2024	9:00 - 9:50	10:00 - 10:50	11:00 - 11:50	12:10 - 1:00	1:10 - 2:00	2:10 - 3:00
Klingenstien Lounge (Main Floor)	**AI** AI and the Future of Higher Education: Debunking Myths and Exploring Opportunities **EAB**	**AI** Exploring AI's Impact Across Our Insitutions **Ithaca College**	**AI** Microsoft Copilot, your OpenAI Powered Teaching/Learning Assistant **Microsoft Education**	**AI** Boston Dynamics' Spot for Academic and Research **Boston Dynamics**	**AI** Generative AI in Education: Recommendations, Early Experiences and Next Steps **Cornell University**	**AI** Ethical Adoption of AI on Campus: Challenges and Opportunities **Harter Secrest & Emery**
Ithaca Falls Mtg Room (Main Floor)	**Security** Achieving monitoring and detection that is relevant and based on your organization **H&A Security**	**Security** FBI - The Cyber Threat Landscape **Federal Bureau of Investigation**	**Security** Lets go #ishing **Synergy**	**Security** Guardians of the Campus: Strengthening Cyber Defenses **NYSERNet**	**Security** Securing Data Beyond Boundaries: A Data-Centric Approach **ePlus & Varonis**	**Security** Operationalizing your Cybersecurity through Penetration Testing **Sedara**
Clark Lounge (Main Floor)	*Teaching and Learning with Technology Symposium - Sponsored by: Finger Lakes Faculty Development Network*					
	9:00: Utilization of Social Media to Increase Student Learning Opportunities - 9:30: Elevating Project Presentations into Engaging Learning Experiences for All	10:00: Unlocking the Potential: Leveraging Technology for Efficient and Effective Peer Review in the Nursing Education Classroom - 10:30: Open Educational Resources in Technology enhanced Globally Networked	11:00: Investigating Videoconference Tools for HyFlex Courses - 11:30: Designing Instructional Apps and Games with Undergraduate Researchers	12:10: Assessment in the Age of AI	1:10: The Good, The Bad, & the Bot-iful: Discussing the Challenges & Rewards of Implementing AI in Higher Ed - 1:40: How Can Custom ChatGPT Models Transform Teaching and Learing Experiences?	2:10: Curated Emerging Technologies to Engage Student Learners - 2:40: Implementing Play Posit in a Graduate-Level Course
Taughannock Falls Room (2nd Floor)	**esports** the Esports Education Playbook: Empowering Every Learner Through Inclusive Gaming **Adobe, Inc.**	Accessability **Apple Education**	**esports** From Traditional Fields to Digital Arenas: The Evolution of College Esports **NECC ESPORTS**	Apple and Creativity **Apple Education**	**AI** Generative AI on AWS **AWS**	**esports** eSports, Your Path to Creating Engaging, Challenging and Competitive Learning Experiences **Microsoft Education**
Six Mile Creek Mtg Room (Ground Floor)	Unlocking Tomorrow's Potential **Toshiba**	**esports** Building a Successful Campus Gaming Facility - The Development of Cornell University's Esports Gaming Lounge **Cornell eSports**	Funding Strategies for a Technology Refresh Program **First American Equipment Finance**	A Modern Framework for institutional Analytics **Ithaca College**	**Classroom Technology** The Success of Hyflex Learning Technology at FLCC **Finger Lakes Community College / ePlus**	The Secure Enterprise Fabric **Extreme Networks**
Cayuga Lake Mtg Room (Ground Floor)	**Classroom Technology** Unveiling Classroom Technology Solutions: A comprehensive Look behind the Curtain **Cardone Solomon and Associates, Inc.**	**Classroom Technology** Troubleshooting IGMP systems using the network switch tools CTS, CTS-I, and CTS-D **Legrand**	**Classroom Technology** State of Technology: Improving Ed Tech Efficiencies and Collaboration **Promethean World**	**Classroom Technology** Harnessing the power of student response technology **Echo360**	**AI** Approaching AI on our campuses - a facilitated discussion with campus leaders and EAB **EAB & Ithaca College**	Fabricate Your Analytics: An Introduction to Microsoft Fabric **Microsoft**
Tours		**10:00 AM**	**11:00 AM**	**12:00 PM**	**1:00 PM**	
	Each Tour has Limited Tickets - Pick up ticket from particpant regstration desk where these tours will depart from.	**Made in the IC Makerspace**	**Ithaca College Center for Print Production** *(Shuttle Pick Up - Campus Center Enterence) Limited to 13 people*	**Touring an Active Learning Environment for Undergraduate Physics Courses** ———— **Virtual Cinema and TV Production**	**Health Sciences: Movement Analysis Lab and Anatomage Table** *(Shuttle Pick Up - Campus Center Enterence) Limited to 13 people*	