The Role of Emerging Technologies in Higher Ed:
Impacts on Teaching, Learning, and Research

Introductions

- Douglas Higgins, Colgate University
- Ahmad Khazaee, Colgate University
- Jordan Tynes, Wellesley College
- Ian Roy, Brandeis University
- Hazal Uzunkaya, Brandeis University
Outcomes

- Re-create an ancient artifact with a variety of emerging technologies.

- Identify and discuss key factors related to the development and implementation of emerging technologies in institution of higher education.

- Connect with colleagues, and develop a network of institutions and individuals, to share information around emerging technologies.
Schedule

- Introductions
- Participant Questions
- Workflow Overview
- Colgate University
- Wellesley College
- Brainstorming
- Break
- ED Tech Playground
- Join Us
- Session Survey
Workflow Overview

Step 1: Data Acquisition

Step 2: Data Processing

Step 3:
- Digital Presentation
- Mixed
- Digital Fabrication
Data Acquisition:
- 3D Scanning
- Drones
- Archival Photography

Data Processing:
- 3D Modeling
- Mapping
- Digital Collections

Fabrication and Presentation:
- 3D Printing
- Virtual Reality
- Augmented Reality
Ahmad Khazaee & Douglas Higgins
(Colgate University)
This marble statue head is slightly larger than life-sized and may portray an unidentified goddess. Both the statue's size and the fact that the facial features are idealized rather than realistic point to an identification with a deity rather than an individual. The figure’s hair has been pulled back and secured with a thin headband. Though the nose has survived remarkably well, the back of the head is not finished, indicating that the object was likely meant to be viewed from the front. The panted lips give the face a reserved (though not completely static) quality, which is characteristic of Classical sculpture. The drilled marks on either corner of the mouth indicate that the lips may have been recarved at some point. The facial composition is somewhat asymmetrical, though this would not have been noticeable to the viewer if the head had been displayed higher than eye level or tilted slightly to one side. In fact, ancient sculptors would intentionally carve statues with slightly asymmetrical characteristics for this very purpose. When viewed at an oblique angle or from below, the statue would appear to have better proportions than if it had been carved to be completely symmetrical. At the time of its acquisition, the statue head was thought to be a Hellenistic interpretation of an ancient statue that had originally been created in the preceding Classical period (5th c. BCE). However, some drillwork and facial features point to a Roman period creation or recarving.

A 3D scan was taken of this statue head as well as several other objects on this site. The digital image allows the viewer to zoom in and rotate the object, and in doing so, see details that might not be as easy to view in the museum setting. For example, in the case of this object, the 3D scan allows viewers to see the shallow carving in the back of the head.

Head of a Goddess, Davis Museum and Cultural Center, object number 1967.3

Exhibit by Emily Mullin '16

Jordan Tynes (Wellesley College)
Workflow Overview

Step 1: Data Acquisition
Step 2: Data Processing

Step 3:
- Digital Presentation
- Mixed
- Digital Fabrication
Brainstorming:

How do these emerging technologies impact teaching, learning, and research at your institutions? Current Impacts? Future Impacts?

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Brainstorming:

What types of limitations are you likely to discover at your institutions?

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Brainstorming:

How are these technologies implemented and supported?

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Fabrication and Presentation:
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Join Us

Join our digital community and participate in future discussions around the role of emerging technologies in higher education.

https://tinyurl.com/jxkke59
Seminar Survey

Please complete the seminar survey.

http://tinyurl.com/zu23abd
Contact Us

- Douglas Higgins, Colgate University
  - dhiggins@colgate.edu
- Ahmad Khazaee, Colgate University
  - akhazaee@colgate.edu
- Jordan Tynes, Wellesley College
  - jtynes@wellesley.edu
- Ian Roy, Brandeis University
  - ianroy@brandeis.edu
- H Uzunkaya, Brandeis University
  - hazalu@brandeis.edu