In an attempt to tie together the various assignments that I've turned in for this [DLCT] program, my activity will center in the use of *media equipment and presentation*. An identified learning outcome listed in my series of workshops proposal is to *become comfortable with the use* of audio visual equipment in the classroom environment; my own *PowerPoint* project discussed student *learning styles* as they predict learning outcomes; and finally, my "body language" video brought home the point that there is a relatively *steep curve associated with the production* of media necessary for the successful learning environment. Often the sense of having communicated in person can be produced via the incorporation of sound and or images.

This workshop activity is designed to encourage discussion relevant to the use of novel media productions in the online environment, while learning how to use the equipment and software necessary for their creation. The attendees of my face-to-face workshop will produce a short video clip introducing themselves to the online classroom audience. The ultimate quality and use of the clip will be addressed in a future workshop. Attendees will work in groups of two or three, at computer workstations equipped with the appropriate software and devices, and will take place in a computer classroom. This will be considered a "hands-on" workshop, as compared to a lecture format.

Learning objectives include:
- Digital video camcorder set-up (to the CPU, power, miniDV loading, etc)
- Beginner-level use of recording software (e.g., MovieMaker)
- Beginner-level understanding of saving and "publishing" a video project
    - Distinction between the two
    - Storage locations (inter- v intranet)
- Awareness of one's presentation style
    - …and associated difficulties when talking to a camera
- Awareness of the value of "real life" imagery in the online/distance classroom
- The production of an artifact that can be used at future workshops