



Call for Proposals
Real-Time Collaboration on the Liberal Arts Campus
Rhodes College, October 19-21, 2008

NITLE invites faculty members, instructional technologists, librarians, and others from [participating colleges](#) to submit proposals for “[Real-Time Collaboration on the Liberal Arts Campus](#).” Proposal topics should explore how real-time collaboration technologies—from interactive videoconferencing to social presence tools to virtual worlds such as Second Life—can be used to expand the boundaries of the physical classroom and shape the curriculum. Proposals should be [submitted electronically](#) and are due by June 30, 2008.

Topics

Proposals should address one or more of the topics below or may suggest a new, related topic.

1. **Uses of Real-Time Collaboration Technologies for Teaching and Learning.** Real-time collaboration technologies can enrich and expand the traditional classroom. Possible examples include bringing outside experts and resources into the classroom; staying connected with students studying abroad or taking part in internships; accessing remote instrumentation for science; student and faculty interaction outside of the classroom; and inter-campus team teaching.
2. **Tools for Real-Time Collaboration.** There is an ever-increasing variety of tools that enable real-time collaboration. Some examples include desktop and traditional video-conferencing; IM and chat; microblogging; multiplayer online games and virtual worlds; remote instrumentation; mobile computing and devices; and social presence tools.
3. **Blurware:** Where do we draw the line between synchronous and asynchronous collaboration? When are events real-time? Does it matter? What are some useful asynchronous complements to real-time collaboration technologies?
4. **Challenges and Implications:** What are the challenges and implications of real-time collaboration technologies? How do we choose appropriate tools? What does it take to support them? What are the pros and cons of such tools? When and how do we use such tools effectively for teaching and learning?

Suggestions for other topics in these or related areas are welcome and may be sent to Rebecca Davis at rebecca.davis@nitle.org.

Session Formats

Proposals should suggest one or more of the following formats as appropriate for the topic. During the conference, moderators will introduce and close each presentation or panel session on time, distribute handouts, and facilitate questions from the audience.

Presentation Sessions (1-2 presenters): 60-75 minutes

Proposals for presentations of this length should include both a narrative description of the project/program being presented and lessons learned that would be useful to other campuses interested in a similar project or program.

Workshop Sessions (1-2 workshop leaders): 60-120 minutes

We would welcome proposals for short workshops that would enable participants to learn a new skill related to the use of real-time collaboration technologies for teaching and learning or to develop a plan for incorporating such technology.

Individual Presentations for Panels: 10-15 minutes

We encourage participants to submit proposals for briefer presentations on specific projects or good ideas that may be combined with those from other participants. Panels will be constructed to facilitate comparisons of programs and discussion of trends, and to focus on approaches to broader issues that campuses face in using real-time collaboration technologies for teaching and learning. Panels will be composed to promote interaction among panelists and the audience.

Virtual Poster Session: 30-45 minutes

Posters will be set up immediately preceding the conference and will be available for viewing until the end of the conference. Contributors will attend their posters at a designated time to discuss them with other participants—both in-person and virtually. Conference planners will address questions and technical requirements and provide general support to presenters in advance of the event. Virtual worlds can be selected or suggested by proposers, including Second Life and Open Croquet. Multiplayer gaming platforms can also be used, such as World of Warcraft.

Submission and Review of Proposals

Proposals should be submitted online at

http://www.surveymonkey.com/s.aspx?sm=Cv4egJ0152R11F6uSwbTEA_3d_3d no later than **June 30th, 2008**. Please direct questions about the proposal process to Rebecca Davis at rebecca.davis@nitle.org.

You will be asked for the following information:

- **Title:** please give your proposed session a simple and descriptive title.
- **Description:** the description should be 300 or fewer words and should explain the central idea of your session.
- **Type of session:** presentation, workshop, panel, virtual poster.
- **Target audience:** who will benefit from participating in the session you propose?
- **Name, title, institution, address, phone and e-mail address** for each session presenter. (You are welcome to submit a proposal for presentation by more than one individual, either from your own institution or another institution participating in the NITLE Network.)

Acceptance

Proposal submitters will be notified of the results of the review process by August 1, 2008.

N.B. All interested in participating in this program—including accepted presenters—must register to participate no later than August 15, 2008. Registration is currently open and is managed on a first-come, first-served basis. Persons who are eager to participate are encouraged to register early rather than waiting for the outcomes of the proposal review process. Participation in this program costs 7 program units per participant; please consult your campus liaison about your campus's approach to purchasing program units from NITLE.

Location:

The conference will be hosted at Rhodes College, which occupies a 100-acre wooded campus in an historic neighborhood near downtown Memphis, TN.