Instructional Technology Lab (ITL)

ITDD supports the Instructional Technology Lab (ITL), where GUMC faculty and staff can use software and hardware for web and multimedia development and request one-on-one training or consultation by appointment.

These services are available at no cost. The lab workstations are optimized for developing web-based online courses and interactive multimedia course materials.

Software

Web/Multimedia Authoring
- Dreamweaver - Web authoring
- Flash - Interactive web animation
- Photoshop - Image processing

Online Learning/Training Authoring
- Captivate - eLearning authoring

Video Capturing/Editing
- Premiere Element - Video capturing/editing
- QuickTime Pro - Video editing/streaming
- iMovie - Video editing

Audio Editing
- Audition - Audio recording/editing

Hardware

- Canopus ADVC-300 DV Converter
- Nikon CoolScan 4000 ED Slide Scanner
- Epson Perfection V500 Photo Scanner
- Sony GV-HD 700 Digital HD Recorder
- Canon VIXIA HF20 HD Camcorder
- Audio-Technica Pro 88W/R Wireless Microphone

Hours of Operation
Access to ITL is by appointment with the ITL staff between the hours of 9 am-5 pm, Monday through Friday.

Consultation Request
Contact Taeyeol Park at (202) 687-5089 or send email to DMLITL@georgetown.edu to schedule an appointment.

Staff
Taeyeol Park, Ph.D.
Senior Instructional Technologist
Instructional Technology Design and Development
(202) 687-5089, tp3@georgetown.edu

Location
ITDD and ITL are located in the Biomedical Academic Computing Center (BACC) on the Lower Level of Dahlgren Memorial Library.
The division of Instructional Technology Design and Development (ITDD) in Dahlgren Memorial Library supports GUMC faculty and staff who wish to enhance effective teaching methods with the latest learning technologies.

The staff in this division provides advanced consultation, classroom instruction, and individual assistance in applying web and multimedia technologies to enhance teaching. ITDD staff also supports the Blackboard Course Management System and provides assistance in the creation of online course materials.

Services

**Instructional Technology Consultation**
Consults with faculty in groups and individually to enable the selection, creation, and use of technologies that support teaching.

**Instructional Technology Training**
Provides faculty development workshops and one-on-one training sessions on incorporating technology in the teaching and learning process.

**Instructional Technology Faculty Project Support**
- Designs and develops prototypes and templates of instructional systems and tools using new technologies.
- Assists faculty in the development and incorporation of instructional materials into teaching practices, focusing on web and interactive multimedia.

Supporting Areas

**Online learning**
- Online course material development
- Interactive multimedia design for online learning
- Online scenario-based learning including branches with feedback and guided paths

**Online assessment and training**
- Creating self-check quizzes with feedback
- User tracking/reporting user performance

**Blackboard**
- Online course content and user management
- Online communication and assessment

**Streaming media**
- Delivering audio and video online using the GU Media Service for streaming, downloading, and podcasting

**Lecture capture**
- Recording lectures in video format with Echo360 podium capture or personal capture
- Editing and publishing lecture recordings

**Clickers**
- Increasing opportunities for student participation through interactive exercises in class
- Gathering students' responses in Blackboard

**Digital audio and video**
- Digitizing, editing, and streaming audio/video
- Embedding audio/video to learning content

**Scanning and image processing**
- Scanning and capturing images
- Editing and enhancing images for online learning environment

Faculty Projects

ITDD supports the School of Medicine faculty projects developing instructional materials for helping their teaching activities and enriching students’ learning experience. Project examples include:

**Neuroscience Lab**
*Dr. Nabil Azzam*
Interactive web/animation of CT images for Gross Anatomy
(Adobe Dreamweaver and Flash)

**Guided Electronic Dissection**
*Dr. Carlos Suarez-Quian*
Flash-based online interactive dissection guide
(Adobe Captivate and Flash)

**Respiratory System**
*Dr. Peter Andrews*
Narrated lecture slides with quizzes for online self-study
(PowerPoint and Adobe Captivate)

**eRX Basics**
*Dr. Steven Schwartz*
Software simulation with narrations for online tutorial
(Adobe Captivate)

**Autonomics Quiz**
*Dr. Yvonne Hernandez*
Online quizzes with feedback and user performance report
(Adobe Captivate and Blackboard)

**Pathology Lab Guide**
*Dr. Mary Furlong*
Online self-check quizzes with feedback and review
(Adobe Dreamweaver/CourseBuilder)