

The Latest & Greatest in Digital Media

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Presentation Outline:

- Sources of info
- Top 10 technologies
- Challenges
- Summary

Getting the Inside Scoop:

- Magazines and newspapers
- Web sites
- Podcasts
- Blogs
- Shows & conferences
- Others?

Magazines and Newspapers

- Wired (wired.com)
- PC World
- MacWorld
- NY Times – Circuits
- Wall Street Journal – Walt Mossberg
- USA Today
- eSchool News

Web Sites

- ZD Net
- CNN.com/tech/
- Gizmodo
- Digg
- DP Review

Podcasts

Search iTunes
RSS

Blogs

- Search Google
blogsearch.google.com
- React to and contribute

Shows & Conferences

- TCEA
- NECC
- MacWorld
- C.E.S.
- PMA

Top 10 Technologies for Tomorrow:

1. Digital photography & imaging

- New cameras
- Image editors
- Stills into video
- Electronic sharing

Top Cameras

Consumer Reports November 2006

Point-and-shoot cameras:

- Canon Powershot A620
7 MP, 4X, \$220
- HP Photosmart R817
5 MP, 5X, \$220
- Olympus Stylus 800
8 MP, 3X, \$330
- Kodak EasyShare Z700
4 MP, 5X, \$250

Advanced cameras:

- Canon PowerShot S2 IS
5 MP, 12X, \$350
- Panasonic Lumix DMX-FZ20S
5 MP, 12X, \$410
- Sony Cyber-shot DSC-H2
6 MP, 12X, \$350

D-SLR's:

- Canon EOS Rebel XT
8 MP, 18-55, \$750
- Canon EOS 30D
8 MP, 18- 55, \$1330
- Nikon D50
6 MP, 18-70, \$690

Cameras

- Image Stabilization

Cameras

- HP Photosmart R927
- Slimming effect

Cameras

- D-SLR's

Cameras

- Sony Alpha- A100
- 10 MP \$1000
- Image stabilizer in body
- TrueView

Image Editors

- Picasa, Photoshop Elements 5, CS3

Stills into Video

2. Digital video

- Camcorders and editing software
- HD-DVD vs. Blu-Ray
- Student video festivals
- YouTube – video storehouse
- Google video, Yahoo video
- United Streaming 40,000 videos

Camcorders

- High def- Sony HDR-HC3
- Consumer Reports:
- Sony DCR-TRV 280 (tape)
Canon Elura (tape)
- Sony DCR- DVD105 (DVD)
Toshiba GSC- (hard drive)

“For Life”

Best Secondary Video Award
California Student Media and
Multimedia Festival
Val Verde High School

Editing Software

- Adobe Premiere Elements 3
- Premiere Pro for Mac
- iMovie HD

Joost

- Merges television and the Internet
- P2P
- Much like Tivo
- From the creators of Skype and Kazaa

3. Portable Media Players

- iPod, Zune, PSP

iPhone

- Phone, audio, video, web browser, e-mail
- Touch screen

Portable Projection Systems

- Viewsonic or other LCD projector
- Cable and TV set

Apple TV

- Wireless computer/iPod to TV connection
- Can live stream or store shows
- 40 GB hard drive
- From multiple sources

4. Podcasting- audio

- iTunes
- Garage Band 3
- Audacity

5. Digital storytelling

- Merges writing, still photos, video, audio and animation.
- Great literacy activity.
- iMovie, Photo Story or Photoshop Elements.

6. Acrobat

- Glues together multimedia pieces.
- Can include hyperlinks.
- Can take notes
- Easy way to distribute online.

7. User contributed material

- Blogs, wikis, virtual worlds
- Amateur or professional?
- Genius or junk?

- The wisdom of the mob?
- Virtual county fair, garage band, personal journals.
- Copied or created? Mash ups.

MySpace

- 100 million accounts - 60 million uses a month
- 4th most popular in U.S.
- Publicity and parties
- Purchased by Rupert Murdoch – Fox News

YouTube

- Over 7 million videos, 100 million viewed daily
- 65,000 videos uploaded per day
- 20 million users per month
- Bought by Google for \$1.6 billion
- Copyright issues
- Now used by TV networks

FaceBook

- Social networks
- 7th most visited web site.
- Photo sharing and blogging.
- 13 million registered users.

Second Life

- M.U.V.E.
- Millions of users

Wikipedia.org

- Open source resources

Curriki.org

- Open source resources and curricula
- User contributed (wiki)
- Global Education and Learning Community

8. Leopard

- iLife suite
- Leopard one step ahead, UNIX
- Dual core & Boot Camp or Parallels Desktop

Vista

- Improved multimedia
- Speech recognition
- Mac-like - "Copycat"

9. The Web becomes ubiquitous

- Wireless hotspots - Portland
- Cell phones and other mobile devices
- "Buddy Beacon" - Find your friends

10. Digital portfolios

- Exhibit
- Documents
- Aligned to standards
- Authentic assessment

Challenges

- W.O.M.B.A.T. -
- Lack of rigor and integration?
- Funding for hardware, software and training
- Digital media rights
- Digital ethics
- Privacy

Need some formalized learning

Summary

- Summary- electronics and technology are part of our everyday lives
- Can we use them effectively for teaching and learning?
- "Gen M" comfortable with digital media.
- Can we take advantage of those interests and those skills

Your input

- Favorite or disliked products.
- Other technologies?
- What works/doesn't
- Your experiences with Gen M
- Comments & questions

For comments, handouts, book sales, workshops and presentations contact:

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