

Digital Media

Use of digital media such as videoconferencing, lecture capture, streaming video, iTunesU is constantly evolving and expanding so information changes often.

A list of technologies - enterprise, open source and individually licensed software - that have been tested on campus is available for your consideration as you think about the support you need in planning and choosing what technology to use.

- Video conferencing - Zoom, Adobe Connect or Skype. Contact Corey Gheesling to discuss options x3794
- Lecture Capture - Camtasia contact Corey Gheesling x3794
- Streaming video solutions- Youtube/Adobe Connect contact CTL or Corey Gheesling x3794
- Facetime, Skype, Google Hangout, etc
- Premier Pro, Camtasia, iMovie
- Sharing Images from a Tablet

If you would like video capture of lessons or how to display film (digital, 8MM, etc), please contact your Instructional Technologist
Corey Gheesling x3794
Michael Vick x3645
Wade Shephard x2276