

Abilene Christian University



Learning Studio

# Year One Report

## *Lite*

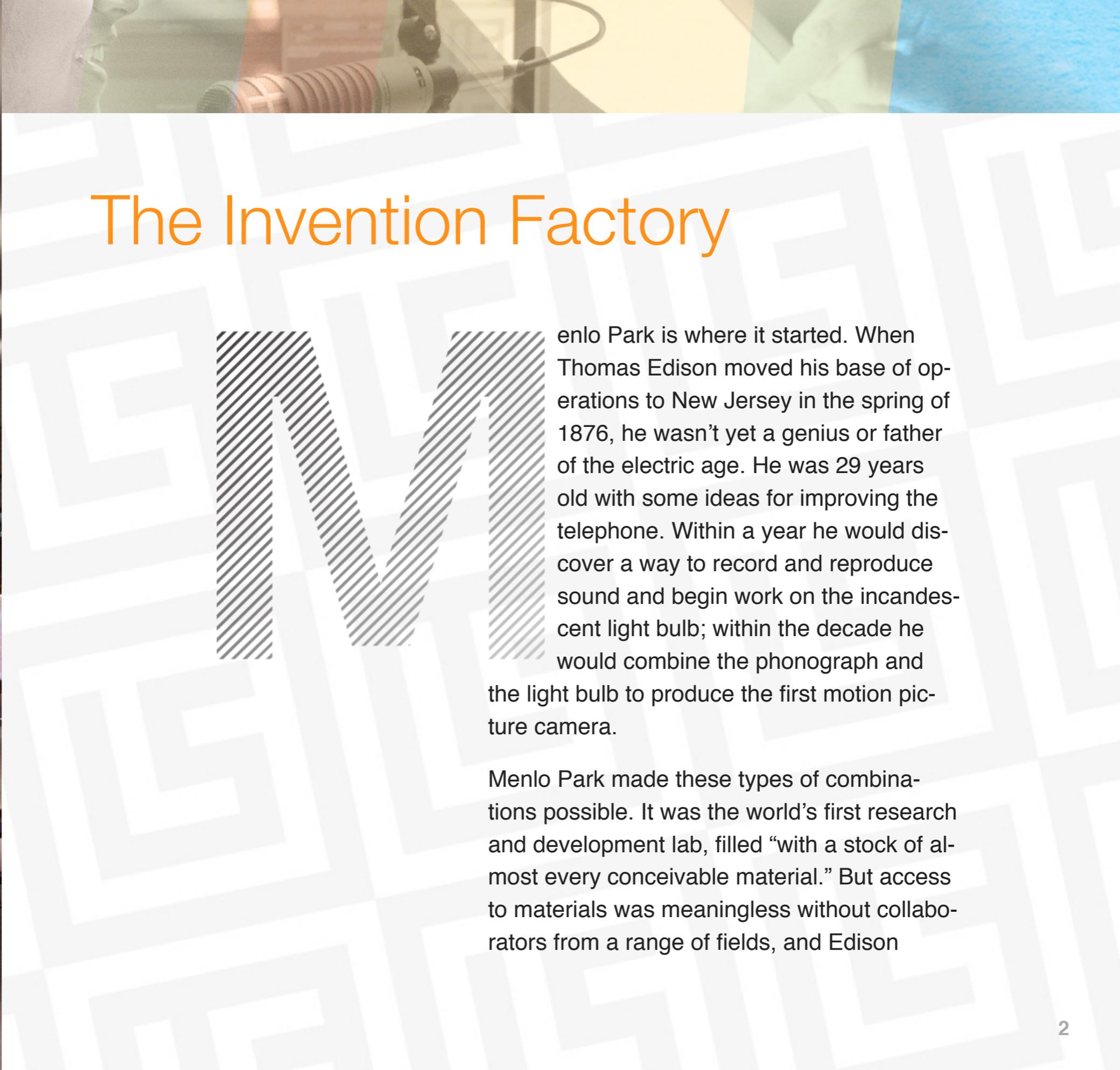
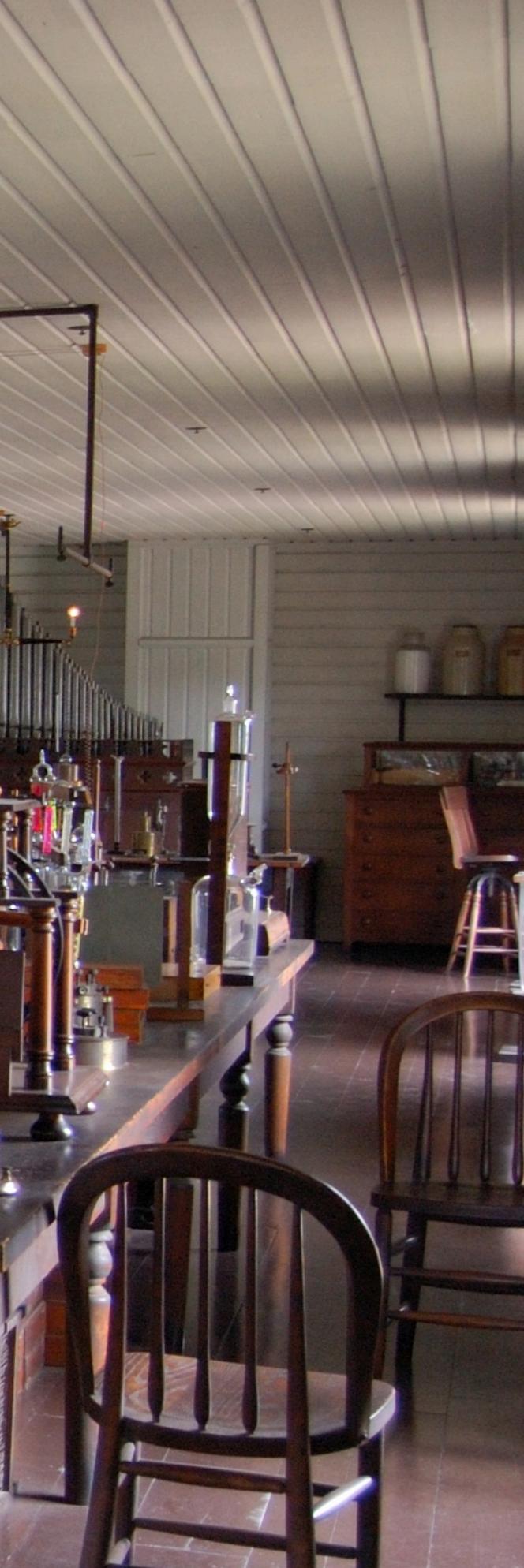
(Non-Interactive Version)



The Learning Studio is made possible by a grant from AT&T

# invent





# The Invention Factory

Menlo Park

Menlo Park is where it started. When Thomas Edison moved his base of operations to New Jersey in the spring of 1876, he wasn't yet a genius or father of the electric age. He was 29 years old with some ideas for improving the telephone. Within a year he would discover a way to record and reproduce sound and begin work on the incandescent light bulb; within the decade he would combine the phonograph and the light bulb to produce the first motion picture camera.

Menlo Park made these types of combinations possible. It was the world's first research and development lab, filled "with a stock of almost every conceivable material." But access to materials was meaningless without collaborators from a range of fields, and Edison

## MOVIE Year One: The AT&T Learning Studio



To experience this content, download the full interactive version in the Apple iBookstore.

brought together machinists and mathematicians, clockmakers and carpenters that made his laboratory a hive of activity around the clock.

### **A Learning Laboratory**

Creativity is rarely a single light-bulb moment. Invention is rarely the product of the lone genius. To truly reimagine

the future of teaching and learning, we wanted to create an environment that encouraged broad experimentation. When we shared a proposal with AT&T in 2010, the conceptual model for the Learning Studio was Menlo Park.

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*The AT&T Learning Studio will be a seedbed of innovation in mobile media*

*production and pedagogy. Located in the Learning Commons at the heart of ACU's campus, this state-of-the-art facility will inspire creativity and collaboration for students and faculty from all academic disciplines. The studio will provide new users with expert training staff, with well-equipped spaces for media creation, and with instructional guidance to assist faculty and future teachers in testing new pedagogies. With these resources gathered in a center of exploration and discovery, the AT&T Learning Studio will serve as a digital laboratory for innovation in new media and educational technologies.*

In our first year of operation, the Learning Studio has worked to “inspire creativity and collaboration” in our new facility at the heart of the campus as well as in programs that impact students and educators across the country. These pages invite you to explore work produced by ACU students, faculty and Learning Studio staff in Year One.

# Inventing the Future

by Dr. Kyle Dickson, originally published in *ACU Today* magazine

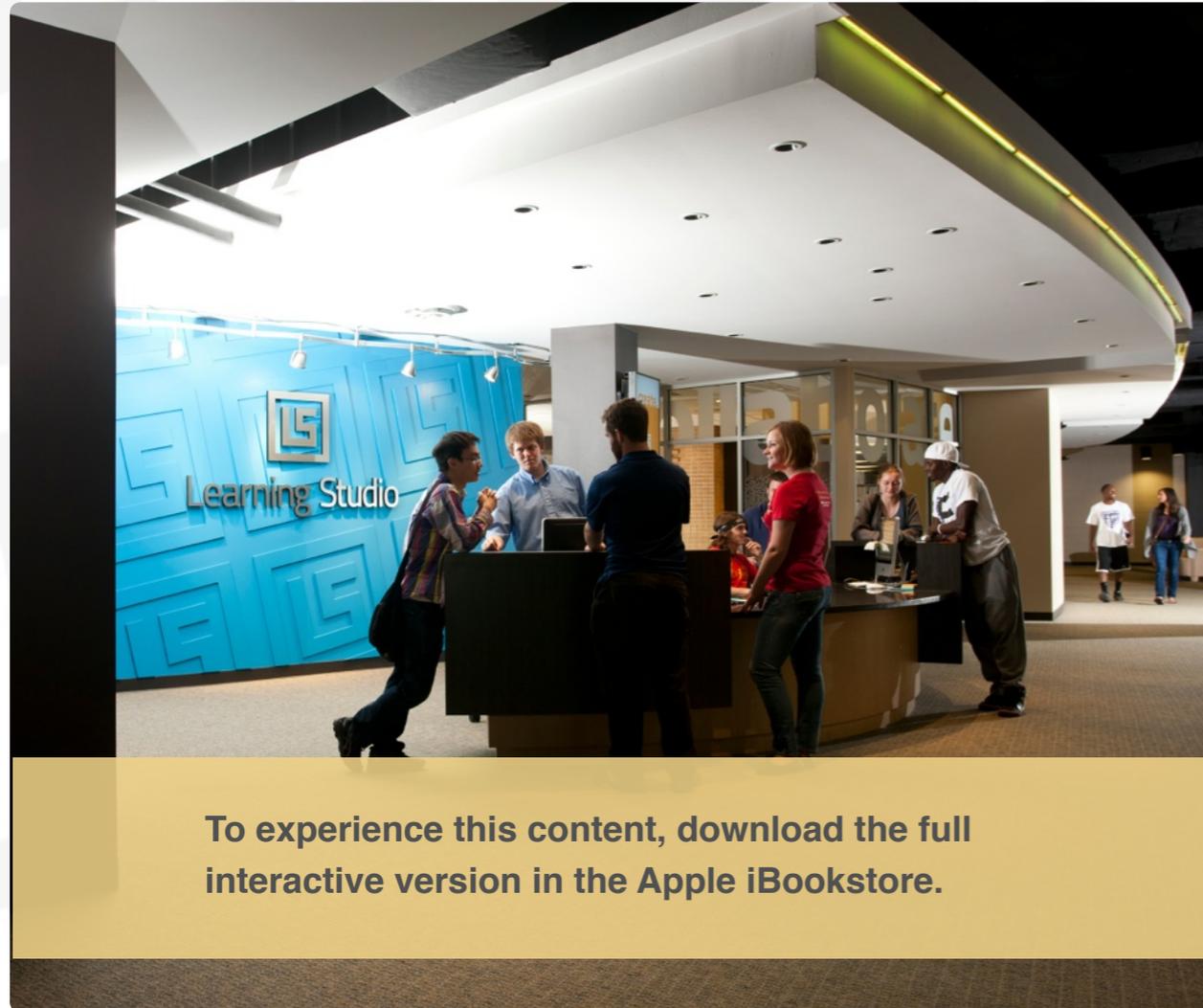
Alan Kay, a computing pioneer who developed concepts for the laptop computer, the tablet and the ebook, once said, “The best way to predict the future is to invent it.”

At ACU, we believe education is at just such a decisive moment. As mobile devices continue to transform the way we think about the classroom, the textbook, communication and learning itself, the time to begin planning the future of education is now.

A pioneering gift of \$1.8 million from AT&T is enabling the next step in teaching and learning innovation at ACU. The most visible result of that gift is the new AT&T Learning Studio that provides a laboratory for continued experiments in media, mobility and the future of the academic library.

## The Future Today

Last year marked the 40th anniversary of the Margaret and Herman Brown Library. Over that period of time, the ACU library reinvented itself as tools, technologies and the needs of the campus changed.



To experience this content, download the full interactive version in the Apple iBookstore.

## Designing the Learning Studio

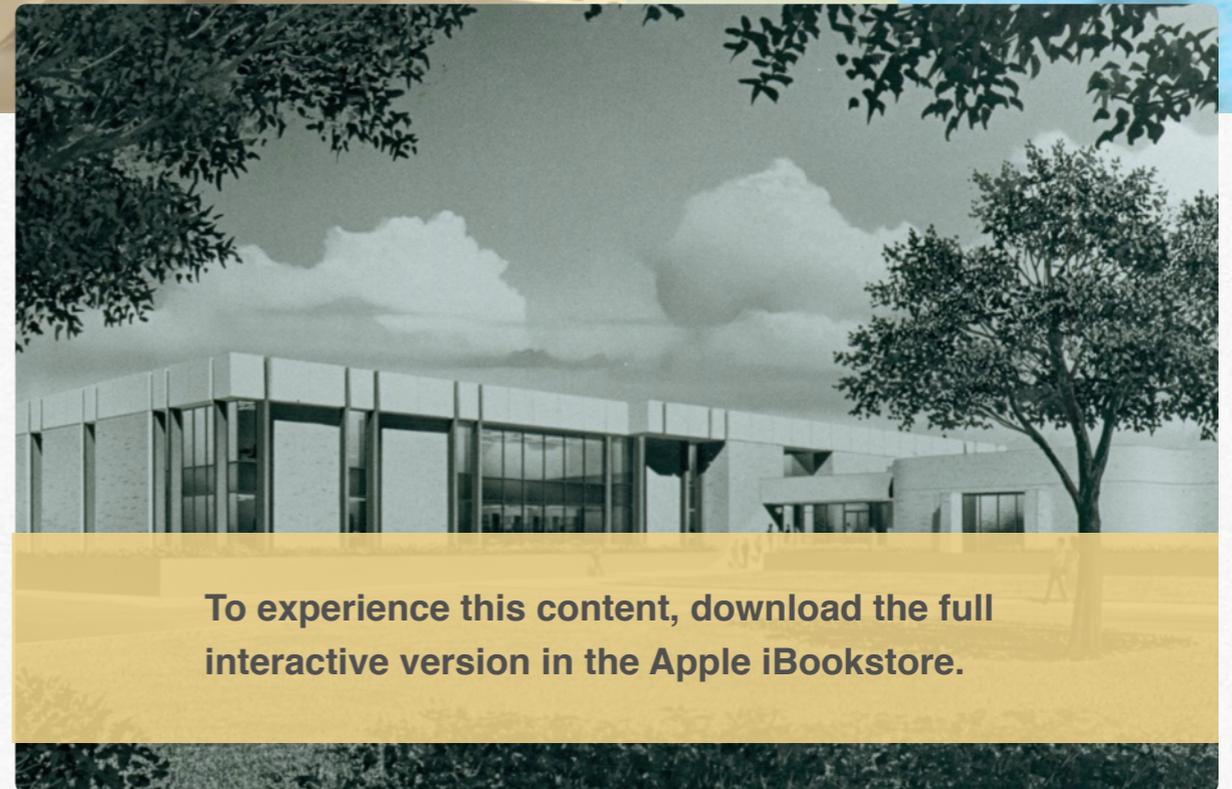
**Learning Studio Project** Initial discussions on media upgrades in the library began in 2008 with representatives from the library, Adams Center, and departments of communication and foreign language.



*“Today, our students have access to more content via mobile devices than we could contain under one roof.”*

In 1970, a university library was measured by its holdings, so the most visible symbol of the Brown Library’s new stature was its card catalog. To visitors entering the main floor, the card catalog represented the beginning and end of scholarly work. Novice researchers began here with searches by author, subject or title before journeying deeper into the archive. Seasoned scholars returned to see their work take its place in the catalog alongside their peers. When the new building opened, a brochure noted proudly that the card catalog had grown from 360 to 1,136 trays, one small indication of the broader ambitions of a college becoming a university.

Today, the card catalog is no longer enough. Our students have access to more content via mobile devices than we could contain under one roof. For example, Wikipedia now hosts more than 17 million articles by more than 90,000 active authors. In May 2011, YouTube announced its users were now uploading more than 48 hours of content every minute, a 50 percent in-



To experience this content, download the full interactive version in the Apple iBookstore.

## Brown Library Historical Photos

**Margaret and Herman Brown Library** Since its construction in 1970, Brown Library has continued to reinvent itself as tools, technologies and the needs of the campus changed. This rendering illustrates the Stevens Wing that introduced study rooms and government documents to the library in 1984.



crease over 2010. Education is no longer about preparing our students to contribute to conversations after they graduate; the vital discussions of our day are already underway and our students are already producing messages for a global audience in a wide range of media.



After six months of construction, the Learning Studio opened in February 2011 on the top floor of the library. In an 8,800-square-foot facility, the Learning Studio brings together media production studios, the Speaking Center and the library's media collections to support students and faculty as they explore the way we live, learn and communicate in a digital world.

In the main computer lab, media production support is available for users at all levels. Trained media specialists help students recording audio for the first time or faculty editing video slide-shows that incorporate narration and interviews. Users here have access to high-quality studios, as well as cameras and microphones they can check out to capture content in the field.

Students can make appointments with Speaking Center tutors to discuss a project, record a practice speech in one of our studios or meet to plan an upcoming group presentation. Speaking Center staff also work with seniors nearing graduation to practice interviewing skills and strategies.

## Learning Innovation

The seeds of the Learning Studio project were already present in 2004, when faculty first proposed the Learning Commons redesign on the ground floor of the library. That proposal began:

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*In recent years, the ways university students learn have changed. Responding to new technologies, new styles of communication*

*and the changing nature of the teacher-student relationship, students now experience college life in new ways. In response to these changes, many universities have sought to equip students for independent and collaborative learning as they contribute to wider conversations on and beyond the campus. ("A Library for the Twenty-First Century," Fall 2004)*

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When the Learning Commons opened in 2006, gate counts to the library doubled. Students and faculty began to see the library not solely in terms of its holdings; as the stacks of books were relocated from the main floor, they also saw the importance of services provided by partners such as the Writing Center. Librarians emphasized their role as information specialists at the new Research Desk.

The years after the opening of the Learning Commons were marked by students and faculty contributing to wider conversations on and beyond our campus. This short period saw fresh thinking in projects such as mobile learning, active learning classroom redesign and the new general education curriculum.

The Learning Studio is a result of the same type of intense collaboration that sparked these other conversations. Over a period of three years, faculty and librarians from many disciplines have worked with students, technology leaders, architects, and construction and design teams to produce a one-of-a-kind studio environment. Almost every element — from the ground plan

to the technology purchases, from furniture selection to graphic design — was the product of hours of intentional planning.

### **Media Not Just for Specialists**

One remarkable detail in the 1970 design of Brown Library was a downstairs corner set aside for a Media Center. Students had access to “50 individual study carrels equipped with stereo cassette players, providing for leisure listening as well as supplementing classroom instruction with specially prepared materials and professional tapes and records.”

Though there were exceptions, educational media in these years were directed primarily one way, from teacher to student. Just as volumes lining the shelves of the library represented the collected wisdom of professional authors, audio-visual resources were carefully selected from national experts or campus lecturers.

The work accomplished here by generations of students, faculty and librarians was central to the university’s educational mission. Here one generation found its own voice in hearing and testing the messages of a previous generation. However, students today inhabit a very different world. Publishing in the 21st century is no longer the province of professionals; citizen journalists and bloggers around the world challenge us to think deeply through the running dialogue of social media.

This has been a key finding from our experience with mobile learning. The mobile devices we carry with us on a daily basis are not simply media players, receiving official news reports or media “specially prepared” by professionals. They are communication devices with which we record, remix and publish our experience to the world.



**To experience this content, download the full interactive version in the Apple iBookstore.**

### **Digital Academy Workshops**

**Weekend Getaway** Each semester, the Learning Studio hosts a weekend photography workshop in Gruene, Texas, for faculty and staff, led by photographer and faculty member Nil Santana.





The Learning Studio provides students and faculty from any major the opportunity to develop media creation skills in short training events that help increase their confidence and sophistication in telling digital stories.

This spring we hosted workshops in which faculty could expand their skills in digital photography or video editing. Neither was tied to creating media for a particular class; instead, these events created safe communities where teachers could learn from our trained staff and one another.

### **A Vision With Global Impact**

For almost a decade, the U.S. Department of Education has worked with educators at all levels to identify the skills needed to prepare our students for careers in the global economy. While technological proficiency is important, the skills essential to our students' future success include creativity, which inspires innovation, as well as digital communication and collaboration.

The Learning Studio was designed with this combination of skills in mind. While academic libraries often have been defined in terms of individual study and critical analysis, the leaders who will shape the future are those who can listen and speak effectively, create new ideas in teams from many different disciplines, and communicate fluently in a range of media.

The AT&T gift has provided ACU more than a laboratory to explore these assumptions on campus. Through investments in

teacher training and research, our students and faculty are sharing that vision with the world. For example, this summer media specialists from the Learning Studio have worked alongside faculty from teacher education, chemistry and biochemistry, and the Adams Center for Teaching and Learning to train more than 150 teachers from around the country. Groups from the AT&T K-12 Digital Learning Institutes and a Gates Foundation Next Generation Learning Challenges grant developed original media to support project-based and inquiry-based learning.

### **Where Past and Future Meet**

In a recent presentation to the Friends of the ACU Library, Dr. Abraham Malherbe reflected on moving from ACU to Harvard in the 1950s. While there, he learned that a library must be a place that anticipates the future while it preserves the past. So much of the work of the 21st-century university lives between these two imperatives. Throughout its first 40 years, the Brown Library and its professional staff have demonstrated a deep commitment to preserving and sharing the treasures of the past through their teaching and digitization of collections.

What makes the Brown Library truly exceptional is its track record for anticipating the future. The Learning Studio is only the most recent illustration of this commitment. While the future of mobile collaboration, textbooks and interactive media have yet to be mapped, we're confident the road leads through Abilene.

AT&T has a long history of working with education to enhance today's classroom experience, and we are proud to support ACU, and look forward to continuing to collaborate with them to help shape the next generation of innovators.

**Xavier Williams**

Senior Vice President for Public Sector and Healthcare, AT&T



create.

create.

# Digital Storytelling

Joe Lambert enjoyed a Texas homecoming in 2011 when he arrived at ACU for a special workshop with faculty and staff. A Texas native, Lambert has worked 14 years with the Center for Digital Storytelling in Berkeley, Calif., challenging edu-

cators, community leaders, health practitioners and youth workers around the world to tap into the power of story in their work. Last summer, we asked Lambert and his staff from the CDS to facilitate three-day Digital Storytelling workshops in May and August for ACU faculty and staff.

During each workshop, participants shared their ideas in story circles, worked with facilitators to sharpen scripts, recorded audio narration, scanned images and other artifacts, and edited three- to four-minute videos to share with the group. While they honed their digital media skills, Lambert also helped participants reflect on the power of first-person narrative, encouraging reflection, collaboration and empathy through the storytelling process.

“Abilene Christian serves a distinct and changing community out here in Abilene,” Lambert said, “and it’d be great to see the resources here in the [Learning Studio] become part of the whole conversation in West Texas about how media can matter and how it can make a difference in the lives of people.”



**Joe Lambert**  
Center for Digital  
Storytelling

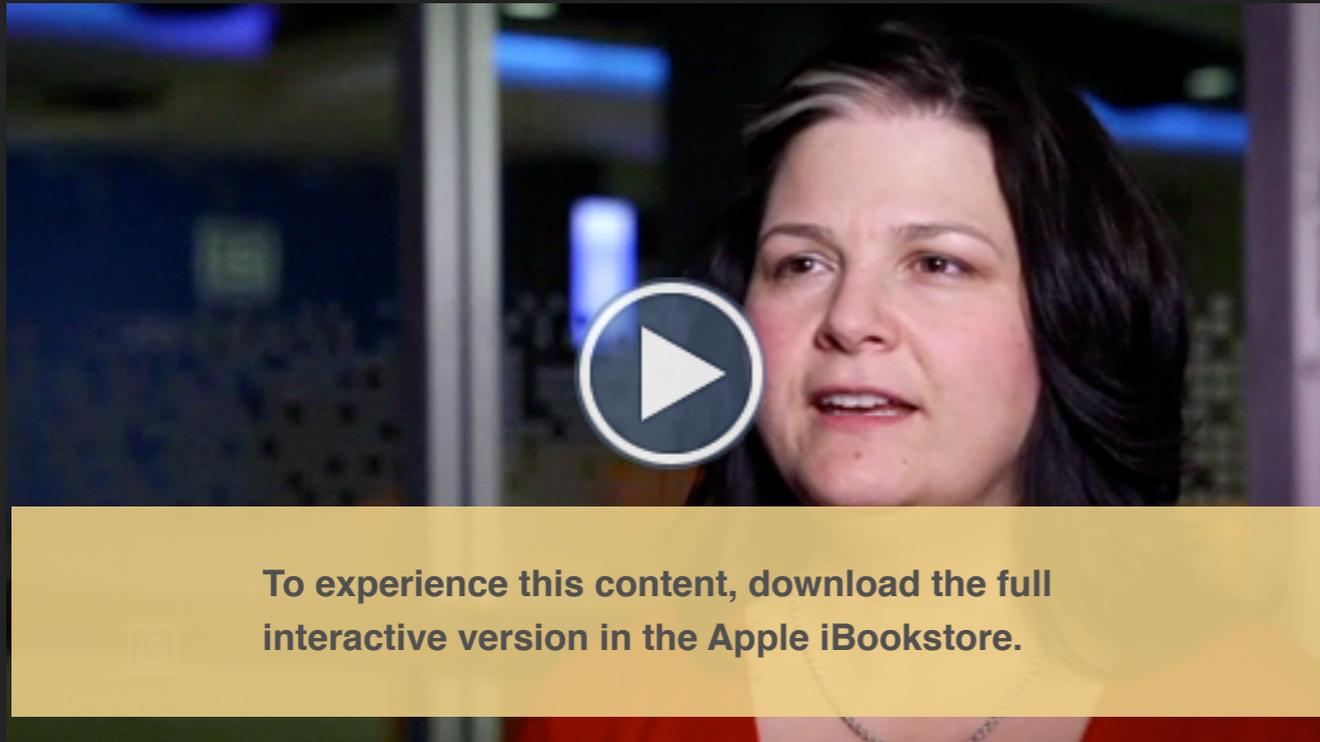
MOVIE Digital Storytelling Workshop 2012



To experience this content, download the full interactive version in the Apple iBookstore.

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MOVIE Digital Storytelling: Cherisse Flanagan



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MOVIE Digital Storytelling: Dr. Stephen Johnson



**Digital Storytelling Pilot**

As a result of our first two workshops last summer, five faculty members joined a pilot that asked more than 100 students to produce digital story projects. The courses ranged from Honors freshman seminar to senior psychology and math teacher training sections. In this video series, we asked faculty participants to reflect on the experience of teaching with digital storytelling and applications in their disciplines.

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MOVIE Digital Storytelling:  
Mitzi Adams



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MOVIE Digital Storytelling:  
Dr. Jennifer Shewmaker





# Digital Academy

In October 2010, as construction on the new facility began, the Learning Studio facilitated our first faculty photography workshop, led by Nil Santana from the Department of Art and Design. This spring marked our fourth trip to Gruene, Texas, where a total of 60 faculty from 18 departments have gone to learn together — point-and-shoots, DSLRs and iPhone cameras in hand.

“The workshop with Nil was fabulous!” said Dr. Houston Heflin, assistant professor of Bible, missions and ministry. “He was

patient with novices, celebrating their new discoveries while challenging advanced photographers to try new things.”

The workshops balance instruction in basic composition and exposure with shooting sessions and peer critiques. The full-day format allows faculty to develop confidence and new skills that come from hands-on experimentation. The retreat format lets us build relationships that spark future projects when we return to Abilene.



To experience this content, download the full interactive version in the Apple iBookstore.

## GALLERY Photos from Participants

Photo by Mitzi Adams, Department of Teacher Education



## Lightpainting Workshops

In September and again in April, we invited Digital Academy alums to join us for long-exposure shooting under the big sky of West Texas. With the permission of the Texas Historical Commission, we took faculty and some advanced photography students to nearby Fort Griffin and Fort Phantom Hill, armed only with tripods, spotlights and mosquito repellent. The evenings blended instruction and collaboration to perfectly time and light each composition. Thanks again to Nil Santana and Donald Simpson for sharing their expertise.



# Cornerstone

When

Dr. Greg Straughn took the role of assistant provost for general education, the first course in the queue was Cornerstone, a revamped freshman seminar every first-year student takes.

The course met in a mega-section with spotlight speakers every Monday and break-out classes on Wednesday and Friday to process the theme of the week. Straughn said the major challenge was unifying the student experience in a way that brought these two parts into a meaningful whole.

Straughn worked with the Learning Studio to produce a custom solution. We turned to Mike Wiggins, chair of the art and design department, to develop a WordPress theme for Cornerstone. The main portal provided the public face of the course, where students, faculty and external audiences could find weekly podcasts, Web resources and support for major assignments through



**Cornerstone Portal** Mike Wiggins designed Cornerstone's custom theme.

MOVIE Dr. Stephen Johnson discusses Cornerstone



To experience this content, download the full interactive version in the Apple iBookstore.





the semester. The portal was dynamically linked to private blogs for each of the 38 sections of Cornerstone, so each class could process the week's topic in a protected environment.

The curriculum includes standard writing and speaking assignments, but we've also worked closely with Cornerstone faculty to support media literacies.

Every student produces an audio reflection at the end of the semester to share with their class blog, but when the Honors College wanted to introduce a digital storytelling project, the Learning Studio provided assistance with leading story circles to refine their scripts and training sessions to introduce software options. As Dr. Stephen Johnson, dean of the Honors College, notes, "Increasingly we're finding it important that students are prepared and equipped with a kind of third literacy, a digital kind of literacy, and [digital storytelling] introduces that into the curriculum."

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**MOVIE** Dr. Stephen Johnson spotlight excerpt

To experience this content, download the full interactive version in the Apple iBookstore.



To experience this content, download the full interactive version in the Apple iBookstore.

## Online Courses

Dr. an McGregor carries a “box of wonders” into class. Students in ART 101: Introduction to Art never know what he’ll take out of his old faded suitcase at the beginning of a lecture. “I find that mysterious objects, dramatically revealed, pique students’ interest in a way that verbal descriptions can’t. These props aren’t just dry artifacts — they’re gateways into other times and places, in which they meet some of the most interesting personalities from the history of art.”



So last spring, when McGregor was asked to develop an online version of ART 101, he saw the green screen in the Learning Studio as a virtual extension of his box of wonders. He worked with media production specialists to produce a series of unit introductions providing similar gateways into the lives of artists in each period they would study.

Though staff members provide many training opportunities to help faculty develop expertise in digital creation, the Learning Studio also works with strategic projects like ACU’s online programs to produce high-fidelity experiences to increase student engagement and fire the imagination of the campus.

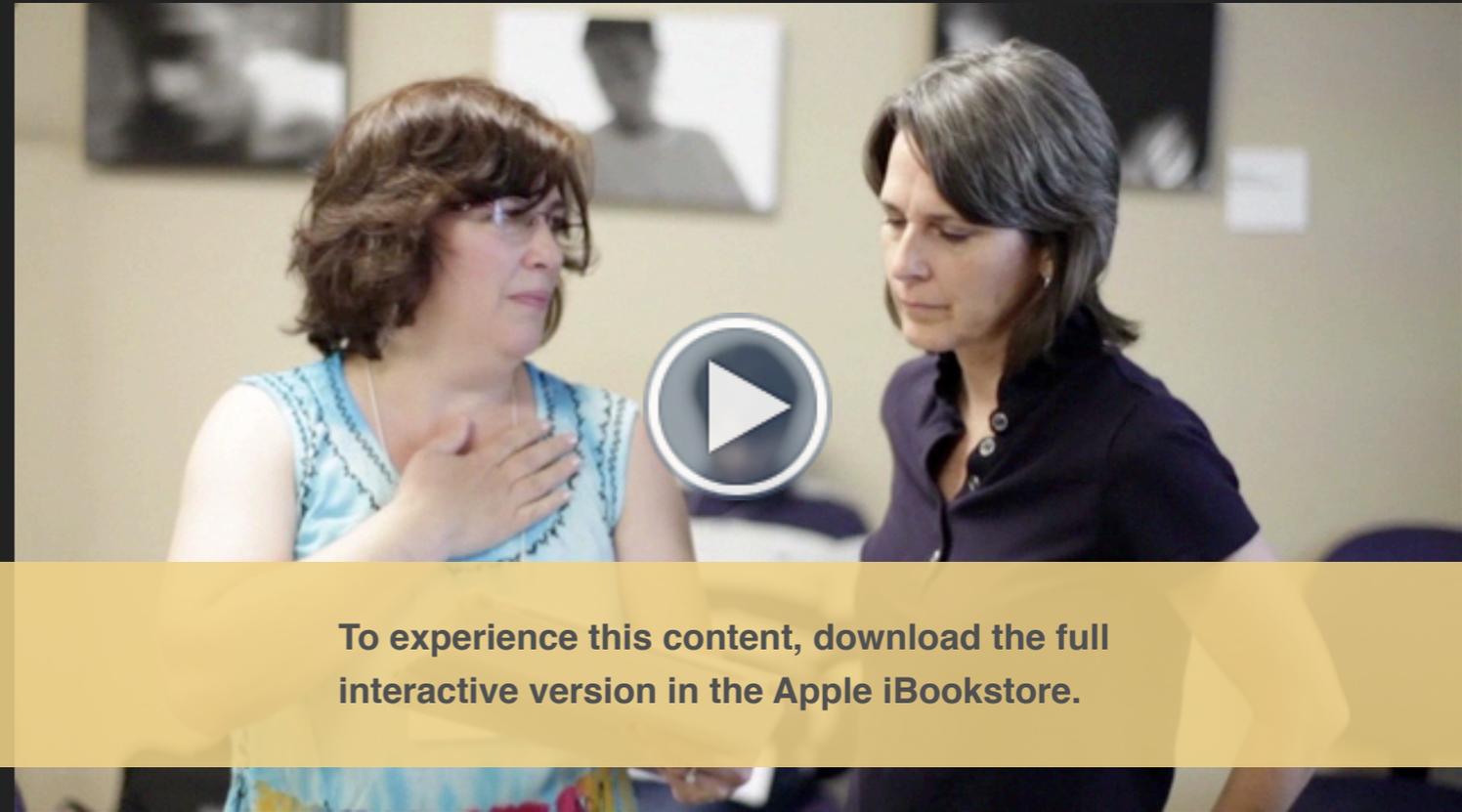
# Summer Training

A significant focus of ACU's mobile-learning initiative in the last year has been sharing training in mobile learning with educators at K-12 and university levels. One part of the initial AT&T gift instituted a series of K-12 Digital Learning Institutes, led by Dr. Billie McConnell and Michelle

Faerber of the Department of Teacher Education. The program set out to train teachers "in mobile learning techniques, modeling for them how to implement these methods in their classrooms."

Summer sessions kicked off in 2011 in both Abilene and Dallas, providing an overview of challenge-based learning and mobile media creation to 115 primary and secondary teachers. Media training workshops led by Learning Studio staff emphasized the role of the iPad for content creation as well as consumption in district-wide deployments, with an emphasis on digital storytelling in the classroom.

## MOVIE Mobile-Enhanced Inquiry-Based Learning (MEIBL)



To experience this content, download the full interactive version in the Apple iBookstore.

In our first summer, Learning Studio staff also provided media training and support for STEM programs at the college level. In June, Dr. Cynthia Powell of the Department of Chemistry and Biochemistry, brought faculty from ACU, Del Mar College and California University of Pennsylvania together for a week focused on inquiry-based learning enhanced by mobile media. The program was funded by a Next-Generation Learning Challenges grant funded by the Bill & Melinda Gates Foundation and EDUCAUSE. The Learning Studio contributed sessions on best practices in mobile media production as well as in-depth training for the 25 participants.

## MOVIE Student Film: "Hazel & Jack" (2011)



To experience this content, download the full interactive version in the Apple iBookstore.

in the media lab where Adobe After Effects made the final montage possible.

Since 2004, students have produced 100 films for ACU's FilmFest, a student short-film competition. The contest began as an iMovie contest with Apple providing access to iMacs and digital camcorders. By 2011, most entries were edited on Apple's FinalCut Pro, so the move to DSLR cameras shooting HD video was a natural next step. Paul McAniff from Canon joined us for a pro video workshop the week before FilmFest officially kicked off, making Canon 5D bodies and pro-series lenses available for checkout through the Learning Studio.

## FilmFest

Last fall, Lawson Soward and Caitlin Bradford submitted their first film to the Sundance Film Festival. It started with a conversation in January 2011 about a story idea Caitlin had been chewing on. The two of them began artistic design for the production in our screening room during the student grand opening in February. Lawson was the first in line in March when Canon made DSLR cameras available for checkout to student filmmakers. And the two of them spent Spring Break editing

The result of this unprecedented access and opportunity is a film like "Hazel & Jack." At the FilmFest premiere downtown at the historic Paramount theatre, Lawson and Caitlin went home with 10 awards, including Best Picture, Best Director and Best Writer. The film wowed industry judges at the symposium the next day, where Randy Brewer, executive producer at Revolution Pictures in Nashville, Tenn., was the first to encourage them to submit their film to other festivals like SXSW and Sundance. "FilmFest was exciting to be a part of this year due to the beautiful photography in a lot of the pieces," said Brewer. "I use the Canon 5D in music videos I shoot with major artists and the increased image quality really showed in the student films."

We know that, to be the leaders of tomorrow, our young people need a level of digital competence that will allow them to live and work without limits. They need to be able to use their creativity and to collaborate with others to find solutions that don't exist today.

**Dr. Phil Schubert**

President, Abilene Christian University



collaborate.

# Virtual Tour

INTERACTIVE Tour the Learning Studio



To experience this content, download the full interactive version in the Apple iBookstore.

## Welcome Inside

The new Learning Studio was funded by a \$1.8 million gift from AT&T in 2010. The facility provides essential spaces for collaboration and media creation by students and faculty. An idea that starts on a whiteboard in an Idea Room may be recorded in a Studio Room, edited in the Media Lab and premiered in the Screening Room. Step inside the Learning Studio in our virtual tour and review usage of facilities and equipment in Year One.

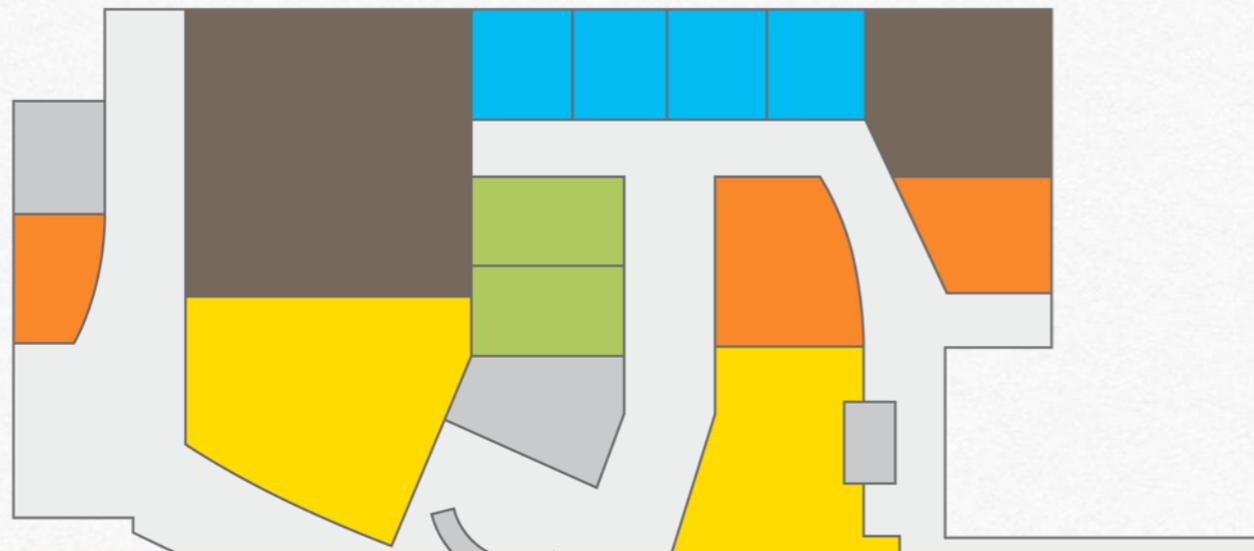
8,800

Square Feet  
Included in  
AT&T Learning  
Studio Remodel

1,426

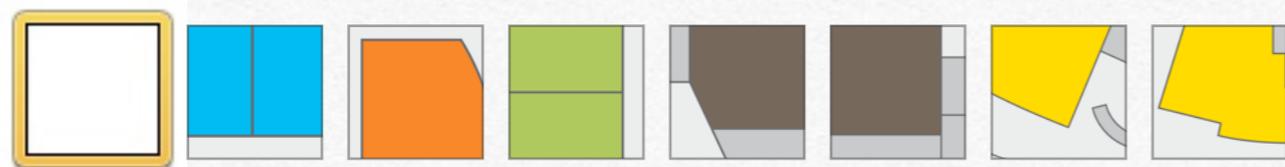
Square Feet  
of Whiteboards  
for Collaboration

# Facility at a Glance



To experience this content, download the full interactive version in the Apple iBookstore.

**Learning Spaces** Built intentionally as a collaborative environment, the Learning Studio's rooms are each intended to fill a unique role in various types of interactive projects. Each room can be reserved in advance online.



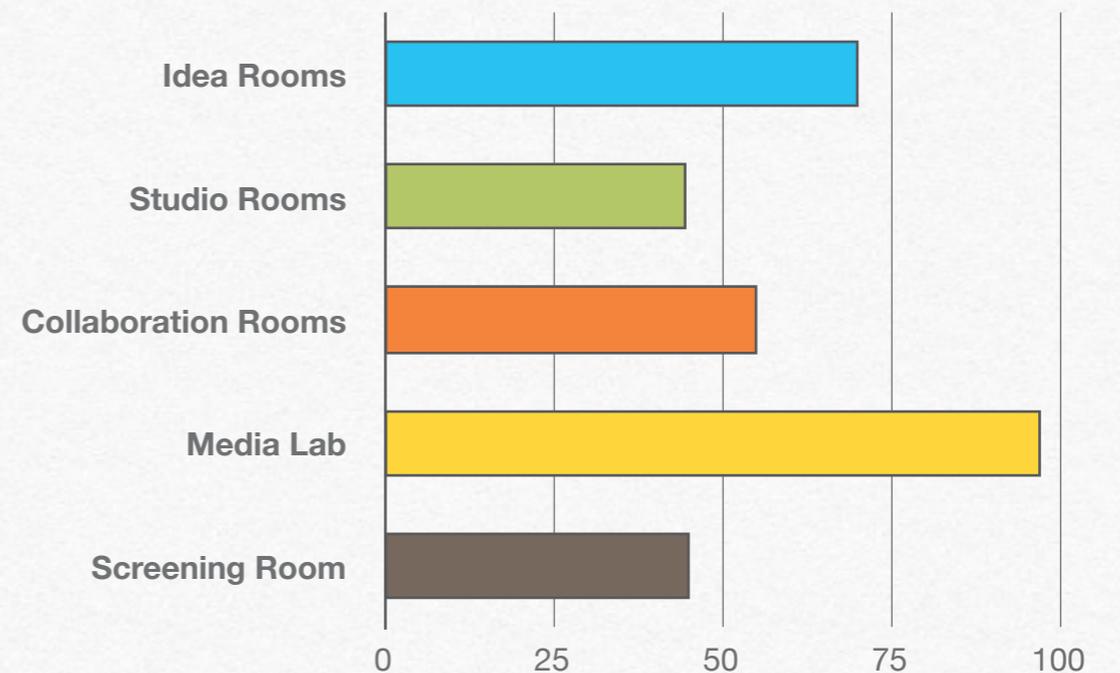
# 17,278

Group Room Reservations from March 2011 to May 2012

# 480

Reservations Per Week Average

Percentage of Time In Use March 2011 - May 2012



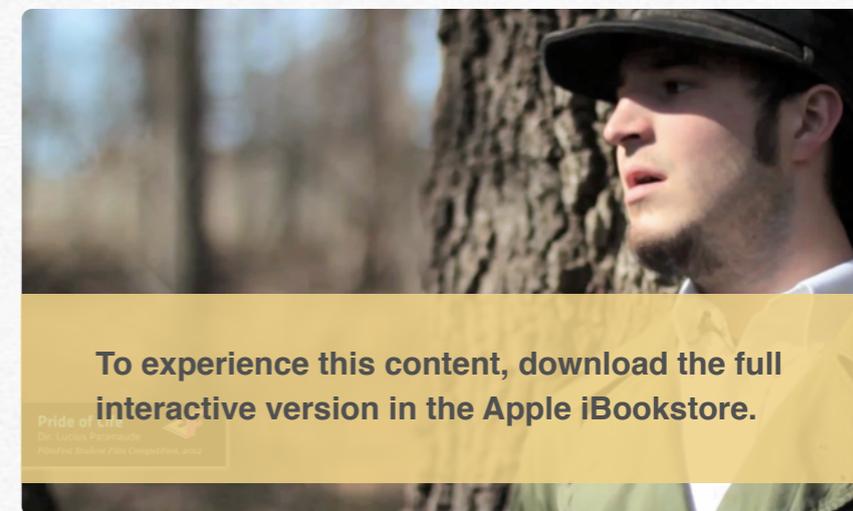


## Video Wall

107

Individuals with Work Featured on the Video Wall in Year One

It's only fitting that a facility created to help students and faculty explore a media-driven world would welcome them into the space with inspiring work from their peers. That's why first impressions of the Learning Studio's facility are bound to include the Video Wall, a bank of nine video monitors providing a campus portfolio for the best digital content produced at ACU. Over the last year we've highlighted photography from our Study Abroad programs and the Pruett Center for Gerontology, video projects from Cornerstone and Art History, as well as the FilmFest student film competition.



### GALLERY Video Wall Portfolio

In its ninth year, ACU's FilmFest challenges students to produce short films combining powerful storytelling with memorable images.



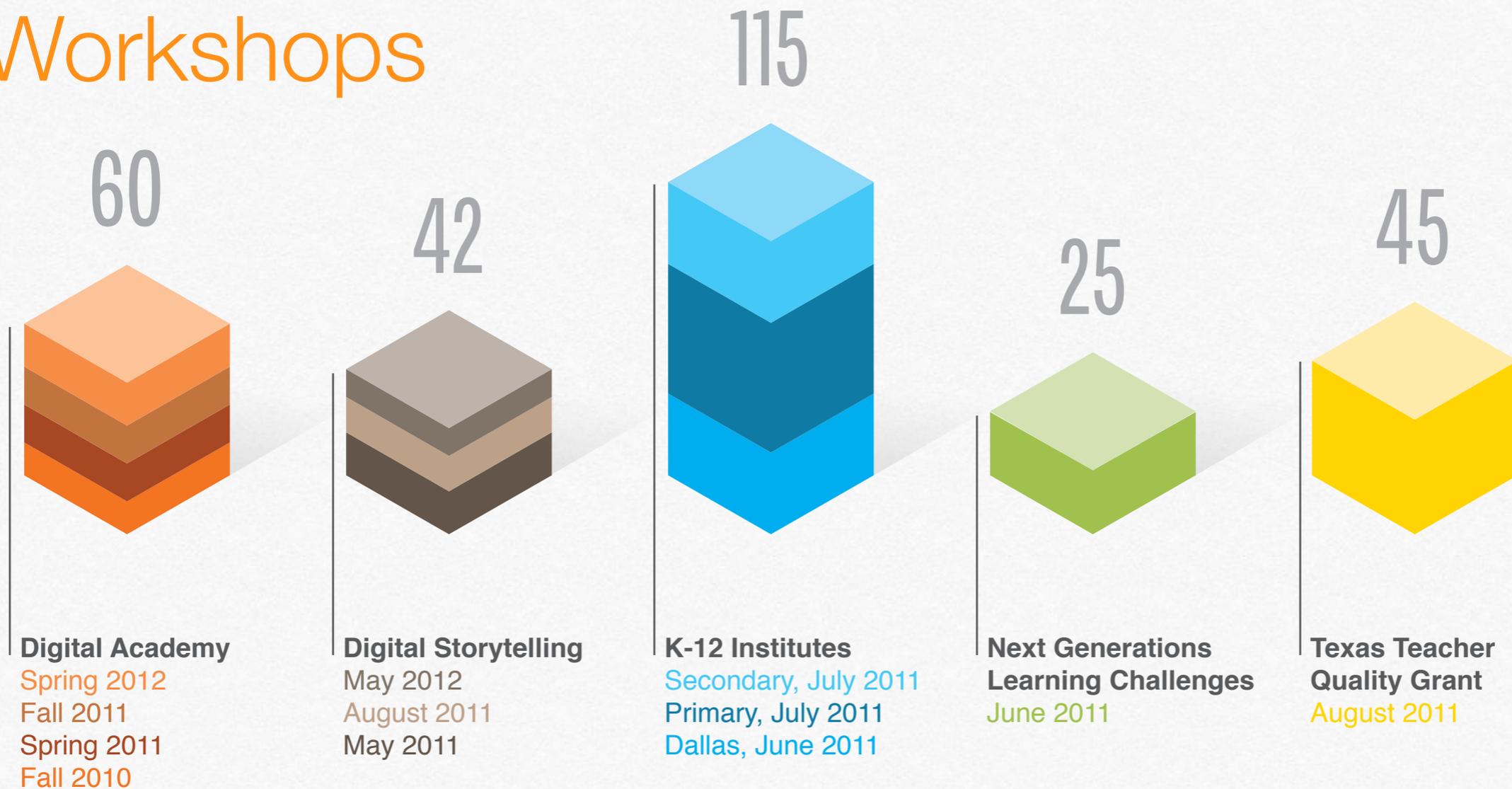
### MOVIE Interactive Branding



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The video wall also features animations emphasizing the imperatives defining the Learning Studio identity, as well as new services as they become available.

# Workshops



Long before the facility opened, we began planning training to help faculty develop skills and confidence in digital media creation. Two- and three-day workshops for ACU faculty focused on digital photography and storytelling. We also welcomed educators from around the country to mobile media training to encourage teachers to see iPads as creation devices as well as consumption devices.

**287** Total Workshop Participants

# Equipment Checkout

Whenever the doors to Brown Library are open, students, faculty and staff can check out photography, video and audio gear for their media projects. In our first year, we've seen more than 1,500 check-outs of equipment like our Canon 60D DSLR cameras, Sony Bloggie pocket video cameras and Blue Yeti USB microphones.

**1,562**  
TOTAL CHECKOUTS

**177** MICROPHONES

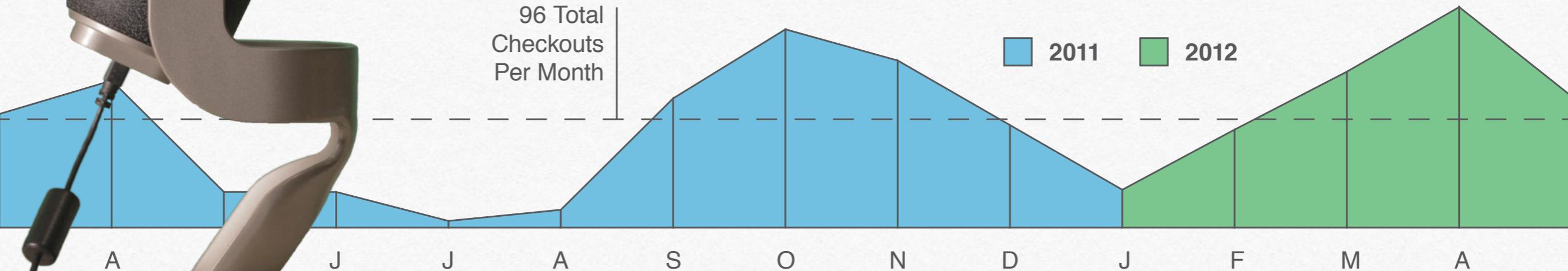
53 Blue USB Mics, 57 Zoom H1/H2 Field Recorders, 35 Wireless Lavaliers, 32 Rode Camcorder Mics

**571** CAMERAS

187 Canon 60Ds, 165 Canon M400 Camcorders, 206 Sony Bloggies, 12 Canon 5Ds/7Ds (FilmFest)

March 2011 → May 2012

Average  
96 Total  
Checkouts  
Per Month



# LS Unboxed

The Learning Studio was built on the assumption that media creation is not just for specialists. Students from chemistry to foreign language, and from Bible to teacher education have produced media projects with us this year. While mobile devices offer an audio and video recording option that's always with you, we also check out advanced media gear at the Learning Studio's front desk. In our first year, Learning Studio cameras and microphones were checked out 1,562 times.

Since the pool of checkout equipment continues to expand, media specialists in the Learning Studio produce regular web videos advertising new equipment and services as they become available. The "LS Unboxed" series has featured a mobile dock for recording practice speeches and lectures, as well as a tabletop dolly for mobile video producers. Unboxed videos are posted to the Learning Studio's Vimeo channel and promoted through our social media channels on Twitter, Facebook and the Learning Studio blog.



MOVIE LS Unboxed: Pico Table Dolly

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Although the Learning Studio is a million-dollar facility, I was inspired by it because it was so clear to me that the entire project had been very carefully thought through from start to finish. The work on designing the space to support learning was obviously there.

**Fraser Speirs**

Head of Computing and IT, Cedar School of Excellence, Scotland

explore.





# Looking Forward

The year after inventing the phonograph, Thomas Edison listed 10 applications for the new machine including “letter writing,” “the teaching of elocution” and “educational purposes, such as preserving the explanations made by a teacher, so that the pupil can refer to them at any moment.”

Though many of Edison’s predictions seem quaint today, most educational media produced in the 20th century — from the filmstrip to the videotape — set out to preserve the thoughts of the teacher or expert for later consumption by the student. Even now, a decade after the birth of the iPod, it’s surprising how many educators are using new media tools in the same way.

Media culture in the 21st century has become a participatory culture. The exponential growth of photo and video sharing sites since 2004 suggests our students come to us expecting to inter-

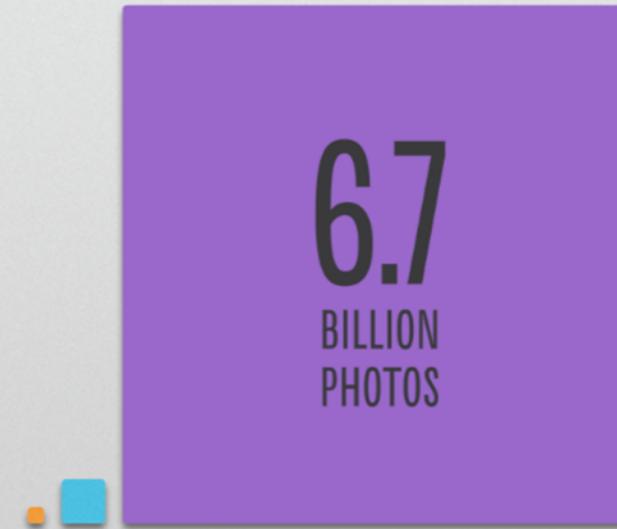
*“Media culture in the 21st century has become a participatory culture.”*

act and collaborate in vital communities linked by media messages. Mobile devices like the iPhone or iPad place the ability to create audio, images and video in the hands of the student as well as the professor, and these new capabilities require new literacies.

The AT&T Learning Studio provides a laboratory for innovation in media production and pedagogy, and we take both parts of this focus seriously. So much of our work this first year focused on building skills and confidence in digital creation, for beginning and advanced users. Yet our focus on storytelling has also given us opportunities to develop media literacy through training in the effective use of images, sound and video. This allows us to test new teaching strategies even as we keep up-to-date on the latest tools.

At the end of an astonishing career, Thomas Edison famously concluded, “To have a great idea, have a lot of them.” This is

## INTERACTIVE Media Sharing in Perspective



Flickr

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the power of the laboratory, a space that encourages the collision and combination of ideas. And this is the atmosphere we captured in the Learning Studio at ACU. The collaborative environment gives the apprentice and the expert a place to experiment with new technologies and new forms of storytelling.

Our first year has been punctuated by student and faculty stories, each an opportunity for growth and exploration. One project at a time, their work inspires us to bring the spark of innovation and creativity back into learning. We hope you join us in Year Two as we begin the next chapter.

The skills at the heart of the Learning Studio — creation and editing of media, collaboration and communication — are the tools today's students need to gain a competitive edge in the 21st-century workplace.

**Dr. Lauren Lemley**

Assistant Professor of Communication  
and Director of the Speaking Center, ACU

The Learning Studio is made possible by a grant from AT&T



## Follow Our Story

Twitter: [@LearningStudio](https://twitter.com/LearningStudio)  
Blog: [acu.edu/learningstudio](http://acu.edu/learningstudio)



Learning Studio



# Credits

## Production



**Dr. Kyle Dickson**

Editor

*Director*

*AT&T Learning Studio*



**Nathan Driskell**

Designer & Contributor

*Media Production Specialist*

*AT&T Learning Studio*



**Mathew Bardwell**

Media Producer

*Media Production Specialist*

*AT&T Learning Studio*

## Images

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[Page 2](#), Menlo Park laboratory, Andrew Balet via Wikimedia Commons [CC-BY-SA 2.5]

[Page 4](#), Learning Studio Project & Graphic Design photos, Jeremy Enlow. Initial concepts & Preliminary design, Brandon Young. Construction Begins, Donald Simpson.

[Page 5](#), Brown Library historical photos, ACU Creative Services archive.

[Page 7](#), Digital Academy workshop photos, Nathan Driskell.

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[Page 34](#), Portraits, Nathan Driskell.

## Media

Intro Media, “Year One: A Glimpse”

Directed by Mathew Bardwell and Nathan Driskell

Produced by Dr. Kyle Dickson

[Page 3](#), “Year One: The AT&T Learning Studio”

Directed by Mathew Bardwell and Nathan Driskell

Produced by Dr. Kyle Dickson

[Page 11](#), “Digital Storytelling Workshop 2012”

Directed by Mathew Bardwell and Nathan Driskell

[Page 12](#), Digital Storytelling interview videos

Directed by Mathew Bardwell and Nathan Driskell

Produced by Dr. Kyle Dickson

[Page 15](#), Digital Storytelling Cornerstone video

Directed by Mathew Bardwell and Nathan Driskell

Produced by Dr. Kyle Dickson

[Page 16](#), Dr. Stephen Johnson spotlight excerpt

Produced by Mathew Bardwell

[Page 17](#), ART 101 Online videos

Directed by Mathew Bardwell

[Page 18](#), MEIBL workshop video

Directed by Mathew Bardwell

[Page 20](#), Student Film “Hazel & Jack”

Directed by Lawson Soward

Produced by Caitlin Bradford

[Page 22](#), Virtual Tour

Photography and interactive by Mathew Bardwell

Map design by Nathan Driskell

[Page 27](#), “LS Unboxed”

Directed by Nathan Driskell

Assisted by Mathew Bardwell

[Page 31](#), “Media Sharing in Perspective”

Designed by Nathan Driskell

Inspired by an infographic on the [1000memories blog](#)

Sources: loc.org; Instagram blog, Jan. 2012; Yahoo! advertising page, 2012; Facebook’s SEC public filing, Feb. 2012; Library of Congress private email, Feb. 2012; onehourpersecond.com