



“Teaching, Learning and Sharing in the Cloud”

Friday, March 16th 2012 www.fitnyc.edu/edutechday

Call for Presentations:

You are invited to submit a presentation proposal for the FACT² Innovation Conference being held in partnership with EduTech Day at the *Fashion Institute of Technology* in mid-town Manhattan on March 16, 2012. The deadline for submission is January 30, 2012.

The Fashion Institute of Technology-SUNY seeks presentations for the statewide conference to be held on Friday, March 16, 2012 at FIT. This year's theme is “*Teaching, Learning and Sharing in the Cloud*”. The conference will provide opportunities to hear experts in the field, participate in exploratory roundtables and engage in hands-on workshops. Located in mid-town Manhattan, FIT is one of the world's leading design institutions. This conference will provide the SUNY community, throughout the State, the opportunity to also benefit from the city's technology showrooms, galleries and museums.

**Please see page 3 for an overview of Cloud Technology.*

Guidelines for Presentation Submission:

Presentations will take place on March 16, 2012 at the Fashion Institute of Technology in the John E. Reeve's Conference Center and in the Katie Murphy Amphitheater. Submission deadline is Monday, January 30, 2012. Workshops and presentations should address one or more of the topics and key issues suggested in the four tracks below:

- Track I: Social Media and Cloud-inspired Classroom Practice
- Track II: Innovative Technology and More Sustainable Learning Environments
- Track III: Changes on the Horizon: The Cloud and Institutional Computing
- Track IV: The Cloud: Security and Copyright Challenges

Presentations should follow one of the formats below:

1. Traditional lecture style presentations (60 minutes) on topics of community interest, or a paper relevant to the conference topic, with time for questions and answers.
2. Panel discussions and roundtables (60 minutes) with multiple speakers, each offering a perspective on an issue or set of issues relevant to the conference topic, with time for questions and answers (no more than 4 speakers please).

3. Workshops (60 minutes) that address conference topics with hands-on or interactive activities.

Directions for submission:

Please submit a 250-500-word abstract that is relevant and meaningful to one or more of the tracks listed above. Please include the following with your abstract:

- Tracks your proposal addresses
- Format that best describes your presentation/installation
- Short bio for each presenter
- Technology or other special needs
- Your contact information

Please submit proposals to edutech@fitnyc.edu.

The conference committee will review all proposals, and selections will be made based on the quality of the proposal's treatment of issues related to the conference theme. Conference registration fees will be waived for presenters. If you have additional questions, please contact us at edutech@fitnyc.edu or visit the conference web site at www.fitnyc.edu/edutechday.

CLOUD TECHNOLOGY

Overview of Topic

*The **Cloud** is an expanding, evolving environment where centrally located software systems facilitate interactive opportunities for a virtually limitless number of users--- working from any location. Cloud technology is often credited with dramatic savings in educational licensing, distribution and local network support, but the Cloud does much more than streamline and economize. It is expanding the potential for synchronous and asynchronous teaching, learning and collaboration and helping pave the way to learning environments that are innovative, as well as sustainable.*

Smart phones and tablet technology have contributed to the growth of the Cloud, at a fraction of the cost of traditional laptops or desktop computers. Innovation has put into our collective hands tools that are not only affordable, but are actually, in some respects, more powerful than traditional computing---in part the result of extraordinary access and portability. The Cloud serves every major service category in the world, seamlessly integrating data computation, storage, retrieval, creative and business applications in a virtualized environment. We know this is a new frontier worth contextualizing in a conference setting when we see how the business, design and publishing markets have already gotten on board. The biggest technology companies in the world are all fighting for turf in this arena, with Amazon, Apple, Cisco, Google and Microsoft competing for a large part of the media and data distribution market, and Pearson, Blackboard and McGraw Hill (among many) fighting for their space in the educational arena.