

EDSIG 2015 Workshop Topics and Submission Guidelines

EDSIG 2015 Workshop Overview

We are seeking workshops proposals which provide an active learning experience designed for faculty development. Presenters may select from the following list of potential topics or may submit a proposal for a topic that a) is current or innovative, b) may be incorporated or may be supplemented in an existing IS/IT and CS curriculum, b) or may be of interest to IS/IT and CS curriculum development.

EDSIG 2015 Workshop Topics

Some suggestions for potential workshop topics:

- Using any new IS or IT Technologies or Instructor Support Tools for the classroom or curriculum
- Using hands-on or active learning experiences for Data Analytic, Data Mining and Data Warehouses experiences in the classroom or curriculum - Excel Data Mining Add-in and Excel Dashboards, Open Source Data Mining Tools (WEKA, Orange, R, Rapid Miner, CRAN).
- Using hands-on or active learning experiences for ERP (Enterprise Resource Planning), SCM (Supply Chain Management), or CRM (Customer Relationship Management) Systems in the classroom or the curriculum
- Using Desktop Virtualization Software in the classroom or classroom , e.g., VirtualBox, QEMU VMware Workstation, VMware Player, VMware Fusion, Parallels Desktop
- Using hands-on or active learning experiences for Server Virtualization Architectures and Software in the classroom or curriculum. e.g., VMware VSphere, Xen Server, KVM, Hyper-V, etc.
- Using hands-on or active learning experiences for Cloud Architecture in the classroom or curriculum e.g., OpenStack, Amazon AWS, Microsoft Azure. Google, DropBox, etc.
- Using hands-on or active learning experiences for Cloud-Centric Information Systems in the classroom or curriculum, e.g., Cloud ERP and Outsource Processes, Email, Document, Spreadsheet, Collaboration and Online Office Cloud Services (Google Apps), 3rd Party Cloud Platforms, etc.
- Using hands-on or active learning experiences for Storage Virtualization and Storage Area Networks in the classroom or curriculum, e.g., NetApp, EMC , etc.
- Using hands-on or active learning experiences for HTML5 Elements and APIs (W3C or WHATWG) in the classroom or curriculum, e.g., Canvas or SVG, drag-and-drop, Ajax and Restful Services, geolocation, web service calls, etc.
- Using hands-on or active learning experiences for HTML5 Mobile and Touch Interfaces, RestFul web services in the classroom or curriculum
- Using hands-on or active learning experiences for Mobile Application Development technologies in the classroom or curriculum
- Using hands-on or active learning experiences for Security or Forensic in the classroom or curriculum
- Other customized workshop topics, which uses hands-on or active learning experiences in the classroom or curriculum,

EDSIG 2015 Workshop Proposal Guidelines

It is recommended that a Workshop Proposal Submission should provide for a **significant active learning faculty development experience**, as well as, potential class room materials that may be used by the participants. Workshop tutorials, leader demonstrations, or participant hands-on experiences are highly encouraged.

Proposal topics that focus on significant participant discussions may be a better candidate for an EDSIG Panel format. Proposal topics that may be better presented using a lecture/content presentation format may be a better candidate for an EDSIG Paper or Abstract

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EDSIG 2015 Workshop Submission

An EDSIG 2015g Workshop Submission Form may be downloaded or a customized workshop submission form may also be submitted. The following workshop submission guidelines are designed to increase the interest and attendance of your proposed workshop. All workshop submissions can be submitted through the EDSIG Papers Management System.

1. Workshop Title

2. Presenter(s), Affiliation, Email(s), Title, Other information

3. Workshop Overview (300 characters or less) - VERY IMPORTANT

The Workshop Overview Section presents a content overview. **As a marketing tool, the Workshop Overview should also clearly indicate "why" this workshop may be valuable for the participant's faculty development.** It is also recommended that the Workshop Overview Section should include:

- Instructional modalities used for the workshop, e.g., participant hands-on experience, workshop leader demonstration, presentation, etc. (... so that participants may select their preferred instructional modality).
- Recommended participant background or interest for a particular workshop topic, e.g., no experience necessary, introductory, or intermediate background, etc.
- Clear identification of technology platforms, tools, and operating systems required to support hands-on workshop activities, e.g., sites to download various tools and data, workshop distribution DVD, expected operating system constraints, etc. [Whenever appropriate, it is recommended that the presenter(s) prepare a limited number of distribution DVD(s), which will contain installation files, temporary installation keys, directions, sample data, PDFs, etc.]

It is more important that you to write the Workshop Overview more as a Marketing or Advertising tool, rather than in as a research paper abstract. Simply ask yourself the following question, "Why is important for a faculty member to attend your workshop, rather than attending another EDSIG session? If you want good attendance at your workshop, then market your workshop. The EDSIG Workshop Chair will be glad to help you to improve or revise your submitted Workshop Overview so that the workshop attendance may reflect your hard workshop design efforts.

4. Target Audience (50 characters or less)

5. Time Requested: (30 minutes to 90 minutes) - Recommended Prerequisite Participant Technologies and Resources (50 characters or less)

While wireless internet services will be available, the limited bandwidth will not support a large number of simultaneous audience downloads during a workshop session. To provide the workshop participant with a better active learning experience within the time allocated, it is recommend that workshop presenters coordinate with the Workshop Chair(s), to make workshop materials available before the session whenever possible.