

Computer Connection and Digital Pedagogy Posters Top of the Riviera South

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Sponsored by the CCCC Committee on Computers and Composition, The Computer Connection, a project of the CCCC Committee on Computers in Composition (7Cs), offers a selection of presentations and posters on technology use in the classroom, in our scholarship, and in a wide range of disciplinary pursuits. In addition to 20 minute presentations on new software and technologies for teaching composition, computer-facilitated classroom practices, and best practices for teaching online, three special sessions (during regular conference session times A&B, F&G, and L&M) of the Computer Connection will feature Digital Pedagogy Posters in an interactive exhibit format. Information about current and past presentations and posters and this year's schedule of presentations is available online at <http://computersandwriting.org/cc/>. The CC presentations run 25 minutes each, so you can attend them individually or as full concurrent sessions. Questions or comments about the Computer Connection may be directed to Douglas Eyman, CC Coordinator (deyman@gmu.edu) and inquiries about the Digital Pedagogy Poster sessions should be direct to Dickie Selfe, DPP Coordinator (selfe.3@osu.edu).

“Every CCCC Member Has a Story . . . Tell Us Yours!”

Royale Pavilion Foyer

The CCCC and the Newcomers Committee, in partnership with the Digital Archives of Literacy Narratives (DALN) and the NCTE, invites you to tell us a story about reading and composing. We will help you record your story (using either video or audio) and preserve it online where friends, family and students can access it—all within 30 minutes. Join us outside the Premiere Ballroom.

Cynthia Selfe, H. Lewis Ulman

CCCC is a Reunion: Discover your Roots.

Royal Pavilion Foyer

Explore your past, connect to colleagues, and trace your intellectual ancestry on the new Writing Studies Tree. Created by students and faculty at the CUNY Graduate Center, the tree is an open-access web-based platform that will, with your help, enable all members of our profession to record their lines of influence as mentors and students, and thus to uncover a history that has until now remained either anecdotal or invisible.

Join us throughout the conference outside the Premiere Ballroom to add to or browse through the branches of the tree. Our goal is to create a comprehensive genealogy of writing studies, identifying academic “ancestors,” “descendants,” and “siblings.” Who are yours?

Learn more about the tree at writingstudiestree.org or meet us at our table installation during the conference.

Sondra Perl, Benjamin Miller, Amanda Licastro, & Jill Belli, City University of New York

This We Believe: What Is the Public Work of Composition?

Royal Pavilion Foyer

The Writing Democracy Project, in partnership with CCCC, invites you to record your reflections on the conference theme, especially with respect to potential links between writing instruction and democracy’s future. How does writing, as cultural work, serve the project of democracy as you define it? How can writing facilitate your dream of democracy in our nation and in our world? What possibilities does writing hold for helping us reimagine and reinvigorate the U.S. locally and nationally? What is the public work of composition in relation to building and sustaining democracy? Join us outside the Premiere Ballroom to share your story (either video or audio) and preserve it online where friends, family, and students can access it.

–Shannon Carter, Deborah Mutnick, Steve Parks, Tim Dougherty, Rachael Shapiro

C’s the Day

Royal Pavilion Foyer

Executive Committee: Emi Bunner, Mary Kracher, Scott Reed, Sheryl Ruszkiewicz, Wendi Sierra

C’s the Day invites both newcomer and veteran attendees to participate in an Augmented Reality game that will enrich the conference experience. Come see us at our booth in the registration area to collect your game booklet and get started! We hope you will discover new colleagues, parties, conference gatherings, and even new histories of the field through participation.

Play the game, win the conference!