

Harold G. Meeks

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PROFILE

Over 25 years of experience in a variety of positions related to teaching, computing, analog/digital media and learning-centered technology endeavors. A motivated learner who enjoys teaching . A willingness to cooperate and find common ground. An ability to overlay technological trends on common-sense approaches to solving problems where people consistently come first. A genuine interest in improving the learning and teaching experience.

EXPERIENCE

Adjunct Professor College of Humanities and Social Sciences, North Carolina State University, Raleigh North Carolina 2012-Present

Lecturer for COM 367, Digital Media and Culture. Project based course that covers current digital/new media technologies and their impact on culture. Topics include web page development, HTML 5 Animation, basic design principles for usability, and digital imaging.

Instructor for Design Camp, Raleigh North Carolina - 2008 to Present

Designed and implemented an one-day stop motion animation workshop for students. Curriculum includes the use of storyboarding, building characters and sets using a variety of materials, principles of animation, use of stop motion software, and use of sound in production. Students produce a short 30 second to 1 minute finished animation in one day.

Digital Media Consultant, North Carolina State University, Raleigh North Carolina 1994-Present

iTunesU administrator for North Carolina State University. I work with our colleges, extension and student groups to publish content through our iTunes U presence. I work with individual faculty/students/staff to use classroom capture and digital media tools to create content for iTunesU and other venues such as YouTube.

Digital Media Consultant for the Office of Information Technology. This includes support for streaming video, video conferencing, podcasting, lecture capture and other aspects of digital media. Taught courses during the Fall and Spring semesters on digital media tools (Final Cut, iMovie, Premiere, Audacity, GarageBand) for graduate stu-

dents, undergraduate and Faculty. Co-Chair of the MCNC task force for lecture capture, and a member of the MCNC iTunesU initiative.

Mobile Technology support. Initiated and supported a PDA initiative in partnership with the College of Agriculture that acted as a catalyst for other mobile technology projects on campus. This project featured the use of in class instant assessment quizzing and other aspects of PDA use that have now become commonplace. Have worked with colleges, faculty and industry partners to utilize mobile technology as an additional platform for both personal information and learning oriented content.

Collaborative Workspaces and New Teaching Environments. Consultant as part of Information Technology's Classroom Technology team. Design partner for College of Agriculture Wet Lab design that now has been reproduced in several other labs. Wrote a LITRE grant for Flyspace (<http://www.ncsu.edu/it/flyspace>),. The project led the creation of two prototype spaces that have been replicated elsewhere on campus. Designed 5040 Jordan, a large scale collaborative learning space for teaching.

New learning environments and accessibility. Act as advocate and problem solver to make as much content as is possible accessible. This is beyond the minimum section 508 compliancy and more in the spirit of make digital content usable by students, instructors and the public at large.

Senior Computer Operator, North Carolina State University; Raleigh, NC 1984-1994

Responsible for monitoring batch jobs deployed on IBM mainframe servers for such sundry tasks as payroll, grades and other tasks of the university. Assisted programmers in debugging code, executed backups, assisted students and faculty during hours that the helpdesk was not in operation. Worked with a variety of systems including MVS and Unix.

Production, Devon Video Production; Raleigh, NC 1982-1987

All aspects of video production, including shooting footage, interviewing, voiceovers, scripting, editing, on location lighting, digital titling and composing original music.

Technical Instructor, North Carolina State University; Raleigh, NC 1984-1984

Worked as teaching assistant for an undergraduate portable video production course. Was responsible for documentation, editing exercises, training on equipment, consulting of student projects.

EDUCATION

North Carolina State University, Raleigh, North Carolina Master's Art+Design, 2011

North Carolina State University, Raleigh, North Carolina BA Speech Communications, 1984

SKILLS

Expertise with a variety of desktop digital media applications, including: Final Cut Pro, DVD Studio Pro, Photoshop, Premiere, Flash, Streaming Media Delivery in a variety of formats, IP Video, web based and traditional con-

ferencing tools, Accessibility, Dreamweaver and much more. I have worked on several digitally enhanced room designs, including traditional classroom augmentation, low cost collaborative workspaces and new designs for student computing spaces. Beyond technical skills, I have a irreverent sense of humor that puts people at ease, I am quite good as a public speaker, and enjoy working with people from diverse backgrounds, as it gives us all an opportunity to learn more.

PROJECTS (CURRENT AND PAST)

iTunesU: I am the iTunesU administrator for North Carolina State University. I support faculty and staff, collaborate on projects, teach and create documentation for the campus.

Flyspace: Low cost collaborative work spaces augmented by modest amounts of technology. Wrote initial proposal and room design, including specific functionality such as web based scheduling and room control system. Acting Principal Investigator. <http://www.ncsu.edu/flyspace>

Wolfcast: Podcasting (simplified audio publishing system) implementation for NC State's campus. Conceptualization, documentation and evangelizing. Collaborated with faculty to develop uses for audio and enhanced podcasting content in teaching. Wrote campus proposal for iTunes U, which was accepted by Apple.

BioMovies: Collaborative effort of three faculty and myself to create high quality video with small amounts of interactivity, for teaching life sciences. Worked in a variety of roles; videographer, editor, voice over narration, graphic design, user interface design, learning theory. <http://www.ncsu.edu/biomovies/>

lj.ncsu.edu: LITRE (<http://litre.ncsu.edu>) proposal with two main goals; deploy a template based web publishing system as a part of NCSU IT's portfolio of services, and to deploy a community based online journal environment. Current partners include faculty and staff from three different Colleges as well as staff. <http://lj.ncsu.edu>

PUBLICATIONS AND PRESENTATIONS

Journal Articles

Davis, Jude, Tyler Kendall, and Hal Meeks. 2002. The Message is the Message: Designing Information Technology for Inclusiveness and Accessibility, International Symposium on Technology and Society: Social Implications of Information and Communication Technology, IEEE. Raleigh, NC. June.

Black, B.L. and H.G. Meeks. 2000. Use of video microscopy with video computers to promote collaborative learning in developmental anatomy and histology. Tested Studies for Laboratory Teaching, Association for Biology Laboratory Education (ABLE), 22:407-411.

Black, B.L., M.N-Feaver, and H.G. Meeks. 2001. Using handheld, wireless computers to increase interactivity and collaborative learning in large classes. Tested Studies for Laboratory Teaching, Association for Biology Laboratory Education (ABLE), 23: 309-323.

e-Journal Articles

Black, B.L., M. N-Feaver, H. Heatwole and H. Meeks. 2002. Production of Interactive, QuickTime Movies in the Life Sciences. Syllabus (proceedings syllabus 2002 Ninth annual Fall Conference): http://www.syllabus.com/fall2002/proceedings2.asp?proceeding_code=237

Black, B. L., M. N-Feaver, H. Meeks, B. M. Kirby and T. Young. 2002. Using wireless, handheld computers to increase interactivity and collaborative learning. Syllabus (proceedings syllabus2002 Ninth annual Fall Conference): http://www.syllabus.com/fall2002/proceedings2.asp?proceeding_code=247

Book Chapter

Black, B.L., H. Heatwole and H. Meeks. 2006. Using multimedia in interactive learning objects to meet emerging academic challenges. Learning Objects: Theory, Praxis, Issues, and Trends, Chapter 6. Koochang, A. and K. Harman, eds., Informing Science Press. (30 pages).

Workshops and Presentations in Teaching Technology

Meeks, Hal .2008. "The Age of Customization Meets Online Education." Conference on Distance Teaching And Education, Madiscon, WI. Paper and Presentation available at: <http://halmeeeks.net/customization/>

Foley, Alan. Meeks, Hal .2007. "MySpace is Not Your Space: Promise and Pitfalls of Online Education." Conference on Distance Teaching And Education, Madiscon, WI. Paper available at: http://www.uwex.edu/disted/conference/Resource_library/proceedings/07_5302.pdf

Meeks, Hal. 2005. "iPod For Education", UNC-CAUSE, Wilmington, NC. Web presentation available at: <http://www.ncsu.edu/it/multimedia/podcasting.html>

Meeks, Hal. 2004. "Flyspace: Student Focused, Low Cost Collaborative Workspaces", UNC-CAUSE, Boone, NC. Site is at:<http://www.ncsu.edu/flyspace>

Meeks, Hal. 2004. "Access Ability: Mobile Computing and Universal Design Convergence", International Symposium on Technology and Society: Social Implications of Information and Communication Technology, IEEE. Atlanta, Georgia. A companion article that covers the same subject matter is available at: http://www.ncsu.edu/mobile/access_ability.htm

Mini-workshop (with B.L. Black): "Use of Video Microscopy with Networked Computers to Promote Collaborative Learning in Developmental Anatomy and Histology". Annual meeting of ABLE (Association for Biology Laboratory Education), Clemson University, 2000.

Major workshop (with B.L. Black and M.N-Feaver): "Using Handheld, Wireless Computers to Increase Interactivity and Collaborative Learning in Large Classes". Annual meeting of ABLE (Association for Biology Laboratory Education), University of Chicago, 2001.

Poster presentation (with B.L. Black and M.N-Feaver): “Production of Interactive, QuickTime Movies to Enhance Learning in the Life Sciences”. Fall Syllabus conference, 2002.

Presentation (with B.L. Black, M.N-Feaver, B.M. Kirby and T. Young): “Using wireless, handheld computers to increase interactivity and collaborative learning in the classroom”. Fall Syllabus conference, 2002.