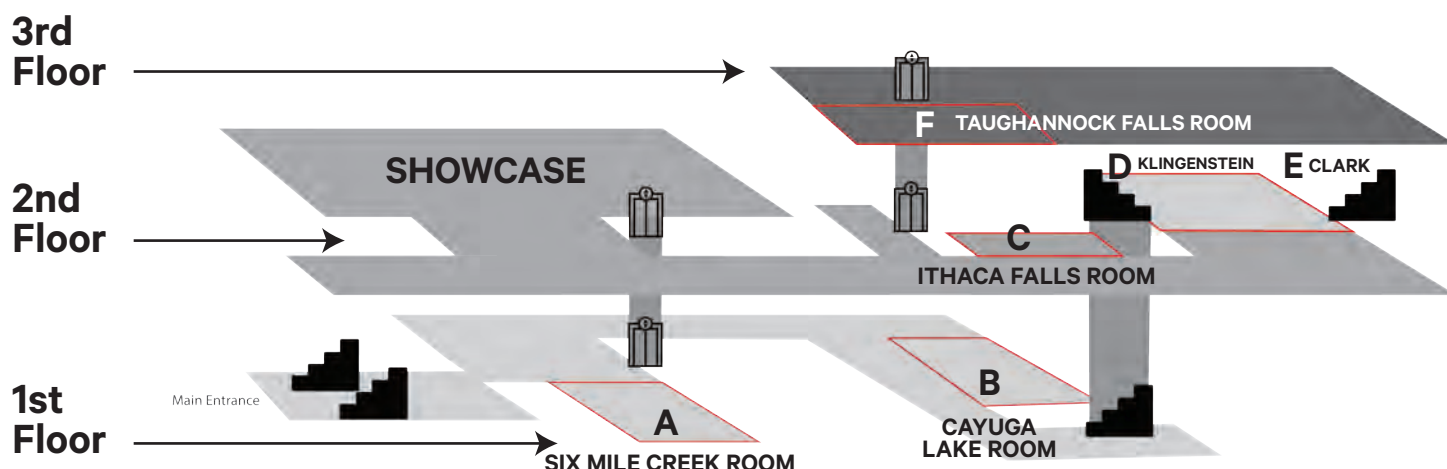


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SEMINAR LOCATION MAP



ED TECH DAY COLLEGE TOURS

Tours Leave from Registration Desk in Campus Center

MADE IN THE IC MAKERSPACE

The Makerspace is a small but mighty space that melds academic experiences, personal creative projects and hands-on learning. The space is equipped with 3D printers, a laser cutter, sewing and embroidery machines, Cricut machines and a wide range of low tech crafts and tools. By taking an innovative approach to engaging students, developing cross-disciplinary skills and connecting a community of innovative thinkers, the IC Makerspace helps prepare students for success. Take a tour of the space, ask questions and get your hands dirty with a short Makerspace project. The Makerspace Tour will be led by Ash Bailot, Makerspace Facilities Coordinator. Tour limit 15.

Gather at Registration Desk in Campus Center: 9:55 / Tour Leaves: 10:00

ITHACA COLLEGE CENTER FOR PRINT PRODUCTION

The Center for Print Production offers printing, duplicating, and mailing services to the Ithaca College campus and community. The Center has the capability of printing many things from bulk mail, brochures, flyers and posters to magnets, signs and more. Come on this tour to see Ithaca College's modern print facility in action. The Center for Print Production Tour will be led by Glen Harris, Print Operations Manager.

Gather at Registration Desk in Campus Center: 10:55 / Tour Leaves: 11:00

TOURING AN ACTIVE LEARNING ENVIRONMENT FOR UNDERGRADUATE PHYSICS COURSES

Explore all that active learning techniques have to offer in our Performance-Based Physics Lab, developed through cutting-edge research-based design in physics education. Assistant Professor of Physics Colleen Countryman will lead a tour of our student-centered space. The integrated classroom/lab environment is characterized by round tables, interactive whiteboards, projectors, and lab equipment — all strategically positioned to facilitate collaborative experimentation, problem-solving, and critical thinking. Participants in the tour will experience firsthand the transformative impact of active learning teaching methods and how these pedagogies can pair with classroom design to facilitate student engagement.

Gather at Registration Desk in Campus Center: 11:55 / Tour Leaves: 12:00

VIRTUAL CINEMA AND TV PRODUCTION

Virtual Production is the latest tool added to the production pipeline. It has expanded the possibilities for teams in media & entertainment while saving time and money in post-production. At Park we use this tool to expose our students to the technology as more and more studios adopt it to create and iterate in real-time.

Gather at Registration Desk in Campus Center: 11:55 / Tour Leaves: 12:00

HEALTH SCIENCES: MOVEMENT ANALYSIS LAB AND ANATOMAGE TABLE

The Movement Analysis Lab is a cutting-edge facility where technology intersects with human physiology to decode movement patterns. Equipped with high-tech cameras, sensors, force plates, balance, and electromyography machines, it's a hub for researchers, athletes, and healthcare professionals. Anatomage table: the Anatomage lab offers an interactive 3-D tool for learning anatomy and physiology. It allows students to complete virtual dissections. This tour will be led by faculty Teresa Chen and Chris Hummul.

Gather at Registration Desk in Campus Center: 12:55 / Tour Leaves: 1:00

Teaching & Learning with Technology Symposiums

At Clark Lounge (E)

9:00 - 9:20 : Utilization of Social Media to Increase Student Learning Opportunities

The amount of time spent in front of a screen is constantly growing with today's student population, which means their access to social media is literally in the palm of their hand. Academics should acknowledge the changes within society and embrace the benefits that social media platforms may have in their pedagogical approach to teaching.

Presenter: Tim Reynolds, Ithaca College

9:30 - 9:50 : Elevating Project Presentations into Engaging Learning Experiences for AI

Project presentations hold several learning opportunities that are often unnoticed. Apart from the presenter, the other students passively participate. How might we make presentation sessions an engaging learning opportunity for all personality types? In this seminar, you will learn how to effectively apply active learning techniques in your classrooms to get the most out of project presentations. You will also learn how a midterm or final review sessions can be a great opportunity to teach your students about constructive feedback, empathy, critical thinking, and soft skills. You will also be exposed to toolkits and digital platforms to use in classroom to make feedback sessions more engaging and collaborative for all students.

Presenter: Lara Cardoso Goulart from the Rochester Institute of Technology

10:00 - 10:20 : Unlocking the Potential: Leveraging Technology for Efficient and Effective Peer Review in the Nursing Education Classroom

Scholarly writing skills are vital for future nurse educators, but frequently, graduate nursing students require additional support refining these skills (Greene et al., 2022). Peer review of scholarly writing assists students in demonstrating competency and metacognition about their own writing processes. Recent experiments in a nursing education course have led to a move from a traditional paper-based process to experimenting with several technologies, including Microsoft Forms and Feedback Fruits, in order to more efficiently facilitate the peer review process in both physical and virtual classroom environments. Course faculty and writing center personnel collaborated to create a peer review assignment for students to learn how to reflect on their own writing and offer meaningful feedback in both written form and via a pair-and-share activity. This collaborative instructional model, intended to support the NLN competency of engaging in scholarship, anticipated that course faculty would eventually receive more thoughtfully composed papers, allowing feedback focused on higher-order skills in scholarly writing. The peer review process, enhanced by technology, helped students learn how to offer meaningful feedback, an invaluable skill for nursing educators. This session will offer attendees strategies for using technology to help design and then efficiently and effectively guide the peer review process.

Presenter: Dr. Rebekah Greene from University of Rochester

10:30 - 10:50 : Open Educational Resources (OERs) in Technology enhanced Globally Networked Courses

It is important for higher education institutions to prepare students to be citizens of the world by offering opportunities to deepen their understanding of diversity, inclusion, and collaboration in today's global society. The presenters will share experiences integrating open educational resources (OER) into technology-enhanced globally networked learning (GNL) courses. These courses provide cost-effective ways for faculty and students across countries to collaborate on joint projects using shared OER materials to achieve meaningful learning outcomes. Through GNLs, students gain cross-cultural, cross-linguistic, and cross-disciplinary diverse experiences, develop communication skills using technology, and improve intercultural competence. After the outbreak of the global pandemic in March 2020, it became even more urgent for higher education institutions to find practical ways to sustain GNL courses and support students to learn intercultural and transdisciplinary competencies, or their "ability to understand and respect different cultural and disciplinary contexts and viewpoints" (Farrugia & Sanger, 2017, p. 7). The purpose of this presentation is to share the journey of how faculty and an instructional designer integrated OER materials and collaborated in technology-enhanced virtual exchange global courses to prepare college students for career and cultural readiness prior to and during the pandemic.

Presenter: Ann Giralico Pearlman & Dr. Jie Zhang, University of Rochester and SUNY Brockport

11:00 - 11:20 : Investigating Videoconference Tools for HyFlex Courses

This presentation summarizes the results of a mixed methods research conducted as part of the "Tools for HyFlex Courses" project funded by the State University of New York (SUNY) Innovative Instruction Technology Grant (IITG) program in the 2022-23 academic year. HyFlex courses are student-centered course offerings "that allow students to choose whether to attend classes face-to-face (F2F) or online, synchronously or asynchronously" (Beatty, 2019). Students in HyFlex courses have the ability to choose their mode of attendance with flexibility each week and are not locked into the same format over the course of the semester. The purpose of this project was to investigate and assess the efficacy of videoconference software tools in the delivery of HyFlex courses to better understand faculty use of these tools and how that impacts student experience. The 55 faculty participants from 20 different SUNY campuses were asked to select one of four video conferencing tools (Microsoft Teams, Zoom, Class, or Engageli), received vendor training on their selected tool, as well as training on how to design and deliver HyFlex courses with support from a dedicated instructional designer.

Presenter: Chris Price & Rachel Hagerman, SUNY Center for Professional Development

Teaching & Learning with Technology Symposiums

At Clark Lounge (E)

11:30 - 11:50 : Designing Instructional Apps and Games with Undergraduate Researchers

Physics is often considered a notoriously difficult class. Physics topics tend to rely heavily on students' evolving problem-solving skills and conceptual understanding of physical phenomena. Concepts like those involving electric fields can be perceived by students as particularly abstract and challenging to grasp because they are intangible and cannot be observed directly with the naked eye. Visual aids can be used to facilitate students' understanding. Traditional visual aids (like those shown in textbook diagrams) have several limitations and cannot be correlated one-to-one with their real-world counterparts. To address some of these limitations, undergraduate research students in my lab have developed simulations that other physics students from the introductory to advanced level can interact with to deepen their insight into difficult concepts. We will discuss the design, development, and assessment of the simulations, and how undergraduate researchers led the "charge."

Presenter: Colleen Countryman & Ted Mburu, Ithaca College

12:10 - 1:00 : Assessment in the Age of AI

The rise of AI has created new and exciting opportunities for both educators and learners but has created a number of challenges as well. How do we now know that students understand what they turn in (or if it is actually their own work) when AI can do it in quicker and often more efficiently? More than ever, we need to help students scaffold their process and show their work. This session will help educators reexamine how we ask students to demonstrate their thinking and share strategies on how to meaningfully leverage technology and creativity in their work.

Presenter: Jesse Lubinsky, Adobe

1:10 - 1:30 : The Good, The Bad, & The Bot-iful: Discussing the Challenges & Rewards of Implementing AI in Higher Ed

Faculty and staff from three schools at the University of Rochester recently received an on-campus grant for a cross-curricular pilot program to identify, integrate, and review generative AI tools for advancing faculty and student knowledge. We're in the early stages of launching the AI boat and are interested in how other departments/colleges/schools/higher education institutions are navigating the deep, wide, ever-changing AI waters--is it smooth sailing or choppy seas? Join us for an active discussion to crowdsource best practices, offer and receive advice, or cry on each other's shoulders.

Presenter: Mr. Toby Brown & Dr. Kristen Love and Christine Perrotti, University of Rochester, School of Nursing

1:40 - 2:00 : How Can Custom ChatGPT Models Transform Teaching and Learning Experiences?

In the evolving landscape of education, the use of artificial intelligence, and specifically custom ChatGPT models, has proven to be a transformative approach to teaching and learning. This presentation will elucidate the process of developing these custom models and the rationale for their integration into educational practices. The presenter will detail the steps for creating custom ChatGPT models and outline the anticipated benefits for teaching and learning. The integration of ChatGPT into pedagogical strategies has become to bolster students' critical thinking, independence, problem-solving skills, and creativity. Educators, too, stand to benefit from the incorporation of ChatGPT, as it facilitates the creation of personalized learning experiences that drive deeper engagement with the curriculum. Participants will be introduced to both academic and non-academic applications of custom ChatGPT models. Academically, educators will learn to craft tools such as exam preparations and study guides. On the non-academic front, the creation of engaging activities, including travel guidance and conversational companions, will be explored. Ultimately, this presentation aims to empower educators with the knowledge and tools necessary to leverage AI for the development of dynamic and interactive learning environments, enhancing the educational journey and effectiveness of their teaching methodologies.

Presenter: Dr. Keirah Comstock, PhD, University of Rochester

2:10 - 2:30 : Curated Emerging Technologies To Engage Student Learners

The goal of SUNY #EmTech is to foster collaborative and lifelong learning through digital literacy and emerging technologies. This inclusive professional development opportunity benefits educators, to assist them to become lifelong learners who are digitally fluent. Our goal is to develop instructors' skills so that they can instill these traits in their students. Scaffolded activities aid instructors as they learn to use free and open-source technology to meet their own specific learning outcomes. An important lesson that is conveyed in this learning opportunity is that technology changes rapidly. To stay current, we must be equipped to continuously learn and be able to adapt to new technologies, as well as be capable of identifying the tools and resources to achieve our specific goals. Recent enhancements to #EmTech include a focus on UDL to identify inclusive/assistive technology and privacy/security aspects. This session will also focus on the benefits of XR and AI technologies through a sampling of freely available tools, tutorials,

Presenter: Roberta (Robin) Sullivan, University of Buffalo

2:40 - 3:00 : Implementing PlayPosit in a Graduate-Level Course

PlayPosit is an educational technology that can deliver asynchronous, interactive video activities for students. The technology includes customizable question-and-answer interactions, which allows flexibility with implementation and evaluation. The purpose of this presentation is to discuss how faculty leveraged PlayPosit to implement interactive pre-learning activities to facilitate more active learning in the classroom while using principles of universal design for learning. These activities were implemented in a graduate-level nursing physical assessment course for educators and leaders to facilitate inclusive, application-based learning in a nursing laboratory setting. Content was introduced and reinforced asynchronously through the PlayPosit activities so that students could spend lab time practicing, teaching, and providing feedback on assessment skills. Pre- and post-implementation modular quizzes and teaching assessment demonstration scores were compared to evaluate the effectiveness of the PlayPosit implementation, which revealed increased scores. Implications include PlayPosit's transferability, usability, and device agnosticism as evidenced by its use in other nursing programs. However, cost should be considered. Ultimately, these benefits underscore the potential of PlayPosit to enhance learning outcomes, and the presentation will offer insight for educators seeking to optimize technology in their teaching methodologies.

Presenter: Kristina Santory & Kaitlyn Burke, University of Rochester

Grand Prize: Dell Chromebook 11*

Courtesy of Dell Technologies – Thanks Dell for this super prize!

Visit the Dell Vendor Showcase Booth between 9 AM and 3 PM on Ed Tech Day and Register to Win!



*Details: Drawing open to Ed Tech Day 2024 attendees. Must be at least 18 years old to enter. Must submit entry in person at the Ed Tech Day drawing booth between 9 AM and 3 PM on Ed Tech Day (March 21, 2024). Limit to one entry per person (multiple entries will disqualify you from the drawing). No purchase required to enter. Taxes or other expenses are the responsibility of the Winner. Ithaca College IT employees (including student employees, and immediate family members) and Ed Tech Day Vendors are not eligible. The drawing will be held at 5 PM, Monday March 25th.

Winner will be notified by phone. The winner is responsible for picking up their prize in person at the Information Technology office the week of March 25th. Winner agrees to have their name and photograph placed on the Ed Tech Day Web site announcing them as the prize winners.

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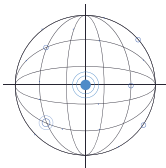
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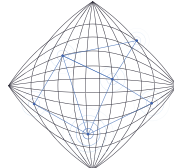
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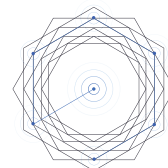
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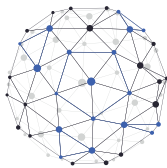
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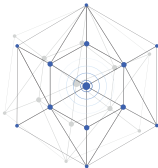
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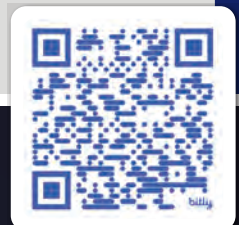
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Abhilash Panthagani
Associate Director
of Research, EAB
Ann Forman Lippens
Managing Director, EAB

FEATURED SESSIONS

AI and the Future of Higher Education: Debunking Myths and Exploring Opportunities

Location: (D) Klingenstein Lounge

How will AI transform higher education? This isn't just a question for the future—the changes have already begun. Join this session to learn how to navigate the hype around AI and figure out what it means for your staff, your students, and your institution. EAB experts will discuss:

Why ChatGPT and other generative AI tools mark a new era in AI capabilities.

3 common misconceptions about AI and why they are not true.

The biggest opportunities AI presents for higher education.

The Esports Education Playbook: Empowering Every Learner Through Inclusive Gaming

Location: (F) Taughannock Falls Meeting Room

Esports have been part of an incredible global phenomenon over the past few years. But it isn't just something booming in popular culture. Esports has become a dominant force in the lives of both K-12 and higher education students. Affording equitable opportunities for all learners, esports serves as a field for inclusion greater than any other sport. Whether you are completely new to esports, looking to start your own program, seeking out ways to make your existing program even better, or just curious, this session will offer something for everyone. Join one of the co-authors of The Esports Education Playbook: Empowering Every Learner Through Inclusive Gaming which emphasizes the role that esports plays in creating SEL and CTE opportunities for students regardless of gender, race, or socioeconomic status.



Jessie Lubinsky
Education Evangelist,
Adobe, Inc.

SEMINARS

Unlocking Tomorrow's Potential

Location: (A) Six Mile Creek Mtg Room

Presenter: Russ Seager, Senior Solutions Specialist and Brian Fiorello, Senior Document Imaging

We are excited to offer an insightful discussion focusing on maximizing investments in technology while harnessing the power of the cloud and embracing sustainability. Discover how to optimize resources and enhance efficiency through cloud-based solutions. Learn from industry experts about the latest trends in technology investment, exploring cost-effective strategies. Whether you're a business leader, IT professional, or sustainability enthusiast, this seminar offers valuable insights to propel your organization forward. Join us to navigate the intersection of technology, the cloud, and sustainability for a brighter, more efficient future.

Unveiling Classroom Technology Solutions: A Comprehensive Look Behind the Curtain

Location: (B) Cayuga Lake Meeting Room

Presenter: Dan Georgescu, VP of Business Development Cardone Solomon and Associates, Inc.

In today's landscape, the abundance of technological solutions offers a spectrum of choices, ranging from the straightforward to the intricate, from centrally managed systems to independently deployed setups, and from standardized deployments to bespoke solutions. This seminar aims to delve into the intricacies of the process, shedding light on the often-overlooked journey from conception to completion.

At the forefront of any successful project lies the crucial phase of discovery. This session emphasizes the significance of foresight, advocating for a holistic approach that extends beyond the confines of individual projects. By envisioning the end goal from the outset, we pave the way for seamless transitions and sustainable technological ecosystems on campuses.

Equally paramount are the infrastructure requirements, which demand meticulous evaluation to ensure compatibility and longevity. By anticipating future needs and considering the ripple effects on subsequent projects, we can mitigate disruptions and optimize resource allocation for both present and future endeavors.

In the realm of technological selection, discernment reigns supreme. Rather than fixating on superficial features or brand loyalty, this seminar advocates for a focus on consistency, adaptability, and long-term value. By weighing factors such as total cost of ownership, support capabilities, and scalability, we empower decision-makers to make informed choices that align with organizational objectives.

Furthermore, fostering strategic partnerships with stakeholders—from general contractors and manufacturers to integrators and support teams—is paramount. By prioritizing synergy and collaboration, we ensure that projects are not only delivered on time and within budget but also tailored to meet the evolving needs of end-users.

Join us as we navigate the intricacies of classroom technology solutions, unraveling the complexities behind the scenes to empower decision-makers and drive success in educational environments.

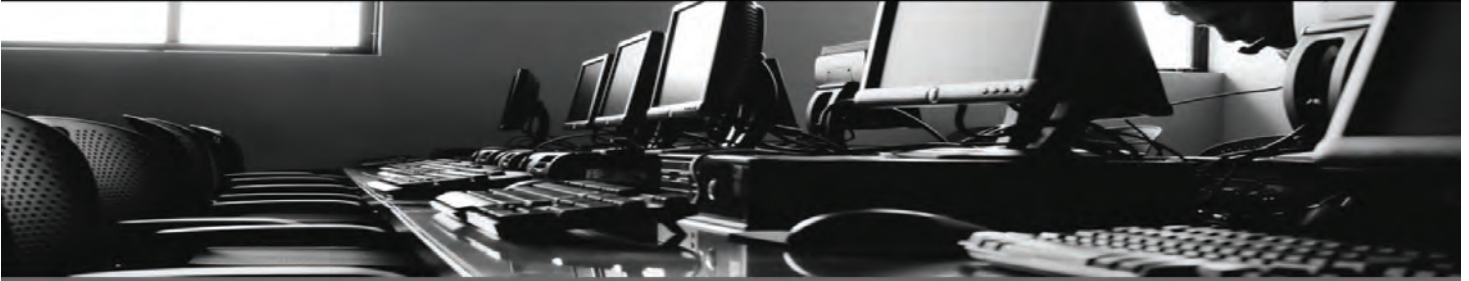
Achieving Monitoring And Detection That Is Relevant And Based On Your Organization

Location: (C) Ithaca Falls Meeting Room

Presenter: Justin Henderson, Senior Instructor, H&A Security

In this presentation, you will learn how to assess and measure your organization's monitoring capabilities, what data sources matter, and how to incorporate custom detections into your security tools. You will also discover some open source or free tools that can help you continuously evaluate and improve your detection capabilities. The presentation will focus on providing actionable information that you can apply to your own environment, with an emphasis on using tools such as SIEM, XDR, and MDR. By the end of this presentation, you will have a better understanding of how to leverage open source and free tools to enhance your detection capabilities and security posture.

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Total value USD	\$9,913
Bundle price	\$4,299*

Offer available until **March 31, 2024**, or while supplies last. Terms and conditions apply.

Extended to April 30, 2024

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FEATURED SESSION



David Weil
Vice President of
Information Technology
and Analytics,
Ithaca College

Exploring AI's Impact Across Our Institutions

Location: (D) Klingenstein Lounge

The rapid advances in Artificial Intelligence will have a significant impact on higher education. Join us to explore 7 questions that can help frame conversations about the many ways AI will affect our institutions, students, faculty, and staff. We'll use these questions to examine AI's impact on how we prepare our students to enter an AI-driven workplace, improve college operations, explore the changes needed for the jobs and skills of our institution's workforce, and look at policies and governance that will be required. Much has been written about AI's impact on teaching and learning, at this session we'll look at that and many other ways AI will be felt across all aspects of our institutions.

SEMINARS

Building a Successful Campus Gaming Facility – The Development of Cornell University's Esports Gaming Lounge

Location: (A) Six Mile Creek Meeting Room

Presenter: Tyler Johnson, Executive Assistant to the Assistant Vice President for Student & Campus Life at Cornell University

Over a period of several years, Cornell University's club esports teams urged the university to create a space with high-end gaming PCs the teams could use during intercollegiate esports competitions. The proposal grew and developed into Cornell's Esports Gaming Lounge, a campus gaming facility with 13 gaming PCs, 3 TVs for console games, and a space intentionally designed for a great gaming experience for both recreational and competitive players.

Since opening in March 2023, the facility has hosted more than 15,000 play sessions on console and PC by more than 3,000 different students. For many, it is more than just a place to relax and have fun; it's where they've built friendships and found a sense of belonging and community through a shared love of games. To achieve this level of success, the university has made many intentional choices along the way based on thoughtful design and an understanding of the technical and cultural expectations of different kinds of players.

This session will share the story of how Cornell University's Esports Gaming Lounge developed and highlight some of the key decisions that have made it a successful space for the Cornell student community. Attendees will learn about some of the unique challenges of managing gaming facilities as well as some of the many benefits they can provide students.

Troubleshooting IGMP systems using the network switch tools CTS, CTS-I, and CTS-D

Location: (B) Cayuga Lake Meeting Room

Presenter: Alan Jacobson, CTS Regional Solutions and Consultants Manager, Legrand

This course will provide a basic mechanism for figuring out how to utilize the network switch to locate and solve problems. You'll also learn how to use the IGMP port statistics and groups information to see if your switching system is working and get a scope of the different multicast flowing through a system. Learn the importance of final system drawing documentation to reference when looking at the system traffic.

The Cyber Threat Landscape

Location: (C) Ithaca Falls Meeting Room

Presenter: David Hinsdale, Special Agent, FBI

This presentation will discuss the ongoing cyber threat to critical infrastructure and national assets from an investigative point of view. It will share insight into the threat landscape, malicious cyber actors, and the resources and collaborative efforts used to combat them. Case studies related to high-tech crimes, cyber-attacks, computer intrusions, and major cyber fraud will be presented.

Accessibility

Location: (F) Taughannock Falls Meeting Room

Presenter: Apple

More students are learning with a varying array of abilities. And institutions are exploring new ways to not only support these students, but also to personalize every student's learning experience. In this session, explore the built-in features included on every iPad and Mac.

Here's what you'll experience:

See how iPad and Mac can transform into almost any tool students need — a communication device, a daily planner, a live caption tool, a reader — and more.

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SEMINARS

Funding Strategies for a Technology Refresh Program

Location: (A) Six Mile Creek Meeting Room

Presenter: Brendon Rothfuss, Relationship Manager, First American Education Finance

A Technology Refresh Program offered by First American Education Finance can provide educational institutions with upgrades to optimize their IT infrastructure. By replacing outdated hardware and software with modern and reliable solutions, we can help you improve your IT performance, security, and management, as well as provide guidance and support on best practices for IT governance and planning.

In this presentation, we will introduce you to First American Education Finance, the current trends and challenges in the education sector, and the benefits and outcomes of our Technology Refresh Program. We will show you how we can provide a spectrum of offerings to fit your specific needs and goals and share success stories from our clients who have implemented our program. Our aim is to give you a clear and comprehensive overview of the enhancements that First American can offer to your institution through our Technology Refresh Program

Microsoft Copilot, your OpenAI Powered Teaching/Learning Assistant

Location: (D) Klingenstein Lounge

Presenter: Chris White, Senior Specialist, Microsoft

AI models like ChatGPT from Open AI are advancing rapidly and dramatically, impacting many industries including education. OpenAI powered Microsoft Copilot is like having a teaching assistant at your side whenever you search the web. Microsoft has created a proprietary way of working with OpenAI that allows it to best leverage the power of new Large Language Models (LLMs). The collection of capabilities and techniques, called the Prometheus model, produces more relevant, timely, and targeted results with improved safety. With this set of AI-powered features, educators can ask complex questions, receive detailed replies, and have a conversation. During this session we will explore how to:

Summarize the basics of Microsoft Copilot and how they can help educators.

Use Copilot and use the basic functionality provided in all its features.

Design prompts that support teaching and learning.

Judge the responses produced by Copilot for overall quality and credibility.

State of Technology: Improving Ed Tech Efficiencies and Collaboration

Location: (B) Cayuga Lake Meeting Room

Presenter: Keith Fenton, Field Sales Engineer & Regina Yeager, NYS Territory Director, Promethean World

Learn more about the Promethean whiteboard solution and our new partnership with Explain Everything, a collaborative whiteboard that works the way you think. Increase productivity and efficiency in your classroom with roaming profiles along with the power of Promethean's native apps such as Screen Share, and device management through Promethean panel management, and RADIX.

Lets go #ishing

Location: (C) Ithaca Falls Meeting Room

Presenter: David Cialone, Chief Information Security Officer, Synergy

Social engineering is the art of manipulating people into divulging confidential information. Cybercriminals use social engineering tactics all the time to trick people into giving away their personal information. This has reaped great reward for the criminals and much havoc on individual privacy and fortune.

This session will be presented by Dave Cialone, Synergy's CISO, and will take a lively and educational look at the different ways that cyber criminals "hack the human" to get the information they want. The title "Let's go #ishing" alludes to the many different phishing methods that have been added to our lexicon. We will go over those as methods of attack are constantly evolving. We will also take a broader look at social engineering in general and how criminals have historically gotten into critical systems simply by asking people to let them in. Examples are numerous but banks, casinos, hospitals, universities, and local school districts have all seen major impact.

This discussion will be education-focused, so we will highlight specific real-world examples of what has happened in school districts and universities and how employee and student data was impacted. We will also cover any new laws that have been enacted to combat this data loss.

Lastly, because social engineering is so prevalent and pervasive, we will discuss the different methods out there designed to educate people and equip them with the tools they need to not fall for these tricks. This critical training is not just suggested as best practice, but also required under different industry compliance and insurance regulations. Using these training methods have been shown to greatly reduce these human-based attacks.

Traditional Fields to Digital Arenas: The Evolution of College Esports

Location: (F) Taughannock Falls Meeting Room

Presenter: Jacob Van Ryn, NECC ESPORTS

"From Traditional Fields to Digital Arenas: The Evolution of College Esports" explores the transformative journey of esports within collegiate settings. Spearheaded by Jacob VanRyn, a veteran in college athletics, this session delves into the origins and exponential growth of the National Esports Collegiate Conference (NECC), which rapidly expanded from 36 to nearly 500 member institutions. The presentation addresses common challenges colleges encounter when initiating esports programs, such as infrastructure development, funding, and establishing a competitive balance. Additionally, it contrasts the dynamics between club and varsity esports, highlighting the unique benefits and hurdles of each level, including resource allocation, recruitment, and the integration within academic frameworks. This comprehensive overview offers insights into the burgeoning realm of collegiate esports, underscored by VanRyn's extensive experience and visionary leadership in the field.

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FEATURED SESSION



Emilyann Fogarty
Chief Information
Security Officer,
NYSErNet

Guardians of the Campus: Strengthening Cyber Defenses

Location: (C) Ithaca Falls Mtg Room

Participants from all campus roles are welcome to engage in this simulated cybersecurity crisis, regardless of IT security knowledge. This interactive exercise, simulating a phishing attack targeting students and compromising critical campus systems, is designed to explore incident response strategies, communication protocols, and collaborative efforts aimed at mitigating the impact. Navigating the challenges posed by compromised campus data will be a focal point for participants.

The session aims to elevate awareness and resilience in response to the ever-evolving landscape of cyber threats. Regardless of your specific campus role, all participants will depart with an understanding of the collaborative and interconnected dynamics inherent in cybersecurity incident response. This acquired knowledge will fortify a more resilient and proactive defense mechanism against the continuously evolving threats facing educational institutions.

SEMINARS

A Modern Framework for Institutional Analytics

Location: (A) Six Mile Creek Meeting Room

Presenter: Rob Snyder, Director of Analytics and Special IT Projects, Ithaca College

An effective institutional analytics program has become essential to providing proactive student services and informing strategic actions. Join us for a discussion about strategic guiding principles and key competencies that form part of a modern analytics framework that can help you obtain actionable insights from your data. We'll explore a data and analytics maturity model, a framework for planning your data and analytics roadmap, and how an incremental approach to data and analytics can help accelerate this roadmap while mitigating risk.

Harnessing the Power of Student Response Technology

Location: (B) Cayuga Lake Meeting Room

Presenter: Michael Noce, VP of North America, echo360

This presentation delves into the innovative integration of Student Response Technology (SRT) within the education setting. Through real-world use cases, we will explore how the instructors leverage SRT technology to bridge geographical gaps, enhance learner engagement, and elevate the overall quality of instruction. Through the adoption of these practices, the institutions have been able to transcend the boundaries of the traditional classroom, allowing learners to access high-quality instruction.

This session showcases how instructors can maximize knowledge transfer by creating interactive media that not only brings the classroom to students but also provides them with a way to engage with the material, providing immediate feedback to both learners and instructors. Supported by compelling data, this presentation highlights the substantial impact on learners and instructors, including:

- Increase in retention of material post-training session
- Improvement in learner outcomes
- Improvement in learning experience

By embracing these innovative tools, educators can create a learning environment that transcends physical constraints, fosters engagement, and significantly contributes to the deepening of a learner's understanding and retention of crucial surgical technology concepts.

Boston Dynamics' Spot for Academia and Research

Location: (D) Klingenstein Lounge

Presenter: Deb Cole, Sales Manager and Matthew Knights, Director of Sales, Boston Dynamics

Spot has changed how we think about robotics and we will provide an overview of how Spot is being used in a wide range of industries. Whether you're pushing the boundaries of robotics and AI, developing novel applications, or educating the next generation of researchers, engineers, and technicians Spot can be a key component of your project. Boston Dynamics has solved mobility, manipulation, and ease of use out of the box while providing a robust SDK and developer ecosystem so you can focus on your area of interest and know you have a reliable robotic platform to deploy on

Apple and Creativity

Location: (F) Taughannock Falls Meeting Room

Presenter: Apple Education

Apple is considered one of the most creative companies in the world. But what is it about Apple that makes them so creative, and allows them to inspire and enable creatives everywhere?

In this discussion, we'll talk about Apple's hardware and software; How they work together to support creativity, as well as how Apple approaches the creative process through technology.

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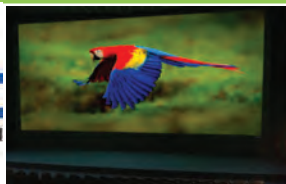
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FEATURED SESSION



Kavita Bala
Cornell University

Generative AI in Education and Research: Recommendations, Early Experiences and Next Steps

Location: (D) Klingenstein Lounge

Since ChatGPT was released for public use in late 2022, there has been immense interest, speculation, and trepidation about Generative Artificial Intelligence (GenAI) technologies and their impact on society. The term “Generative AI” refers to a range of AI techniques including text-based variants like GPT-4, Bart, Gemini, used in search and chatbots, and image generation technologies like Dall-E and MidJourney. There is excitement about the immense opportunity that GenAI presents for personalized learning and training, but these technologies have raised concerns about use by students to circumvent learning in violation of academic integrity policies. In administration and research, GenAI promises to automate mundane tasks, increase efficiency, and provide better service to stakeholders. But accuracy, bias, and privacy concerns complicate the near-term use of GenAI.

In this talk, Dr. Bala will describe the opportunities and concerns with the use of GenAI technologies in universities and describe Cornell's thinking on the deployment of GenAI in education, pedagogy,

SEMINARS

The Success of Hyflex Learning Technology at FLCC

Location: (A) Six Mile Creek Meeting Room

Presenter: ePlus / Finger Lakes Community College

TBDIn 2017 FLCC began its Hyflex journey through implementation of technology to support Synchronous learning between FLCC's main campus in Canandaigua, NY and our 4 remote campus locations in Newark, Victor, Geneva and the Mueller Field station located at the southern end of Honeoye Lake. By meeting the transportation challenges of our student population head on, we increased their completion opportunities at a local level. The Covid Pandemic introduced opportunity to make further improvements by using technology already in place to expand the Synchronous learning modality into one that would accommodate all students' learning needs regardless of location and personal challenges. Thanks to a great partnership with Cisco Systems and ePlus Technology, FLCC has met the challenges of our time and continues to exceed the technological experience for both students and faculty. Our increased enrollment numbers for the 23/24 academic year bears proof of these claims.

Approaching AI on our campuses - a facilitated discussion with campus leaders and EAB

Location: (B) Cayuga Lake Meeting Room

Presenter: Abhilash Panthagani and Ann Forman Lippens, EAB

Join campus leaders and EAB for an informal conversation around ways to approach AI efforts on campus. In particular, the group will explore: how we're helping our institutions explore generative AI, areas where we are starting pilots, licensing strategies, and foundational capabilities (e.g. staffing, data management) that need to be put in place to support AI innovation.

Securing Data Beyond Boundaries: A Data-Centric Approach

Location: (C) Ithaca Falls Meeting Room

Presenter: Jonathan Borgesen, Client Security Principal, ePlus

Thomas Rodriquez, Eng Services Manager, Varonis

In an era where data is the new gold, safeguarding it has become paramount. As we navigate the intricate landscape of data security, we must transcend perimeter-centric approaches and embrace a data-centric mindset. Join us as we delve into the world of Data Security Posture Management (DSPM), exploring how to fortify our most critical data across all data domains (on-premises, SaaS, and Cloud).

Additionally, we will discuss how to responsibly harness the power of AI by protecting AI workloads through precise permissions and accountability. Let's protect our data treasures while unlocking AI's transformative potential!

Generative AI on AWS

Location: (F) Taughannock Falls Meeting Room

Presenter: Anthony Idi, AWS

Gradecam is a web based time saving application that allows • Teachers to give students instant feedback • Link questions to state standards and generate standards based reports • Grade Assignments with any web or document camera or phone • Handwriting Recognition feature grades completion questions • Grade rubric questions online with capture feature • Share assignments and data with educators in real time • Transfer scores into any electronic gradebook • Create and print answer forms on plain paper, or have students take assignment online.



Reflecting on a 30 year journey of Educational Technology Days at Ithaca College

By David Weil, Vice President for Information Technology & Analytics, Ithaca College

Welcome to our pandemic-delayed 30th Educational Technology Day at Ithaca College!

Celebrating this milestone year gives us an opportunity to reflect on how much technology has changed over those 30 years and reminds us of how important it is to continue to have thoughtful conversations around the impact of technology on how we teach, learn and work.

Ed Tech Day was established in the spring of 1991 as a way to provide our students, faculty, and staff with an opportunity to experience the latest computer and related technology and explore how those tools could be used in and out of the classroom. Since that first year, the show expanded into a regional event that has had more than 30,000 attendees from hundreds of educational institutions and organizations. Representatives from hundreds of companies have displayed their wares, bringing their latest and greatest to our campus for all to experience.

At that first Ed Tech Day we had 12 vendors including Apple, Digital Equipment Corp, IBM, Microsoft, NCR, Sun Microsystems, and WordPerfect Corporation. There were sessions on HyperCard, DOS 4.0, Desktop Publishing, 386 computers, and the “Multimedia Classroom of Tomorrow” which would allow faculty to “...blend together several media.... including sound, still graphics, text and animation”.

There was no public Internet, cell phones were used mostly to place phone calls, no Facebook, and “to swipe” meant to steal something. Many students did not have their own computers and those that did brought desktop computers such as a Mac Classic or IBM PS/2. The few laptops that were available were expensive and bulky, coming in at 2 to 3 inches thick and weighing 5 to 10 pounds (vs. 0.5 inches and 2.5 pounds today).

In the 30-plus years since our first event we’ve seen technology continue to move from the pages of science fiction to reality. We can now ride in cars that drive themselves and talk to a computer and hear answers to our questions. We can access much of the world’s information from a device we carry around in our pockets and generate photo-realistic images and movies from a few text prompts. Advancements in technology allowed us to quickly pivot to online learning at the start of a world-pandemic and continues to be used to beam experts to our classrooms, residence halls and living rooms from across the world.

While many of these advancements were barely imaginable by the attendees at the first Ed Tech Day, the need to intentionally think about the ways we use technology to advance our teaching, learning and work guided our conversations then and continue to do so today. Instead of sessions on HyperCard and DOS, our 30th Ed Tech Day features sessions on Artificial Intelligence, robotics, information security, modern classroom technology and more.

We hope that Ed Tech Day continues to serve as a place that allows people to experience the latest technology and create opportunities for thoughtful discussions around how these advances fit into the work that we all do. Thanks for joining us!

FEATURED SESSION



F. Paul Greene
Partner, Harter
Secrest & Emery

Ethical Adoption of AI on Campus: Challenges and Opportunities

Location: (D) Klingenstein Lounge

Few things have campus administrators, faculty and IT teams more engaged at the moment than the explosion of Artificial Intelligence solutions, including generative AI, in education. Whether it be student use of generative AI, privacy concerns, or developing an institutional approach to AI governance, the issues surrounding AI are complex and challenging. And the legal and regulatory framework surrounding AI adoption is being built as we speak. As a result, many institutions find themselves in the AI trenches without sufficient guidance or survival skills. This discussion will focus on instilling an ethical approach to AI adoption that can aid in AI risk management and foster a broader awareness of the benefits and challenges of AI adoption in the education sphere.

SEMINARS

The Secure Enterprise Fabric

Location: (A) Six Mile Creek Meeting Room

Presenter: Rob Montgomery, Systems Engineer, Extreme Networks

It is without a doubt that security is first and foremost for those that run and control networks. Learn how thousands of networks have benefited from implementing Extreme Networks Secure Enterprise Fabric architecture. Also learn how this technology functions to support the most secure networking technology in the industry.

Fabricate Your Analytics: An Introduction to Microsoft Fabric

Location: (B) Cayuga Lake Meeting Room

Presenter: Michael Barbato, SR. Account Technology Strategist, Microsoft

Microsoft Fabric is a revolutionary analytics platform that integrates a suite of services for enterprises, encapsulating data movement, data science, Real-Time Analytics, and business intelligence into a single, unified experience. With Fabric, users benefit from an extensive range of analytics services, centralized administration, and a unified data lake known as OneLake. As the embodiment of the data mesh architecture, Microsoft Fabric enables organizations to transform complex data into actionable insights, fostering a collaborative and efficient analytical ecosystem.

Operationalizing your Cybersecurity through Penetration Testing

Location: (C) Ithaca Falls Meeting Room

Presenter: Dilip Singh, Vice President of Cyber Operations, Sedara

Explore the role of penetration testing in operationalizing cybersecurity defenses against evolving threats. Beginning with foundational concepts, we will cover the importance of identifying vulnerabilities through assumed breach philosophy. By using actionable insights from testing findings, learn how organizations can prioritize remediation efforts and strengthen their overall cybersecurity posture.

eSports, Your Path to Creating Engaging, Challenging and Competitive Learning Experiences

Location: (F) Taughannock Falls Meeting Room

Presenter: Chris White, Senior Specialist, Microsoft Education

Esports is organized, competitive video gaming. Esports is different than traditional video gaming. Esports is competitive (human-vs-human) and usually has an engaging spectator element to it, like traditional sports. Just like traditional sports, esports requires teamwork, communication, critical and strategic thinking, creativity, sportsmanship, and leadership. During this session we will explore how:

Explain the role esports can play in educational settings.

Identify benefits and opportunities for expanding future-ready skills through esports.

Connect esports-related education to career pathways.

To launch a successful eSports experience.

UNLEASHING WISDOM AND INSPIRATION: MEET OUR ESTEEMED FEATURED SPEAKERS



KAVITA BALA

Kavita Bala, computer scientist, entrepreneur is the inaugural dean of the Cornell Ann S. Bowers College of Computing and Information Science. She received a Bachelor of Technology (B.Tech.) from the Indian Institute of Technology, and a Master's of Science (S.M.) and a Doctor of Philosophy (Ph.D.) in Computer Science from the Massachusetts Institute of Technology. Prior to her dean appointment she was chair of Cornell's Department of Computer Science.

Bala's research expertise is in computer graphics and computer vision, and she has made fundamental contributions to the fields. Her current research in computer vision is in visual recognition and discovery in satellite images, and recognition of styles and attributes in images. Her early research focused on realistic, physically-based rendering and includes seminal work on scalable rendering, as well as deep contributions to modeling of textiles.

In addition to numerous teaching awards and publishing a graduate textbook, she has received a variety of awards and accolades including the SIGGRAPH Computer Graphics Achievement Award (2020), Association for Computing Machinery (ACM) Fellow (2019) and Fellow of the SIGGRAPH Academy (2020).



EMILYANN FOGARTY

Emilyann Fogarty is Chief Information Security Officer at NYSERNet, leading its development of new security services and ensuring the organization's information assets and technologies are adequately protected. With a background spanning healthcare, manufacturing, and SaaS, Fogarty brings extensive security experience from roles at Carestream Health, Datto, Inc., and Nayya Health. Recognized with the Global InfoSec Award for Top Women in Cybersecurity in 2022, she holds an MBA from the University of Rochester and is certified in PMP and CISSP. Fogarty is committed to advancing female leadership in technology and will leverage her expertise to drive impactful change at NYSERNet, ensuring member needs are met with innovative cybersecurity solutions.



ANN FORMAN LIPPENS

Ann Forman Lippens is a Managing Director. She has been with EAB since 2011 and has led research efforts across a range of topics, including university finances, deferred maintenance, space utilization, cybersecurity, and more. She currently oversees all of the Research division's work addressing administrative, finance, and operational issues for higher education clients. She received a degree in Classics from Harvard University in 2011 and hails from humble Prairie Village, Kansas.

EDTECHDAY



F. PAUL GREENE

F. Paul Greene CIPP/US, CIPP/E, CIPM, FIP is a partner in Harter Secrest & Emery's Rochester office and serves as chair of the firm's Privacy and Data Security Practice. Paul counsels clients of all sizes in a wide range of industries concerning all aspects of pre-breach preparation and risk management, including security and vulnerability assessments, policy and procedure review, breach response planning and drills, as well as board and management education on cyber risk issues. After the breach, Paul, his team, and the team's professional consultants provide a full array of breach coach and response services, including breach response and remediation, crisis management and communication, internal and governmental investigations, breach notification, and potential litigation or regulatory action. Paul has been recognized by Chambers USA since 2015 in the field of Litigation, honored with the title of Fellow of Information Privacy (FIP) by the International Association of Privacy Professionals (IAPP), and selected by peers for inclusion in The Best Lawyers in America® for Privacy and Data Security Law. He has also been a Distinguished Fellow of the Ponemon Institute since 2017 and publishes and speaks internationally on data protection issues.



JESSE LUBINSKY

Jesse Lubinsky is an Education Evangelist at Adobe Inc. with a background of two decades in the education space as an education technologist, teacher, and school administrator, as well as the co-author of Reality Bytes: Innovative Learning Using Augmented and Virtual Reality and The Esports Education Playbook: Empowering Every Learner Through Inclusive Gaming. Jesse is currently a doctoral student of Educational Leadership at Manhattanville College. He is an Adobe Creative Educator, a CoSN Certified Education Technology Leader, an Adjunct Professor of Teacher Education at Ramapo College, and a founding member of the Adobe Creativity Crew who has done presentations across North America, Europe, Asia, the Middle East, the Caribbean, and Australia.



ABHILASH PANTHAGANI

As an Associate Director of Research on the IT Strategy team at EAB, Abhi Panthagani leads best practice research studies designed to help technology leaders tackle their biggest strategic and operational problems. His areas of expertise include artificial intelligence, data governance, cybersecurity, and more. With a focus on emerging technology, Abhi is interested in exploring the intersection of technology and public policy.

Prior to joining EAB, he conducted policy research and advocacy for governments in New York and Connecticut. He holds a Master of Public Policy and a Bachelor of Arts in Economics & Political Science from the University of Connecticut.



DAVID WEIL

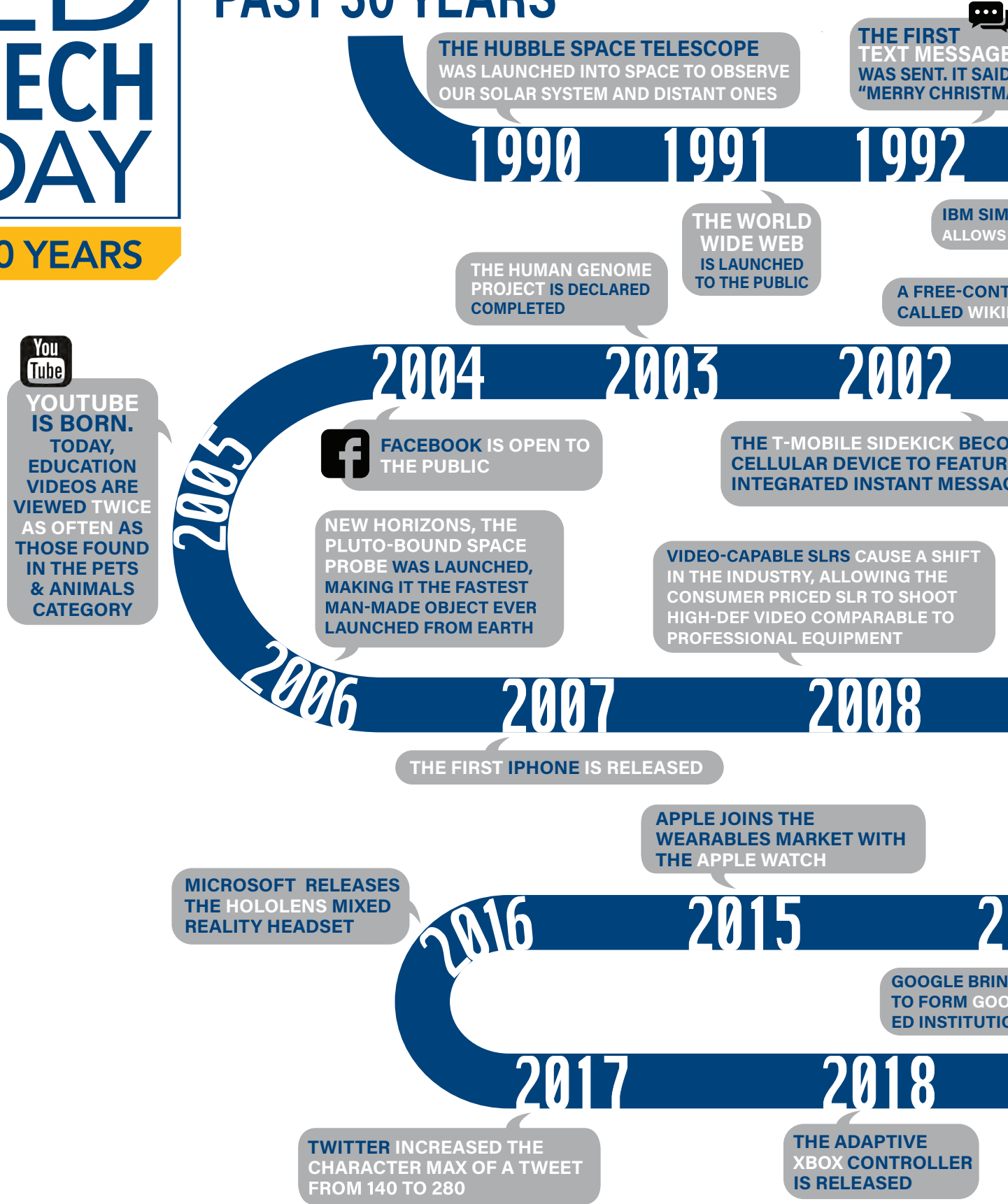
David Weil is the Vice President for Information Technology and Analytics at Ithaca College. David also contributes to national discussions on leadership, digital transformation, analytics, and artificial intelligence, focusing on their roles in advancing the mission of higher education. He is a frequent conference speaker and has authored numerous articles on these subjects. His insights have been featured in publications and programs sponsored by EDUCAUSE, Inside Higher Ed, The Chronicle of Higher Education, Campus Technology, Ed Tech Magazine, eCampus News and others.

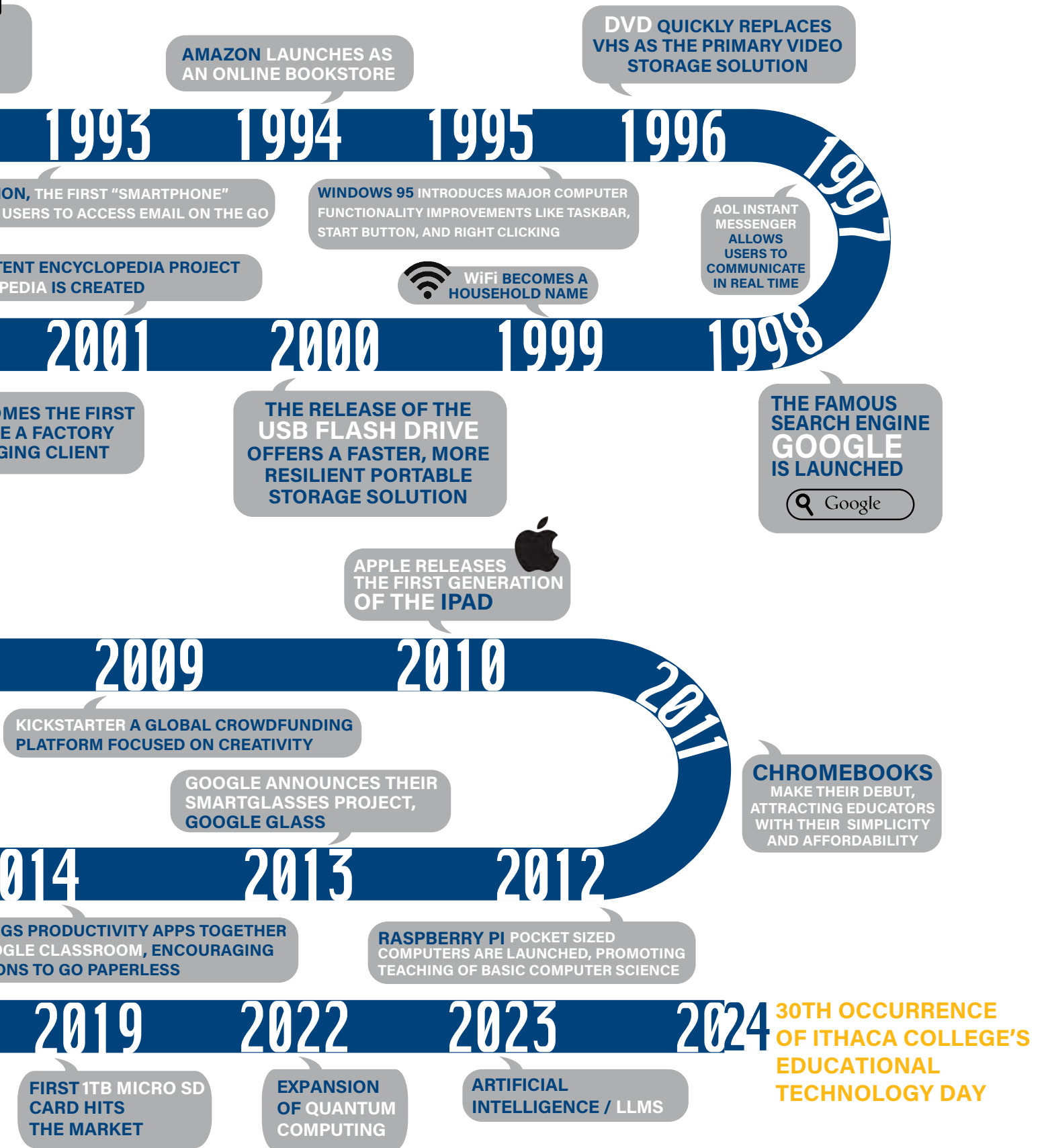
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	SHUTTLE 1 (14 PASS)	SHUTTLE 2 (14 PASS)	SHUTTLE 3 (36 PASS)
7:30			
8:00	Rotate between Parking Lots and Drop Off/Pick Up Location - Campus Center	Rotate between Parking Lots and Drop Off/Pick Up - Campus Center	Rotate between Parking Lots and Drop Off/Pick Up Location - Campus Center
8:30			
9:00			
9:30			
10:00			
10:30	Print Shop Tour Pick up - U Lot / Campus Center Door Drop back off at campus center when tour is done.		
11:00		Campus Center to Towers Market Place - Lunch Run	
11:30			
12:00	Rotate between Parking Lots and Drop Off/Pick Up - Campus Center		
12:30			
1:00	CHS Lab Tour Pick up - U Lot / Campus Center Door Drop back off at Campus Center when Tour is done		
1:30		Rotate between Parking Lots and Drop Off/Pick Up - Campus Center	
2:00			
2:30	Rotate between Parking Lots and Drop Off/Pick Up - Campus Center		
3:00			
3:30			
4:00			
4:30			

JOIN FOR A SPECIAL ED TECH BUFFET LUNCH 11:00 am - 1:00 pm at Towers Eatery

Cheese Pizza • Pepperoni Pizza • Towers Pizza: Prosciutto, Ricotta, Pickled Onions, Hot Honey

Meatballs with Marinara • Garlic Knots with Marinara

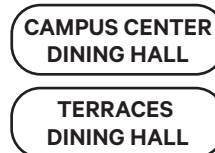
Pasta Primavera: Pasta tossed with a creamy garlic velouté and a medley of roasted vegetables

House Salad



Choice of Sparkling or Bottled Water

\$12



ED TECH DAY COLLEGE SHOWCASE DETAILS

booth locations are denoted by the grey letters corresponding to the map on back of program

Career Center Online Resources **A**

Center for Career Exploration & Development: Explore our new and updated online resources to help you in your career path.

Assistive Technology **D**

Student Accessibility Services: Student Accessibility Services will demonstrate some of the assistive technology resources available to IC students and how this technology can enhance the educational experience.

Assistive Device **H**

Occupational Therapy: This space showcases prototypes of assistive devices created by graduate occupational therapy students from Ithaca College using low cost materials and a 3D printer. These devices support people to engage in daily activities.

Student Employment Program **L**

Information Technology & Analytics: Showcasing the current state and objectives of the Ithaca College Information Technology and Analytics Student Employment Program

Ed Tech Museum **B**

Information Technology & Analytics : Take a walk through the past 30+ years of educational technology history.

IC ESports Club **E-F**

Ithaca College ESports Club: Come visit our booth to learn about the competitive and casual sides of the Ithaca College Esports Club and play some games with us!

Empowering Local Businesses: Leveraging Generative AI for Business Innovation and Growth **C**

Management Department (School of Business) : Explore how Advanced Analytics students enhanced small businesses by integrating Generative AI, providing tailor-made IT solutions for challenges, and unlocking new opportunities for innovation, efficiency, and growth.

Registration Made Easy **G**

Office of the Registrar: Let us answer all of your questions regarding DegreeWorks, HomerConnect, and a successful Summer and Fall 2024 course registration.

Virtual Reality Study Abroad Demonstration **K**

Applied Event Management & Study Abroad: Join students from the Applied Event Management course and the Study Abroad office to virtually visit locations frequently studied at by students at Ithaca College.

WICB & VIC Radio **M**

Roy H. Park School of Communications - WICB & VIC Radio: Ithaca College's two student-run radio stations will set-up a table and speakers to play music for entertainment during Ed Tech Day.

HDI Local Chapter

HDI LOCAL CHAPTER MEMBERSHIP

FOR OVER 25 YEARS, HDI LOCAL CHAPTER MEMBERSHIP HAS ADVANCED THE SERVICE MANAGEMENT AND TECHNICAL SERVICE AND SUPPORT INDUSTRY THROUGH:

- ✓ Educational local, national and virtual events
- ✓ Discounts to conferences and training courses
- ✓ A network of peers for discussion and growth
- ✓ Career advancement
- ✓ Lifetime connections

\$149

Membership is available!

You'll have access to your local chapter's activities, events, networking and yes, fun!

PLUS:

- Special \$350 discounts on HDI's Conference
- Special 5% discounts on HDI training
- Free job board postings

Join us at HDIlocalChapters.org!

Athletics & Events Center

Glazer Arena

Park School of Communications

Park Auditorium (main floor)

Campus Center

1st floor

Cayuga Lake Mtg Room
Six Mile Creek Mtg Room
Recreation Room
Campus Center Dining Hall
IC Square
Ithaca Bakery
Food Court
Campus Store

2nd floor

Emerson Suites
Ithaca Falls Mtg Room
Clark Lounge
Klingenstein Lounge
Information Desk

3rd floor

Taughannock Falls Mtg Room
Office of Student Engagement
CFCU Branch

Gannet Library

1st floor

Handwerker Gallery

2nd floor - Main Library floor

Ithaca Coffee Co.

3rd floor

Gannet 319

Towers Marketplace

South Hill Smash Grill

Towers of Pizza

Textor Hall

Textor 101

Textor 102

Whalen School of Music

Ford Hall

Nabenhauer Recital Room

Hockett Family Recital Hall

Park Center for Business

Business School Cafe

Job Hall

Information Technology

Dillingham

Theater

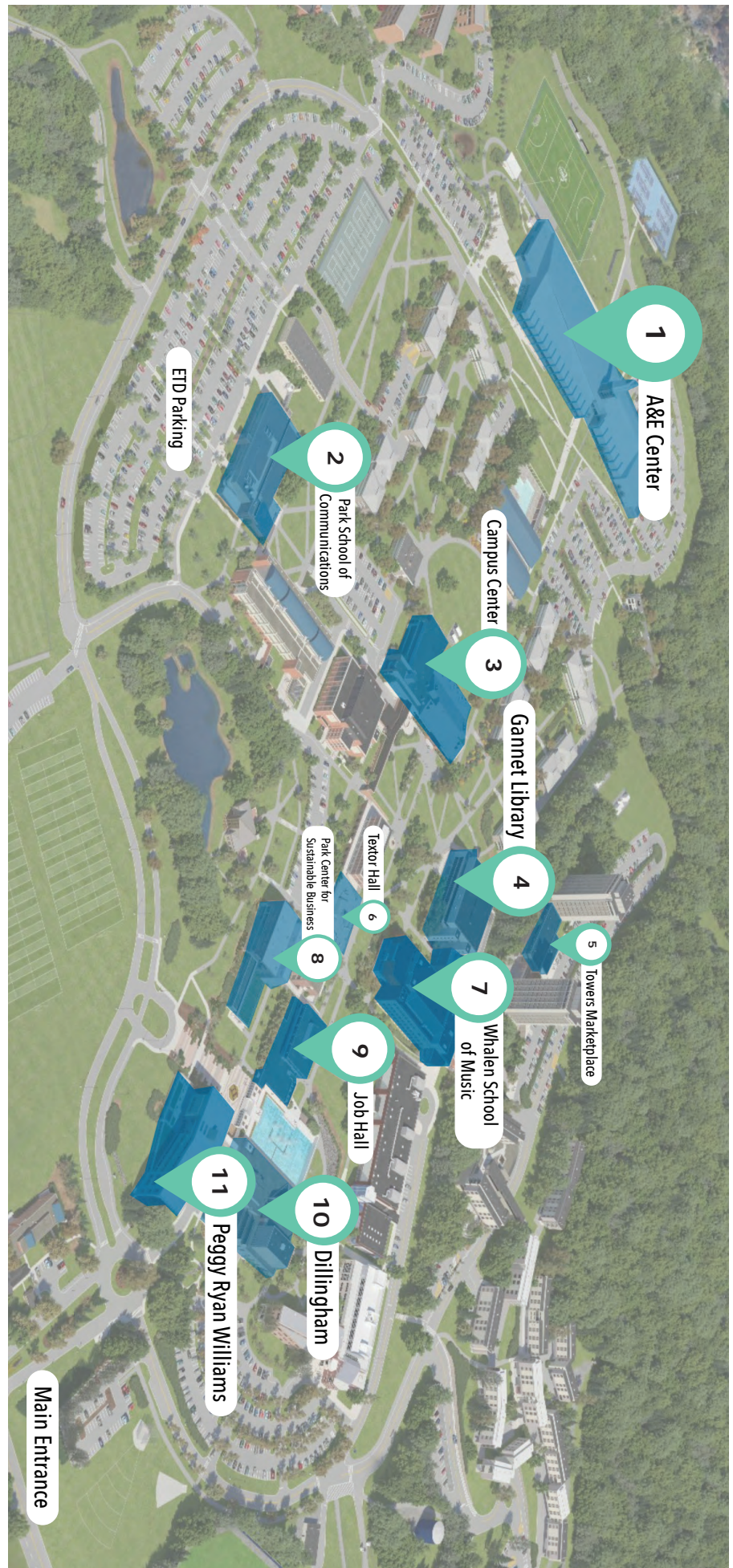
Peggy Ryan Williams Center

Office of Admissions

Office of the Registrar

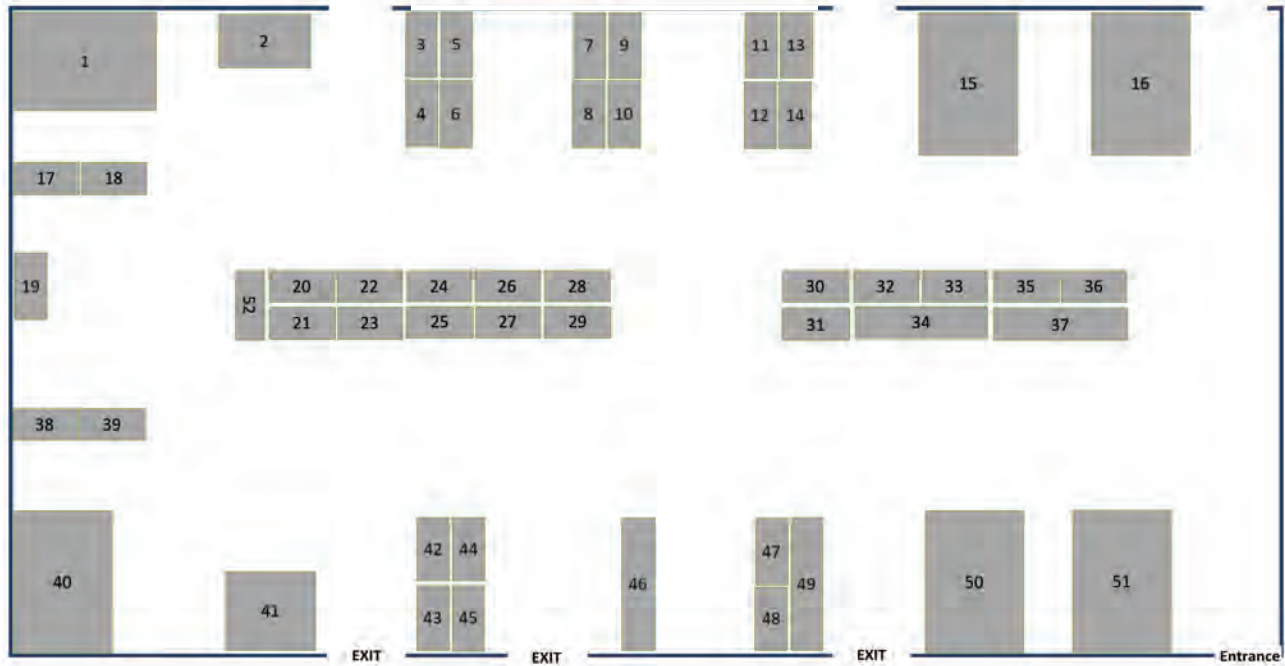
Office of Student Financial Services

Office of Human Resources



EDTECHDAY 2024

30 YEARS



Ed Tech Day 2024 Booth Allocations



Vendor	Booth	Vendor	Booth
Adobe.....	47	IC Photobooth	2
Apogee.....	28	Ithaca Toy Company	39
Assistive Device*	H	Legrand	26
Assistive Technology*	D	Liberty AV Solutions	3
Atlona & Vivitek	43	Lynx Technologies, Inc.	8
Audio-Video Corporation	35	Microsoft	27
AWS	44	Mr. EzPz	18
B&H Photo	31	Navori, Inc.	48
Boston Dynamics - Spot	40	Norstar Networks	23
Cardone Solomon & Associates	51	Nureva, Inc.	9
ComSource, Inc.	32	NYSERNet	37
Corning Optical Communications	6	Palo Alto Networks	24
Dell Technologies	1	Panasonic	7
EAB	29	Promethean World	49
echo360	30	Registration Made Easy	G
Ed Tech Museum	B	Rev. Ithaca Startup Works	19
Educate-me.net	50	Sedara	15
Electronic Business Products, Inc. (EBP)	21	Student Employment Program Booth	L
Empowering Local Businesses: Leveraging		Synergy IT Solutions	11
Generative AI for Business Innovation and Growth	C	Teq	10
ePlus Technology / Varonics	22	The College Compass	38
Extreme Networks	16	Toshiba Business Solutions	34
Extron	14	Trumansburg Robotics	41
First American Education Finance	36	UNYCC (Upstate NY College Collaboration)	45
FirstLight	4	Vandis	12
FSR	33	Virtual Reality Study Abroad Demonstration .	K
GradeWiz	17	Convention & Visitors	
H&A Security Solutions LLC	25	Bureau.....	52
HDI (Western Central NY Chapter)	42	Visual Technologies	13
HPE Aruba Networking	5	WICB & VIC Radio	M
IC AI Exploratory	46	WolfVision	20
IC Esports Club	E-F		