

HUSSON ALIVE 2024

SESSION DESCRIPTIONS

AUDIO ENGINEERING

TITLE: Sound in Film

DESCRIPTION: Been to a movie lately? Was it silent? Of course not! In this session, students will be introduced to what Audio Post Production is and will create the audio for a short video by recording and mixing sound effects and dialogue to accompany a short video production. We'll use NESCom ADR/Foley booth and Pro Tools rig to create a spectacular soundscape!

MAX: 10

SESSIONS: PM Only

ROOM: Gracie Post Suite

INSTRUCTOR: Michael Hambrock

TITLE: Working with a Rock Band in a Recording Studio

DESCRIPTION: From setting up microphones to using different recording techniques, this session will introduce students to what happens when a band comes into a professional recording studio. In this workshop, students will create a sophisticated multi-track recording session of live music in the NESCom recording studio, using the full capabilities of a professional microphone closet and control room.

MAX: 12

SESSIONS: AM Only

ROOM: WCC Control D

INSTRUCTOR: Josh Small

TITLE: Electronic Music & Sound Synthesis **

DESCRIPTION: You don't need a trumpet, guitar or drums or voices to make music, all you need is a Synthesizer. Join us in a journey to the world beyond instrumentation and explore the exciting, old-school world of sound synthesis and electronic music production.

MAX: 12

SESSIONS: PM Only

ROOM: WCC 202

INSTRUCTOR: Scott Loiselle

LIVE SOUND PRODUCTION

TITLE: Mixing the Hit Single

DESCRIPTION: Recording is only one part of the music production process. When everything is tracked, the song must be mixed. This session will explore the music mixing process and the cool tools employed by producers and mix engineers. Drums will be made to sound huge, guitars tweaked, and effects added to vocals. Come experience the excitement and creativity of music mixing.

MAX: 8

SESSIONS: PM Session

ROOM: WCC Control Room C

INSTRUCTOR: Eric Ferguson

TITLE: Audio for Rock Concerts and Live TV

DESCRIPTION: Do you like going to concerts? Do you love the sound of giant drums through big speakers? Have you ever thought it might be fun to mix a band on a huge sound console?

If you answered yes to any of these questions, then join us and learn about the exciting world of live audio. In this session, you will help build a sound system for a live TV and concert event. You will also get to experiment with high tech mixing consoles, experience massive loudspeaker arrays, and much more. If you love music, concerts, and cool equipment, then this session is for you.

MAX: 12

SESSIONS: AM Session

ROOM: Gracie Stage

INSTRUCTOR: Eric Ferguson

COMPUTER TECHNOLOGY

TITLE: Explore the Mysteries of Web Browsers and Web Games

DESCRIPTION: Want to see how internet browsers really work? Want to explore the computer code that drives the web? Want to customize your game of Pong on the web? If you answered, Yes! – Yes! – Absolutely Yes!, then this is the session for you. Through hands-on activities, you will explore a quick overview of interactive web design. In this introduction to HTML/CSS/JavaScript workshop, you'll try your hand at web creation and in the process have some fun working with a JavaScript game. Come solve some of the mysteries that are behind the web technologies we use every day!

MAX: 18

SESSIONS: AM & PM - 2 Separate Sessions

ROOM: HAH207

INSTRUCTOR: Scott Traylor

HUSSON ALIVE 2024 | SESSION DESCRIPTIONS

CRIMINAL JUSTICE, FORENSIC SCIENCE AND LEGAL STUDIES

TITLE: The Crime — The Evidence — The Trial

DESCRIPTION:

- Crime Scene—"Every crime scene should be treated like a witness, it is the one witness that will never lie to you if you work it properly."
- Forensic Lab—"Each piece of evidence has a story, how do you get this evidence to tell you its story."
- Trial—"The presumption of innocence is powerful, it is in our trial process we try to determine if it is not so in this case."

MAX: 60

SESSIONS: AM only

ROOM: Harold Alford Hall – Sims Lab, the Forensic Lab and HAH 253

INSTRUCTORS: Michael Kamorski, Jay Pelletier, Lori Perez

ESPORTS

TITLE: It's 'Game On' for the Future of Sports

Description: What do the Barclays Center, Sangam Stadium, and the Mercedes-Benz Arena all have in common? They've all hosted one of the fastest growing sports ever; Esports. In this session participants will learn the basic components to esports competition at the collegiate level. All students will have the opportunity to compete in a friendly Rocket League exhibition, learn to operate a basic esports production, and take aim at creating engaging graphics and media.

MAX: 12

SESSIONS: AM & PM - 2 Separate Sessions

ROOM: Esports Arena (DLC 122)

INSTRUCTOR: AJ Kool, Griffin Reed

EXTENDED REALITY

TITLE: Experiment with Extended Reality

DESCRIPTION: Husson's iEX Center has the largest variety of extended reality (XR) equipment in one place in Maine. Join us for an exploration of the iEX Center, an activity with some of the equipment, and an overview of what XR is and why it is important. XR is an umbrella term for experiences that are immersive, interactive environments that merge the real with the virtual. XR uses computing technologies like mobile devices, various specialized software, virtual reality (VR) goggles, augmented reality (AR) glasses, and website XR (WebXR). XR has potential applications for everyone from gamers to hospitality and healthcare. Join us for a seminar that is packed with hands-on extended reality exploration.

MAX: 24 (four groups of six)

SESSIONS: AM & PM - 2 Separate Sessions

ROOM: HAH 231

INSTRUCTORS: Brave Williams, Tony Gerow

GRAPHIC DESIGN

TITLE: Add Motion to your Social Media Posts

DESCRIPTION: Take your social media posts to the next level by adding motion graphics. In this session, you'll learn how Graphic Designers visually communicate to audiences by combining text and images in a compelling way that gets you to engage. You'll use current graphic design industry software to manipulate imagery and text into a design-ready ad to market the annual Husson Alive event, or bring your own images and promote your personal brand!

MAX: 25 am/ 20 pm

SESSIONS: AM & PM - 2 Separate Sessions

ROOM: Lab 102

INSTRUCTOR: Theresa Ayotte

HOSPITALITY & TOURISM

TITLE: Inventive Events

DESCRIPTION: Join us for a fast paced, interactive session where teams will work together to create an event using concepts such as target audience, budgeting, event flow, and design.

MAX: 16

SESSIONS: PM Only

ROOM: HAH 251

INSTRUCTORS: Lisa Sturgeon

SPORTS JOURNALISM

TITLE: Podcast Like a Pro

DESCRIPTION: Anyone can create a podcast, but will it actually be any good? In this session you'll learn a few tips that separate the amateurs from the professionals that do it every week.

MAX: 16

SESSIONS: PM Only

ROOM: TBD

INSTRUCTOR: Jeffrey Hope

MARKETING COMMUNICATIONS

TITLE: How to go Viral

DESCRIPTION: Whether you want to go viral on TikTok, YouTube, or Insta we've got the tips and tricks that will get you there. You'll learn how to develop your personal brand, reach your audience, and create the ideal content. Hear from those who have done it and get your questions answered too.

MAX: 24

SESSIONS: PM Only

ROOM: WCC One Circle Agency

INSTRUCTOR: Nancy Roberts

HUSSON ALIVE 2024 | SESSION DESCRIPTIONS

TITLE: How to Promote Your Side Hustle

DESCRIPTION: Whatever you're doing or hope to do to make money this workshop will teach you how to get more customers. Learn how to use the 5Ps of Marketing to sell anything. Participants will create a marketing plan to target an audience, create a message, and identifying the right advertising that will make a product stand out from the crowd.

MAX: 24

SESSIONS: AM Only

ROOM: WCC 205

INSTRUCTOR: Sarah Smiley

PHOTOGRAPHY

TITLE: Does Photography Still Matter?

DESCRIPTION: What are some of the innovations which led to the development of permanent photography? How did early cinematography spur innovation in still film photography and how have digital still cameras influenced contemporary cinematography. See the workflow needed to make a dynamic image.

MAX: AM - 15 / PM - 12

SESSIONS: AM & PM - 2 Separate Sessions

ROOM: WCC 223 & Hart Studio

INSTRUCTOR: Larry Ayotte

RADIO BROADCASTING

TITLE: Radio: The Human Connection, or What Spotify Can't Do

DESCRIPTION: After a while, listening only to music that some software program thinks you'll like is boring. That is why radio continues to be the favorite source of entertainment and information. What is radio's magic that keeps the audience coming back for more? It's the creation of a connection with the listener. This session will explore how this connection is made by participants actually going on the air with Husson's WHSN 89.3FM to work as a DJ.

MAX: 10

SESSIONS: AM session

ROOM: WCC WHSN Radio Station

INSTRUCTOR: Mark Nason

VIDEO / FILM PRODUCTION

TITLE: Lighting FX

DESCRIPTION: You have a great idea for a short film, but how can you make it look real? Help us create lighting effects to simulate a campfire, police crime scene, moon or Sun light, or even water ripples, with only limited resources. Light is one of the most powerful tools we have in the world of film and video, It can change how we interpret and how we feel about everything we see on the screen. This session will take a look at the power of lighting and a few of the techniques and tricks used by lighting professionals that can help you tell the story.

MAX: 12

SESSIONS: AM & PM - 2 Separate Sessions

ROOM: WCC TV Studio

INSTRUCTOR: Steve Vachon

TITLE: Staging the Scene

DESCRIPTION: For this session, the students and Instructor will work together to recreate a Scene from a Movie. This will involve watching the film scene and then breaking it down to the blocking of actors and camera angles used to create it. The students will then work together to recreate a portion of that scene based upon their observations. This session allows the students a chance to look at the decisions that are made by filmmakers when constructing a narrative scene.

MAX: 12

SESSIONS: AM & PM - 2 Separate Sessions

ROOM: DLC 109

INSTRUCTOR: Bill Finger

TITLE: Live Television Remote Production

DESCRIPTION: Be part of a team and work together to create a finished product in a live television environment. Learn about the roles, software and equipment in a six camera shoot with a Grass Valley Karrera Switcher, which is being used around the world to make the TV shows that everyone watches. You will be a part of the video team that makes The Nite Show with Danny Cashman happen!!

MAX: 12

SESSIONS: PM Session

ROOM: Mobile Production Remote Unit / Gracie Theatre

INSTRUCTORS: Rodney Verrill, Frank Welch

TITLE: Shooting and Editing Commercial Video

DESCRIPTION: Moving quickly, this hands-on session will have students using cameras to capture images and then get them back into the edit room to try and cut together a brief commercial project. Creativity, fun and the ability to create a visually interesting project in such a short time, will keep students moving. The instructor will work with everyone as they take ideas to actual clips and then bring the concept alive with music and editing, all in hopes of making the 90-minute deadline! There will be students available to help with editing and the camera, so no background is needed with either.

MAX: 12

SESSIONS: AM & PM - 2 Separate Sessions

ROOM: WCC Newsroom & Lab 109

INSTRUCTOR: Nate Dumas