

Technology Playground

Nicole Goodner MacFarlane Science, Technology, & Innovation Center

12:00 – 2:00 pm

Demo Sessions in the MacFarlane Center (Lower Lobby)

Audio Syncing Your Notes, *Norma Willingham*, Landmark College

The LiveScribe Pen is perhaps the best known tool for syncing an audio recording with notes. Explore other options for use with your PC, Mac, or iPad, particularly OneNote and Sonocent audio Notetaker. This strategy can support students who struggle with spelling, writing, memory, audio processing, or who find taking notes makes them anxious.

Fitness and Wellness Apps, *Todd Miller, MS, PT, ATC*, Landmark College

Apps can help you squeeze an effective workout into your day in as little as 7 minutes. The NYTimes's Scientific 7-Minute Workout and Advanced 7-Minute Workout accomplish in 7 minutes the equivalent fitness benefit of a much longer traditional workout.

Heart rate variability, or the difference in the time from one beat to the next, indicates overall stress to your system. By knowing your HRV you can monitor physical and mental health and plan your activities accordingly.

Digital Tools for Notetaking and Organization, *Melissa Wetherby*, Landmark College

Organizing notes and to do lists can be a daunting task. Using the tools in Microsoft OneNote and Outlook can help. Creating digital notebooks that are stored in the cloud makes them accessible on any device, and using the simple yet powerful task list that is part of Outlook makes your notebook not only a place to store your materials, but also a task list to help you track and finish projects. Keep your notes to yourself, or share them with others – you can even assign tasks to others in your group. An efficient tool for students and teachers to organize all of their class materials and plan their time, it is also a great collaboration tool for group projects.

SpeechMatch, *Dr. Larry Welkowitz, Megan Pirtle*, Keene State College

SpeechMatch is a social training tool that teaches individuals how to match patterns of sounds and silences in conversation. Users receive immediate visual feedback about how well they are matching volume, rhythm and pitch, all important parameters of speech.

The Apple Watch: Wearable features for personal productivity, *Nathaniel Campbell*, Lobster Tales Media, Landmark College alumnus.

Are you curious about the new Apple watch? What are some of its exciting new features? How can you improve your personal efficiency with a wearable device? Talk to Nathaniel Campbell about his experiences as an early adopter of this new tech tool.

Out of the Box Notebook, *Peter Condrick*, OTB Apps Inc., Landmark College alumnus

This is the only notebook you will ever need, since it uses the cloud to store and program almost infinite semester folders. It can organize your complete academic experience.

The OTB APPS student notebook offers the student a complete application that allows you to efficiently take class notes while providing necessary organization you require for academic success. Note taking is simple and organized by allowing teachers' information to be programmed with emailing capability. Our exclusive feature supports note taking on the right hand page while the left hand page enhances notes by allowing photos, web-based information, and additional academic documents to be viewed with a simple swipe of the finger.

Project: EVO, *Isabella Slaby*, Akili Interactive Labs

At Akili Interactive Labs, we're building clinically-validated cognitive therapeutics and assessments that look and feel like high-quality video games. Our first platform is an iPad app we call Project: EVO, which was developed from new technology at the University of California, San Francisco.

Demo Sessions in the LCIRT Innovation Suite – Room 103

Landmark College Institute for Research and Training (LCIRT) Innovation Tools

LCIRT staff including: *Ibrahim Dahlstrom-Hakki, Cyrus Shaoul, Zachary Alstad*

- Virtual Reality for Education (Oculus Rift)
- Biopsychological sensors in classrooms (Empatica)
- 3D printing educational tools
- Demo of educational games (e.g., "Impulse")

In our new Innovation Space, the Landmark College Institute for Research and Training (LCIRT) is exploring cutting edge tools for education and interventions. New systems include virtual reality in educational spaces and tools for interaction with educational content in virtual spaces. You can also try out equipment for understanding biological markers for stress and relaxation.

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