

Juxtopia® Urban Learning Technology Conference (JULT) 2010



**TAKE CONTROL
CREATE YOUR DESTINY**



JUXTOPIA URBAN LEARNING TECHNOLOGY CONFERENCE

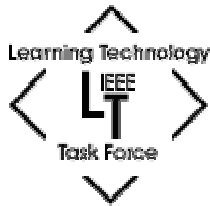
PREPARE, PERSEVERE, PERFORM

December 8, 2010

<http://www.juxtopia.org/jult2010>



Twitter JULT using #JULT



JULT2010

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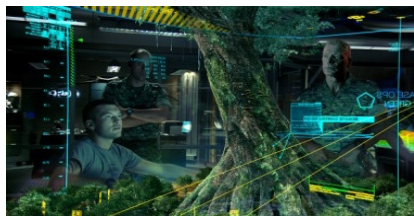
December 8th, 2010

Morgan State University | University Student Center | Baltimore, MD, USA

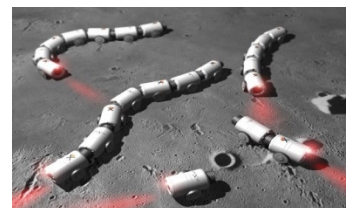
Juxtopia® Urban Learning Technology Conference (JULT) 2010



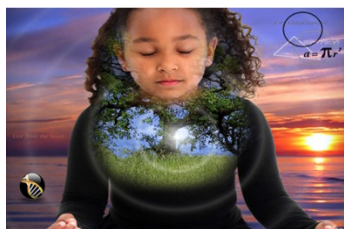
In the movie *Iron Man* (2010), the **playboy engineering genius**, Tony Starks, uses **learning technology** to assist the research and development (R&D) of the superhero iron man suit. This picture depicts Tony Starks interacting with an interactive multi-chromatic holographic display used to engineer the iron man's wearable augmented reality head gear and form fitting exoskeleton suit.



In the movie *Avatar* (2009), the **paralegic U.S. Marine** and a hardcore **U.S. Marine Colonel** use **learning technology** to understand the terrain of the developed Moon environment, Pandora. This picture depicts a computer 3D holographic display of Pandora and digital geographical annotations that add additional information to understand Pandora's terrain.



In (2008), The Juxtopia Group's Juxtopia® Urban Robotics and Brilliant Application Network (**JURBAN**) entered into Google Lunar X PRIZE (GLXP) worldwide competition to build a lunar robot to navigate on the Moon's surface, transmit images back to earth, and stay operational on the Moon to perform other human habitat preparation missions. This picture depicts the JURBAN team vehicle as centipede like robot swarm. Student engineers are currently developing the robot.



The **JULT** (2010) conference theme is *Take Control, Create Your Destiny*. This picture depicts a young girl meditating, staying centered, and concentrating to optimize her full science, technology, engineering, and math (STEM) performance. Learning is a function of one's mind. In order to achieve the JULT conference theme, one has to have a disciplined and healthy mind that focuses on achieving a goal or mission. With this mindset, a human can achieve anything.



In (2005), after completing his Ph.D. dissertation on building a Virtual Instructor (VI) architecture, Dr. Doswell contributed this research to the international committee and challenged them to create the international VI standard under the Institute of Electrical and Electronics Engineering (IEEE)'s Learning Technology Task Force. Hence, a learning technology standards committee, the IEEE Virtual Instructor Pilot Research Group (VIPRG) was born. 3D animated virtual instructor, *Benjamin Banneker*, is instructing learners about one of his many contributions, the 1st striking clock manufactured in America by Banneker. [Animated by Carcello Burks, 2006.]



The brain is the most complex organ in the human body and like other organs can grow stronger with the correct stimuli. In adults, the brain has approximate **100 billion neurons**, each connected to its neighbors by 5000 synapses. A human brain can make and break a million new connections each second, store information for more than a century, and coordinate at least 640 muscles with little thought. This picture depicts a computer generated brain cell. Learning is a function of the brain. Effective Learning technology can personalize instruction for an individual and optimize his/her learning and performance potential.



In the movie, *The Time Machine* (2002), a virtual instructor in a futuristic library educates the time traveler on history about how time travel is conducted. This picture depicts a full embodied, computer 3D, and photo-realistic virtual instructor as an advanced holographic **learning technology** intervention to teach anything.

3rd Juxtopia® Urban Learning Technology (JULT) Conference

JULT-2010

Take Control, Create Your Destiny

Wednesday, December 8, 2010

Morgan State University Student Center Calvin & Tina Tyler Ballroom
1700 E. Cold Spring Lane Baltimore, MD 21251 USA

Conference Committee

Jayfus T. Doswell, Ph.D.
Dominique Doswell, M.S.
Leshell Hatley, M.S.
Sherwyn Hunte, M.S.
Lynn Patterson, Ph.D.
Brenda D. Tucker, M.Ed., M.B.A

Sponsored by

Juxtopia, LLC
IEEE Virtual Instructor Pilot Research Group
IEEE Learning Technology Task Force

Interactive Online Participation

Twitter: #JULT

Juxtopia® Urban Learning Technology (JULT) 2010 Conference, December 8, 2010
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The Juxtopia® Urban Learning Technology (JULT) 2010 Conference is dedicated to the late Mr. Raymond Victor Haysbert, Sr., a legendary businessman whose “long...illustrious career” gave him local and national visibility. Notables: Parks Sausage, Forum Caterers, Baltimore Urban League, President’s Roundtable, Greater Baltimore Black Chamber of Commerce...mentorship of political and business leaders... (1920-2010).

Dr. Jayfus T. Doswell is humbled by the invaluable mentoring provided him by this soft-spoken gentleman whose advice and lessons in entrepreneurship matched his emphasis on the value of giving to others. He is quoted by his son Reginald, "Success is always tied to someone else and not just to yourself."

About the Mr. Raymond Victor Haysbert

A Prominent Baltimore businessman, Raymond Haysbert, was born in a low-income community in Cincinnati in 1920. The fourth of eight children, Ray experienced the loss of three of his younger siblings while he was still a child. His father moved away when he was eight years old, and the Depression followed soon after. Haysbert and his three brothers soon went to work. Continuing his education, Ray enlisted in ROTC while majoring in finance at Wilberforce University in Ohio. Answering the draft to serve in World War II, Mr. Haysbert piloted with the courageous, highly skilled, **Tuskegee Airman** in Italy.

Upon returning from the war, Haysbert married his college sweetheart, Carol Roberts, to whom he had been introduced by Henry Parks in 1952. Parks had opened up his Baltimore sausage factory only a year before, and was struggling to make a go of it in an environment filled with bigotry. Haysbert and Parks partnered and began selling Parks Sausage throughout Baltimore, delivering fresh sausages daily to stores. The strategy was a success; by 1955 Parks Sausage was a sponsor of the World Series. The company, which had reported losses in its first two years in existence, was reporting gross annual profits of \$6 million by 1966 and \$9 million in 1968.

Parks Sausage became the first black-owned company to go public in 1969.

Following his successes, Haysbert was named president of the company in 1974, and when the company was sold to a conglomerate in 1977, he made more than \$1 million. By the mid-1980s, Parks Sausage was making almost \$30 million a year, and Haysbert was serving on several boards of directors, including the Baltimore Federal Reserve. By the 1990s, however, things were not so good. Corporate clients buying massive quantities began finding other suppliers and health consciousness hurt sales. After a heart attack in 1994, Haysbert handed over the presidency to his son, Reginald, but remained on as CEO. At the same time, he bought back the 49 percent of the company owned by Sara Lee, making Haysbert a 97.5 percent owner of the company. With creditors continuing to add up, however, Parks was sold.

Read more about the work and accomplishments of our Baltimore and America’s business icon.

<http://www.bvblackspin.com/2010/05/26/raymond-v-haysbert-sr-entrepreneur-and-leader-dies-at-90/>



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Juxtopia® Urban Learning Technology (JULT) Conference?

The Juxtopia® Urban Learning Technology (JULT) 2010 conference showcases urban learning technology designed to improve the academic proficiency of underserved and disadvantaged youth. At JULT 2010, speakers, exhibitors, and vendors present **innovative learning technologies** and underlying instructional methods that (1) improve reading and numerical skills, (2) increase test scores in K-college STEM disciplines, (3) develop workforce and entrepreneurial skills, and (4) reinforce the value of healthy eating and exercise to improve mental proficiency.

- *Dr. Jayfus T. Doswell*
Chairperson, The Juxtopia Group, Inc.

: The JULT Hypothesis

If an investment is made in urban underserved and disadvantaged youth to improve their **academic and technological proficiency** through learning technology, America will be able to increase the number of technically skilled workers and technology based entrepreneurs who are capable of supplying America's increasing demand for a highly skilled workforce.

: Why JULT?

The U.S. is falling significantly behind the rest of the world when it comes to technology innovation, lacking in the areas of **science, technology, engineering, math, and entrepreneurship (STEME)** proficiency. This is even more daunting for historically disadvantaged youth, whose academic performance, noted through universal statistics, is below average around the world. JULT is a one day intervention with a goal to educate participants on learning technology that could significantly improve the academic performance as well as career and entrepreneurial preparation of underserved and disadvantaged youth.

: JULT2010 Topics

1. Ethnographic and case studies of learning technology used in urban educational settings.
2. Video games and mixed reality (e.g., virtual reality, augmented reality, etc.) environments that are culturally and historically relevant
3. Innovative informal urban learning environments.
4. Innovative uses of infrastructure to distribute urban learning technology
5. Instructional technology that prepares workforce entrepreneurship skills in key U.S. innovative industries (e.g., alternative energy biotechnology, information technology, nanotechnology, robotics, space technology, etc.)
6. Intelligent agents that facilitate autonomous training.
7. Intelligent curriculum and adaptive technology.
8. Learning performance tracking and assessment technology.
9. Mobile learning technology
10. Pedagogical methods that improves motivation, retention, and proficiency
11. Teacher training and professional development technology

TABLE OF CONTENTS

JULT Dedication.....3

JULT Overview4



JULT Schedule.....5

JULT Committee.....10

Juxtopia Group Programs.....12

Juxtopia® Urban Learning Technology (JULT) 2010 Conference, December, 8, 2010
 Morgan State University | University Student Center | 1700 E. Cold Spring Lane | Baltimore, Maryland | USA

December 8th 8:00am-5:00pm

Time	JULT2010 Kick-Off (The Calvin and Tina Tyler Ballroom C)		
8:00	Registration and Breakfast		
8:30-9:00	Welcome <ul style="list-style-type: none"> Introduction: Bill Grimmette, Manager of Ceremony. Welcome JULT2010 Conference Committee: Dr. Jayfus Doswell, Conference Director. 		
9:00-9:30	 <p>Keynote Speaker <i>"Take Control. Create Your Destiny"</i> Dr. Patricia Young is an educator, consultant and researcher committed to bringing innovative learning design solutions to business, industry, government and schools. Dr. Young is an Associate Professor in Literacy Education at the University of Maryland Baltimore County.</p>		
	Mobile and the Cloud (RM: 212A)	Video Games and Simulations (RM: 212B)	Workshop (The Calvin and Tina Tyler Ballroom C)
9:40-11:40	Enhancing STEM Learning with Clickers, Tegrity, and Blackboard: Carmelle Rogers, Ph.D., Tatiana Roth, Ph.D., Coppin State University	Design by Simulation of a High-Efficiency Multi-Junction Solar Cell: Jamal Uddin, Ph.D., Department of Chemistry, Coppin State University	 <p>Effective Project Planning for R&D Research Angela Dingle, President/CEO, Ex Nihilo Management, LLC This workshop will present an effective project planning process for managing research and development (R&D) projects for academia, industry, and organizations. After attending this workshop, participants will understand how to create an effective project plan, manage human and material resources on a project, manage realistic deliverables, and manage budget increase success of a R&D project.</p>
	Moodle, An Open Source Learning Management System: Andrew Ryan, Ph.D., Center for Academic Technology, University of the District of Columbia	NASA, Space Operations Learning Center (SOLC) – A Web Site for Kids to Learn about Space Using Video and Challenging Interactive Simulations: Stephanie Crowell, NASA Goddard Space Flight Center	
	Teaching Effectiveness in Freshman Chemistry: Joseph M. Okoh, Ph.D., Jennifer Hearne, Ph.D., Department of Natural Science, University of Maryland Eastern Shore	Exploring the Use of Hip-Hop and Sports Themes to Aid in College Mathematics for Black Student Athletes: Kinnis Gosha, Juan Gilbert, Ph.D., Clemson University	

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	Higher Education Marketing in the Online Space: <i>Lester Jones, University of Baltimore</i>	Cultural Animation with the Alice System and the Cultural Limitations of its Character Library: An Overview of the Jamaican Urban University Experience: <i>Ashley Hamilton-Taylor, Ph.D., University of West Indies, Mona Jamaica</i>	
	Innovative Uses of Available Infrastructure to Distribute Urban Learning Technology: <i>Joseph Bowman, Ed.D., Celia Rouse, Center for Urban Youth Technology, School of Education, University at Albany</i>	Online Tutoring Services: <i>Raynard Bolling, Bolling, Inc.</i>	
	Lowering the Cost of Failure for Remedial Courses: <i>Burck Smith, American Enterprise Institute for Public Policy Research</i>		
Posters Session			
	Innovative Methods in Teaching Math to the Underserved Population: Relevance and Understanding Through Game Programming: <i>Lynn Patterson, Ph.D., Robert Lynch, Christian Conoway, Shanard Brinkley, Frederick Douglass High School, Baltimore City Public Schools</i>	An Innovative Approach to Implement a Robotics Technology at an Urban Community College: <i>Yun Liu, Ph.D., Baltimore City Community College</i>	Design by Simulation of a High-Efficiency Multi-Junction Solar Cell: <i>Jamal Uddin, Ph.D., Department of Chemistry, Coppin State University</i> Voyage of Exploration: <i>Sandra Parker, Bruce Mackenzie, The Living Classrooms Foundation</i>
Lunch and Networking (The Calvin and Tina Tyler Ballroom C)			
12:00-1:00	<p>Lunch will be served in the MSU Student Center Ballroom. The Honorable Congressman Cummings will introduce the JULT Luncheon Speaker.</p> <p>JULT 2010 Distinguished Luncheon Speaker, Nona Minnifield Cheeks, MBA Chief, Innovative Partnerships Program Office, NASA Goddard Space Flight Center</p> <p>Nona Cheeks leads the Innovative Partnerships Program Office (IPPO) at NASA's Goddard Space Flight Center. The primary goal of the IPPO is to identify technology opportunities that support NASA' missions and to find broader applications of Goddard sponsored technology developments beyond NASA use. Under Nona's direction, the IPPO works with individuals at NASA, industry, academia, and other government agencies regarding new technology applications and partnerships. Her staff is responsible for planning activities that emphasize technology transfer opportunities and successes.</p>		
			

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	Problem Based Learning with Engineering and Technology (RM: 212A)	Product Oriented Learning, Education, and Entrepreneurship (RM: 212B)	Workshop (The Calvin and Tina Tyler Ballroom C)
1:10-2:10	Design by Simulation of a High-Efficiency Multi-Junction Solar Cell: <i>Jamal Uddin, Ph.D., Department of Chemistry, Coppin State University</i>	Voyage of Exploration: <i>Sandra Parker, Bruce Mackenzie, The Living Classrooms Foundation</i>	 <p>Non-Debt based Product Based Funding for Innovative Technology: <i>Jayfus T. Doswell, Ph.D., Chairperson, The Juxtapia Group, Inc.</i> This workshop will focus on when and how to secure non-debt research and development (R&D) funding for innovative technology based products. After participating in this workshop, participants will understand where to search for funding opportunities for product R&D. U.S. federal funding sources including, but not limited to, the Small Business Innovative Research (SBIR) program as well as state based funding sources will be discussed. Additionally, strategies for how industry can partner with colleges/universities and federal labs to accelerate product development will be discussed.</p>
	Institute Nanoscale Technology and Youth: Student STEM Empowerment through Nanoscale Sciences: <i>Joseph Bowman, Ed.D., Celia Rouse, School of Education, Center for Urban Youth Technology, University at Albany</i>	Voice Field Medical Card for a Battlefield Environment: <i>Jihad Ashkar, Department of Computer Science, Bowie State University</i>	
	Minority Undergraduate Student Training and Mentoring in Biomedical Sciences: <i>Jennifer L. Hearne, Ph.D., Joseph M. Okoh, Ph.D., University of Maryland Eastern Shore</i>	Developing a Wearable Operating System <i>Olufemi Ologhobo, Ben Hall, Rafiq Flucas, Adeboye Sofolahan, Harvel Smith, Department of Electrical Engineering, Department of Computer Science, Morgan State University</i>	
	Investigating the Digital Divide in Two Baltimore City Schools to Enhance Community Involvement: <i>Stephanie A. Flores-Koulisch, Ph.D., Heather Dark, Loyola University School of Education</i>	Creating Collaborative Environments for Workforce Entrepreneurship Skills Development: <i>Joseph Bowman, Ed.D., Celia Rouse, School of Education, Center for Urban Youth Technology, University at Albany</i>	

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	JULT Theater (The Calvin and Tina Tyler Ballroom C)	Urban Entrepreneurship Panel (RM: 212B)	Workshop (RM: 212A)
2:15-3:55	A Wearable Augmented Reality Platform for On-Demand Assistance and Learning: Jayfus T. Doswell, Ph.D., Juxtopia, LLC	Urban Space Entrepreneurship: A New Commercial Space Industry for Minority Businesses and HBCU/Minority Serving Institutions: Allen Herbert, Ken Harvey, Alex Askew, Omar Muhammad, Phezu, LLC, Askew Energy, LLC, EDAC This panel will present information on the new commercial space industry and opportunities for college/university faculty and students to collaborate with industry to build commercial space products to satisfy existing and future market needs.	Computer Programming with ALICE Leshell Hatley, Uplift, Inc. Center for Learning and Educational Media Robert Holder, Pre-College Initiative Chair, Baltimore Metropolitan Alumni Chapter, National Society of Black Engineers Ashley George Hamilton-Taylor, Ph.D., Computer Science lecture, University of the West Indies at Mona, Jamaica. This workshop will introduce and discuss two visual programming platform designed for beginning programmers. The two platforms are: 1.) Scratch, a 2D platform designed for elementary school aged children and up; and 2.) Alice - a 3D platform designed for a slightly older audience. Both platforms can be used by adults and younger programmers alike. Bring your curiosity, questions, and laptops! Get ready to have some fun while we explore the world of programming from various perspectives.
	How A Human Cadaver Model and Augmented Reality Combined Can Educate Novices in the Performance of Medical Tasks with Minimal Psychomotor Familiarization: Kenneth Wilson, M.D., Wayne Debeatham, M.D., Omar Danner, M.D., Leslie R. Matthews, M.D, Morehouse School of Medicine		
	A Wearable Augmented Reality Product for Improving Emergency Medical First Response and Training: Adeboye Sofolahan, Femi Ologhobo, Rafiq Flucas, Benjamin Hall, Harvel Smith, Ojai Mallory, Charles Griffin, Johnita Beasley, Corey Dickens, Ph.D., Department of Electrical Engineering, Morgan State University School of Engineering		<ul style="list-style-type: none"> Bring your laptop and your motivation to learn.
	Developing a Voice Field Medical Card for a Battlefield Environment for Augmented Reality Headsets: Jihad Ashkar, Department of Computer Science, Bowie State University		

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	<p>Wearable Intelligent Navigation System for Surgery (WINSS): <i>Kamini Balaji, Peter Kazanzides, Ph.D. , Jayfus Doswell, Ph.D., Johns Hopkins University Center for Computer-Integrated Surgical Systems and Technology, Juxtopia, LLC</i></p>		
	<p>Wearable Augmented Reality Nursing Trainer (WANT): <i>Maia Anderson, Ph.D., School of Nursing, Sojourner Douglass College</i></p>		
	<p>Juxtopia® Urban Learning Technology Brainstorming and Wrap-up <i>(The Calvin and Tina Tyler Ballroom C)</i></p>		
4:00-5:00	<p>All JULT2010 conference participants will convene to discuss and brainstorm about the ideal learning technology features and functionality that should be included into learning technology interventions to measurably improve the learning proficiency of underserved and disadvantaged populations.</p>		
<p>JULT-2010 Ends</p>			

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JULT 2010 Conference | Committee

: Conference Director: Jayfus Doswell, Ph.D., Chair, The Juxtopia Group, Inc.



Dr. Doswell is a proud product of the Baltimore City Public School System and graduate of Mount Royal elementary, Falls Staff Middle, and Baltimore City College High School. Currently, Dr. Jayfus T. Doswell is the chairperson of The Juxtopia Group, Inc. Dr. Doswell is also the founder and president/CEO of Juxtopia, LLC, a biomedical and information technology (IT) company. Both Juxtopia organizations are located in Baltimore, Maryland. Dr. Doswell also chairs the Biotechnology program at Sojourner Douglass College in Baltimore, MD where he is responsible for administering biotechnology instructing, research, fund raising, entrepreneurship, and community outreach. His for profit company, Juxtopia, currently leads research and product development in areas ranging from biomedical devices and telemedicine/telehealth to wearable computers to improve human performance. Dr. Doswell earned a B.A. from Oberlin College with degrees in Cognitive Neuro-Psychology and Computer Science; a Masters of Systems and Computer Science from Howard University; and a Ph.D. in Information Technology from George Mason University.

: Gifts & Awards Committee Chair: Dominique Doswell, M.A., Board Member, The Juxtopia Group, Inc.



Mrs. Dominique R. Doswell is a native of Washington, D.C but currently resides in Baltimore, MD. In January 2009, she was awarded a B.S. in Conflict Analysis and Resolution from George Mason University in Fairfax, VA. Since May 2009, she has continued her studies by pursuing a Master's degree in Instructional Systems Development (ISD)-Training Systems at the University of Maryland Baltimore County (UMBC) in Baltimore, MD. She will be graduating with honors from the program on December 21, 2010. Mrs. Doswell is a member of the American Society of Training and Development (ASTD) and the International Society of Performance Improvement (ISPI).

She serves as a member of both local chapters and participates regularly. In addition, she was inducted into Golden Key International Honor Society in October 2010.

: Technology Committee Chair: Leshell Hatley, Ph.D. Candidate, Board Member, The Juxtopia Group, Inc.



Ms. Leshell Hatley is the founder and Executive Director of Uplift, Inc. and its Research & Development Center for Learning and Educational Media (CLEM). She is a certified K-8 teacher and a PhD Candidate in the iSchool at the University of Maryland. Leshell is also a 2009-2010 Anita Borg Google Scholar. Her research interests include: technology that supports learning (animation, mobile apps, intelligent tutors, and virtual instructors), culturally relevant pedagogy, information access, and human- computer interaction.

In addition to research, Leshell teaches out-of-school programs in Washington, DC in the subjects of Science, Technology, Engineering, Math (STEM), Reading, and Black History by way of Lego Mindstorm Robotics, computer programming, and game design - *all powered by Uplift, Inc.* One of the organization's robotics teams recently won *1st place in robot design* and *1st place in robot performance* at the local VA/DC First Lego League Competition. Uplift, Inc. is also a **MacArthur Foundation 2010 Digital Media & Learning Competition Winner**. This award has powered Youth APPLab, an afterschool program designed to teach African-American and Latino students how to create Android Apps. Leshell also founded emagine! technologies, inc., a technology solutions consulting firm designed to offer technology based services to small businesses and nonprofit organizations. These services include web design, hosting, and development, education and training, network and database setup and maintenance.

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: Vendor Committee Chair: Lynn Patterson, Ph.D., Board Member, The Juxtopia Group, Inc.



Dr. Lynn M. Patterson, a product of the Baltimore City Public School System attended Western High School. Dr. Patterson holds a Bachelors Degree in Audio Recording and Music from the Berklee College of Music in Boston, MA; a Masters of Arts and Teaching with an emphasis in Multimedia from the College of Notre Dame, Baltimore, MD where she not only satisfied all requirements for teaching in the Baltimore City Public School System, but because of her academic thrust was inducted into the Kappa Delta Pi (KDP) Education Honor Society; and recently obtained her Doctorate in Communications Design from the University of Baltimore.

After ten years as an owner operator of a video and audio recording business, Dr. Patterson applied to the Baltimore City Public School System for a position as a music teacher (1997). In 1998 Lynn was recruited by FDHS staff and Administration to develop and lead the Recording Arts, Media and Production program (formerly Sound Engineering) where she continues today as an instructor and Program Director. As her current research interest are how algebra can be taught through virtual instruction, robotic assembly, games and simulation; Lynn's ultimate goal is to combine all of her interest and talents into the development of engaging educational games and simulations for students of all ages but especially for underserved inner city youth.

: Sponsorship Committee Chair: Brenda Tucker, M.Ed., MBA., Vice Chair, The Juxtopia Group, Inc.



A native Virginian, Ms. Brenda Tucker's career in education held highlights in the private/prestigious Foote School, New Haven, Connecticut; next in a public school in Arlington, VA; finally, in the Baltimore City Public Schools, MD. She served children and youth in the elementary and secondary schools as a Teacher and Supervisory Teacher. Later, Ms. Tucker-Doswell took on the roles of Secondary Guidance Counselor and Guidance Department Head in various schools throughout Baltimore, Maryland. Having natural talents and training in the fine arts (art, music, dance, drama), Ms. Tucker embraced a multi-disciplinary approach to her teaching and counseling. She used both individualized and group teaching in traditional and non-traditional ways, so much so that even the so-called "slowest" learner and the "mal-behaved" advanced significantly and enjoyed the experience. She held National Certification in Teaching K-12, Guidance 6-12, and Administration I.

Ms. Tucker graduated from Hampton (Institute) University and Coppin State University with degrees in education and secured the MBA from Morgan State University Earl Graves School of School of Business. She also earned education credits at New York University, George Washington University, Towson University, and University of Maryland College Park.

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The Juxtopia Group Learning Technology Programs:

- Algebra on The Spot (AOTS)
- History Heroes (HH)
- IEEE Virtual Instructor Pilot Research Group (VIPRG)
- Juxtopia® Advanced Mixed Reality (JAMR)
- Juxtopia® Intelligent Spaces (JIS):
- Juxtopia® Urban Robotics Brilliant Application Network (JURBAN)
- Juxtopia® Urban Innovations and Cooperative Entrepreneurship (JUICE)
- RAP SAT (RAPSAT)

The Juxtopia Group Conferences, Workshops, and Symposiums:

- The International Virtual Instructor Conference (iVi)
- The Juxtopia® Urban Learning Technology Conference (JULT)
- The Space Entrepreneurship Forum (SEF)
- The Black Engineer of Year Awards and Juxtopia® Urban Learning Technology Symposium (BEYA JULT) ^{new}

Publications:

- International Journal of Urban Learning Technology (iJULT):
- International Journal of Urban Innovation and Cooperative Entrepreneurship (iJUICE): ^{new}

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