

What's the eLL? – Use, Sample Projects, Hardware and Software

The eLearning Laboratory

e•learn•ing lab•o•ra•tory |e 'lærni ng 'labrə , tōrē|

noun

: an experimental environment, enhanced with technology, that promotes exploration of electronic tools and materials that support education; also: classroom 2.0

The eLearning Laboratory, or eLL, is a prototype classroom and digital media laboratory that supports flexible teaching styles and collaborative student learning. The eLL, located in Stager Hall 029, provides students and faculty access to innovative digital instructional media construction, creation, collaboration, and presentation tools, and internet-based telecommunications technologies. Franklin & Marshall faculty can explore and experiment with new teaching and learning technologies that will help guide the design of future teaching and learning spaces at the College. The eLL provides interdisciplinary support for all academic departments and disciplines and is supported by IET professional staff as well as by specially-trained student instructional media consultants.

How might a professor use the eLL?

- experiment with new teaching tools like audience response systems, wireless writing tablets, audio- and video-conferencing, podcast production and delivery, and instructional digital media production
- teach a class using one or a combination of the supported tools with or without the support of an ATS professional staff or Student Instructional Media Consultants (IMCs)
- schedule a class session for you students to be trained by ATS staff on one or a combination of the supported tools
- assign your students eLearning projects; Student IMC support is available on evenings and weekends

Sample Projects

- record audio clips
- practice oral exercises
- produce short student-produced video vignettes
- create visual stories using different languages
- podcast a story
- hold a live audio conference ("e-tandem") with two or more students
- global collaborations (student to student, student to subject matter expert, student to faculty, etc.)

Hardware

Instructor Lectern

- Macintosh OS X and Microsoft Windows computer operating systems
- Portable, remote device control
- High-definition, multi-standard, multi-region 16x9 video projection
- Digital SMART™ board
- Annotate over video projection
- Remote access, control, and/or display student workstations
- Audience response systems ("Clickers")
- Component and composite video projection

Student Multimedia Workstations

- 12 iMac student computer workstations
- Image, sound, and video digitizing
- Audio and video recording
- Audio and video-conferencing devices

Portable digital devices

- Audio recorders and microphones
- Still and video cameras

Software

- iLife '08: iPhoto, iMovie, iDVD, iWeb, GarageBand (digital media production tools)
- iTunes and Audacity (digital audio acquisition and editing)
- iWork '08: Keynote, Numbers, Pages (presentations, spreadsheets, word processing/page layout)
- Comic Life (digital storytelling and storyboarding)
- Photoshop Elements (digital image acquisition and editing)
- QuickTime Pro (digital audio and video recording and editing)
- ProfCast (Live voice recording over PowerPoint and Keynote presentations, podcasting)
- iPresentIt (move PowerPoint and Keynote presentations to iPod)
- Skype with Recorder (conferencing, voice and video over the internet)
- iChat A/V with Recorder (conferencing, voice and video over the internet)
- SnapZPro X (screen capture)
- Microsoft Office (Word, Excel, Powerpoint)
- Google Earth (satellite imagery, aerial photography and GIS 3D globe)
- Second Life (virtual online communities)