



ICN's IN TOTO Speakers Thursday, October 13

Dave Lingren, Executive Director, ICN

Concentration

Focusing on matching the goals of ICN with Iowa's telecommunications landscape. Hear how ICN's vision and mission has changed, and how our message has evolved with Iowa's telecommunications companies and other influential individuals. In addition, hear updated information regarding House File 45, which was passed during the 2011 legislative session.

Michael C. Wagner, CEO, White Rabbit Group

Create Your Game!

What if creating your future was as easy as making up a game...just like you did when you were young? With the right mix of people, process and a compelling goal, your organization, business, or project can "game" your way to a remarkable and innovative future. Mike will unpack the basics of game design so that your team can begin to explore, examine and experiment with fresh ways to serve Iowa, its citizens and its markets. Once you have created your own games you will find your team engaged, energized and ready to answer the challenges of our complex marketplace.

Keynote Speaker

Angela Maiers, Maiers Education Services

Win, Lose, or Draw

On the surface, it appears that the Internet opens up a world of information to us on a daily basis. Is it a win, lose or draw? Are there information haves and have-nots? Why do some of us have different informational resources available to us via social networking and other Internet resources? Find out how resources such as Facebook and various search engines determine what information is available to you, and just as importantly, the information that is not. Discover how to increase the relevance, importance, challenges, and differing points of view in the information that you gather from our wonderful technological informational tools.



ICN's IN TOTO Breakout Sessions Thursday, October 13

Morning Sessions:

What's My Line - Julie Johnson, ICN

Questioning your role...this collaborative discussion with ICN's Video Administrator, will answer your questions relating to your responsibilities as scheduler to your local site contacts and end users. This session will highlight specific scheduling points, policies and procedures. Be sure to bring your 'A' game and topics to share, too!

Gaming to Learn - Leigh E. Zeitz, PH.D., Associate Professor, University of Northern Iowa

Dr. Z explores how gaming is not a waste of time, but a guided process which directs the player/learner towards a desired goal. It is exactly the formula that can create a motivating learning environment for students. See examples of how we can use this in our schools.

The Match Game - ICN's Video Service Project Team

Note: This session is repeated in the afternoon.

Matching your questions and filling-in-the-blanks with our answers regarding an overview of ICN's progress in implementing an IP video solution. This session will discuss the goals of the transition and interoperability from MPEG video to IP video, the benefits users will notice, and will include a presentation of future video conferencing options.

Afternoon Sessions:

Truth or Consequences - Joseph Cassis, ICN

Excitement! Thrills! Huge Prizes! See how you can win big from the federal grant award of \$16.2 million provided by the Broadband Technology Opportunities Program. Don't miss the fun and the facts or you may experience some consequences.

Survivor - Gwen Nagel, Iowa Department of Education

The Evolution of Distance Learning in Iowa. A summary of past, current and future distance learning applications in Iowa's education classrooms.

The Match Game - ICN's Video Service Project Team

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