

Media Commons at Illinois:

Centralizing a Technology on Demand Program

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Zones:

- Collaboration
- Gaming
- Lab Computing
- Media Editing
- Mobile Sandbox
- Presentation Gallery
- Video Production Studio
- Support Desk offering: consultation, support, and training

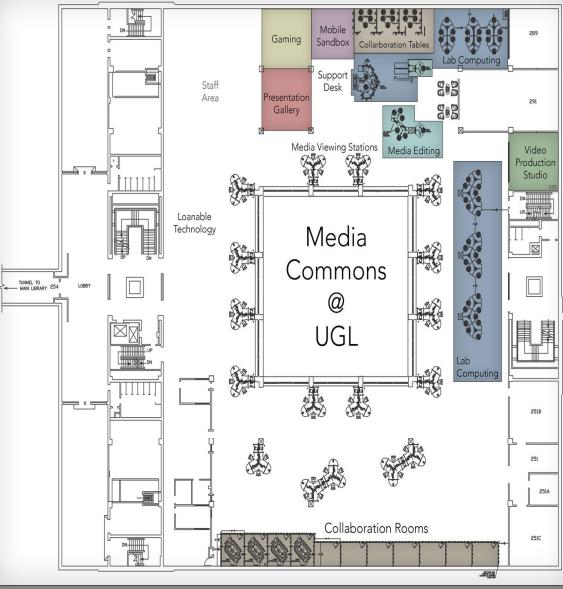
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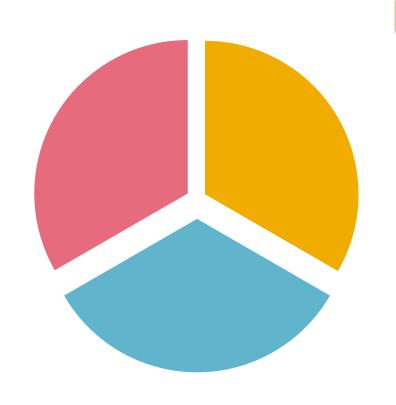
Overview

Philosophy of the Media Commons

Role of the Media Commons for Students and Faculty

Working with Partners on Campus

Philosophy of the Media Commons



Facilities for Media Production & Editing

Services Offered by a Range of Partners



Demonstration Lab of Student Work

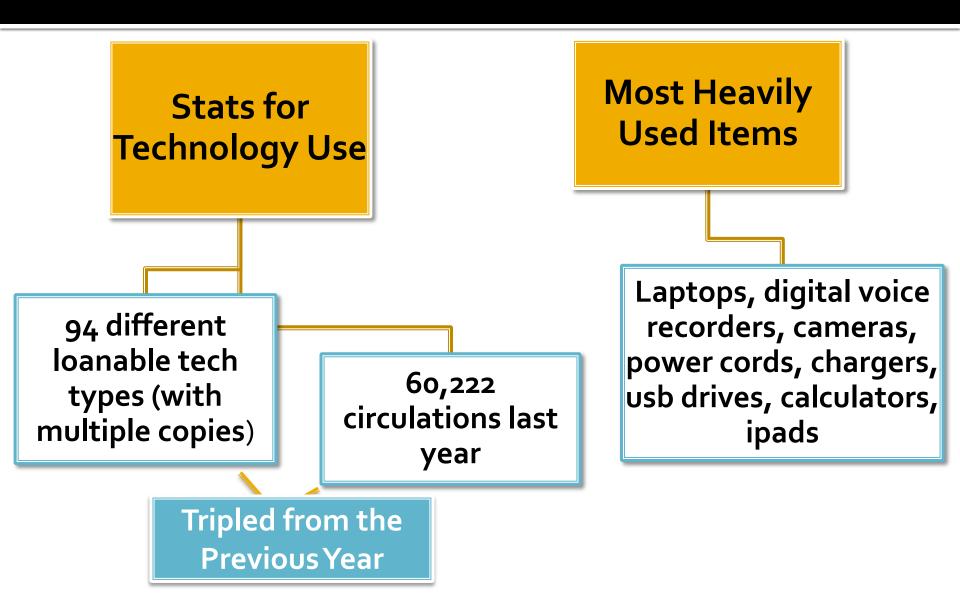
Role of the Media Commons

Loanable Technology Program at the UGL





Loanable Technology Program



Loanable Technology Program



Over 150 Unique Classes using Loanable Tech Items



Class Needs

- Back Pocket Editing
- Digital, Audio- Interviews
 - Microphone Kits
 - Lighting, Lens, Extras







Audio Backpack

Video Backpack



Services:

Collaboration

Collaborate and share information digitally Collaboration Tables can connect with Mac and PC Laptops, Ipads and Android Tablets.

Gaming

Gaming research, testing, or just taking a break A variety of consoles and games are available for checkout and play.

Lab Computing

Mac and PC lab computing

Lab computing available to students, faculty and staff. Support staff are present to assist with questions.



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• Media Editing

Digital media editing and support Assistance in creating, editing, endcoding, and sending digital media video and audio.

Mobile Sandbox

Mobile Development consultation and presentation Demonstrations of mobile application projects, assistance in mobile development, and presentations.

- **Presentation Gallery** Workshops and demonstrations A space for digital media workshops and demonstrations of student and faculty projects.
- Video Production Studio Professional level video studio

A space for high end media capture complete with lighting, audio, and green screen.

• Support Desk Support and consultation services Offering a full range of consultation, support, and training



Media Commons Zones - Part One



Ipad Kiosk Gallery



Gaming Zone



Production Studio



Sandbox Zone

Support, Consulting, Training, Workshops

Media Commons Zones - Part Two



Mobile App Prototyping *Zon*e



Collaborative Computing





Video Editing

Media Commons

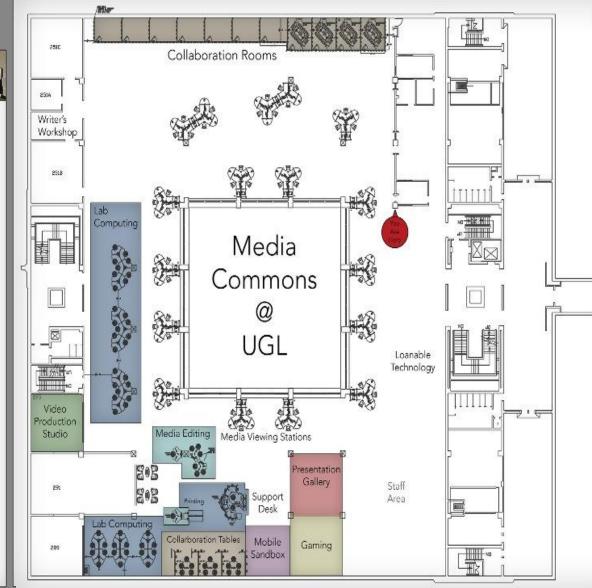
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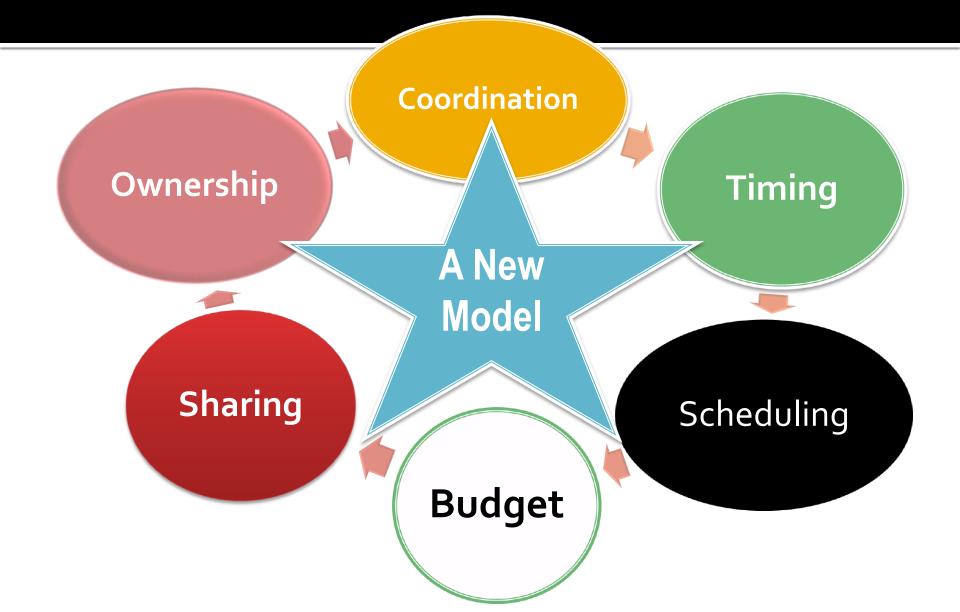


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Partnership Challenges



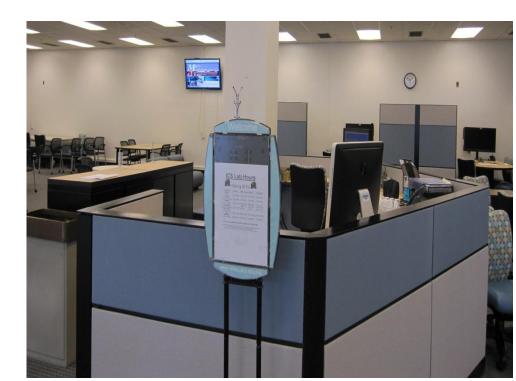
Value of Partnerships



Finding Campus Partners



- Media Production and Pedagogy Workgroup
- CITES Digital Media Group and Academic Technology Support
- Dept. of Media and Cinema Studies
- College of Media
- Ethnography of the University
- Dept. of Dance
- ..and growing
- Topics :
 - Copyright
 - Classroom Training
 - Workshops
 - Storage

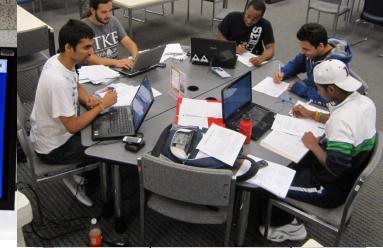


Training and Support

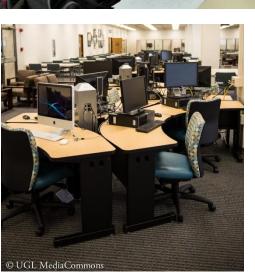


- Media Commons Coordinator
- Media Commons Support Specialist
- Digital Media Technology Support Specialist
 - Student Media Support
 - Social Media
 - Web Presence
- Campus Digital Services Colleagues
- Undergraduate Library Staff
 - More Student Media Support
 - Loanable Tech Experience















Questions?



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