[Event Celebrates Technology on Campus](#)

September 17, 2008 4:30 AM New Wave staff
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When it comes to describing the use of technology on campus, the phrase "learn, play, teach" says it all. And that phrase captures the spirit of a first-of-its-kind Tech Day on Friday (Sept. 19), brought to the Tulane community by Technology Services and the Innovative Learning Center.

The free event offers something for everyone on campus, from students into Guitar Hero and Dance Dance Revolution to faculty interested in the latest software for academic research.

[Tech Day](#) opens at 10 a.m. in the Lavin-Bernick Center and continues until 3 p.m., featuring guest lectures and software demonstrations, as well as providing free food, games and door prizes, including a new Dell system.

Registration takes place outside the Kendall Cram Lecture Hall.

"A little something for everybody" is how Mike Griffith describes the event. Griffith, who is serving as Tech Day program chair, is an instructional technology specialist with the [Innovative Learning Center](#).

He adds, "It's an opportunity for people to come in and play with technology and also meet all of their technology services and Innovative Learning Center staff?[a chance] get to know the people that make technology click."

In addition to meeting the behind-the-scenes staff who provide the network, e-mail and academic technology support across campus, visitors to Tech Day can learn about the latest in healthcare technology and the newest statistical analysis product for academics, the SAS Enterprise Guide.

In a vendor area, demonstrations are on tap from such providers as HP, Dell, CDWG, Gov Connection, SAS and others, Griffith says.

Presentations will be ongoing during the event, with the keynote address given at 3 p.m. in the LBC Ballroom by Beth Ritter-Guth on "Beyond Smoke and Mirrors: Higher Education in the Digital-Virtual Age." She is the educational communications and technology facilitator at the Hotchkiss School in Lakeville, Conn.

Other speakers will not only reprise digital trends from the past year but also discuss Apple OS X development and classroom applications of tablet PCs as well as current trends in library research.

On the fun side of the ledger, prizes will be awarded for the best contestants at Dance Dance Revolution and Guitar Hero, two wildly popular video games.

It all proves that technology really is all about "learn, play, teach" ?and not necessarily in that order.