

# HUSSON ALIVE 2025

## SESSION DESCRIPTIONS

### ACCOUNTING

**TITLE: Feeling Entrepreneurial? Business Could Be For You!**

**DESCRIPTION:** Hear from professionals who have used their accounting and business skills to build successful companies and careers. Put the lessons you learn to work as part of a team challenged with creating a product, sticking to a budget and marketing your design to make some money. Show your business smarts as you compete against other teams for cash prizes.

**MAX: 24**

**SESSIONS:** AM only

**ROOM:** HAH 151

**INSTRUCTOR:** Freeman Associates

**TITLE: Money Matters!**

**DESCRIPTION:** Dive into the exciting world of accounting in Money Matters! This interactive session reveals how accounting offers personal satisfaction, professional success, and plenty of variety. Learn how accountants solve complex problems and keep businesses running smoothly, then put your skills to the test by solving a thrilling crime case. Join us to crack the case and uncover the truth! Cash Prizes Available.

**MAX: 24**

**SESSIONS:** PM only

**ROOM:** HAH 151

**INSTRUCTOR:** Berry Dunn

### AUDIO ENGINEERING

**TITLE: Commercial Music & Electronic Music Production**

**DESCRIPTION:** In this hands-on session students will explore the diverse applications of commercial music, from advertising jingles to film scores

and corporate branding soundtracks. Using industry-standard hardware synthesizers from Moog to Roland, we will experiment with sound design and synthesis techniques that shape modern production. In addition, we will be utilizing Pro Tools, focusing on MIDI sequencing and beat production to create polished, professional tracks. Students will actively participate in the production of a musical piece designed for a specific commercial application.

**MAX: 12**

**SESSIONS:** AM & PM - 2 Separate Sessions

**ROOM:** WCC Control D

**INSTRUCTOR:** Josh Small

**TITLE: Mixing Music in Immersive**

**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 introduce Dolby Atmos Music, the standard for immersive audio. A song will be mixed in immersive, with audio elements working together to build a 3D sound field. Drums will be made to sound huge, guitars tweaked, and spatial effects added to vocals. Come experience the excitement and creativity of immersive music mixing.

**MAX: 10**

**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: Gizmos & Gadgets: How to Program Your Own Tech with Arduino**

**DESCRIPTION:** Step into the world of Arduino microcontrollers and discover how to bring your tech ideas to life! This hands-on session introduces the fundamentals of Arduino programming and hardware prototyping. You'll learn how to control LED lights, motors, sensors, and other electronic components using real Arduino microcontrollers and assorted gadgets. During the session, you'll get hands-on experience working with real Arduino Uno boards, and learn the basics of C/C++ programming through Arduino code. You will prototype and test circuits virtually using Tinkercad before building them in real life. By the end of this session, you'll not only understand the basics of how microcontrollers work, but will have built and tested your own mini-projects. Whether you want to create

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interactive gadgets, automate everyday tasks, or explore the world of embedded systems, this session is your gateway into electronics and coding!

**MAX:** 12

**SESSIONS:** AM & PM - 2 Separate Sessions

**ROOM:** HAH 207

**INSTRUCTOR:** Marlon Lagulos, Ashlie Beals

### 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 & PM - 2 Separate Sessions

**ROOM:** Harold Alfond Hall – Sims Lab, 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 Valorant 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:** BEYOND FLAT: Exploring Extended Reality

**DESCRIPTION:** Step into a world where technology leaps beyond flat screens. At Husson's iEX Center—Maine's premier hub for XR equipment—this session introduces you to the exciting blend of virtual and augmented reality. Experience how XR uses game engine principles to create immersive, interactive environments that merge the physical with the digital, offering insights applicable to gaming, design, education, and beyond.

Discover a multi-sensory approach that engages all five senses through advanced haptic and tactile systems, proven to enhance memory and make experiences more vivid. Learn about ambient, non-wearable XR setups that simplify access to immersive technology without needing heavy gear. Whether you're curious about interactive media or looking to explore innovative digital design, join us for a hands-on seminar that showcases how extended reality is reshaping our world—pushing the boundaries of what's possible and taking you beyond flat.

**MAX:** 24 (four groups of six)

**SESSIONS:** AM & PM - 2 Separate Sessions

**ROOM:** HAH 231

**INSTRUCTORS:** Brave Williams, Tony Gerow

### GRAPHIC DESIGN

**TITLE:** Social Media Graphics: Designing for Impact

**DESCRIPTION:** Want to make your social media posts stand out? Whether you're promoting an event, starting a personal brand, or just looking to improve your design skills, this hands-on workshop will teach you how to create eye-catching graphics that grab attention. Explore the latest trends in social media ad design. Work with Photoshop to manipulate imagery and text into a design-ready ad for the annual Husson Alive event—or bring your own images and promote your personal brand!

**MAX:** 20

**SESSIONS:** AM & PM - 2 Separate Sessions

**ROOM:** Lab 102

**INSTRUCTOR:** Theresa Ayotte

### HOSPITALITY & TOURISM

**TITLE:** XR Restaurant Simulation AND More - Experience the Dynamic World of Hospitality, Sport and Tourism Management

**DESCRIPTION:** Get ready for an unforgettable adventure as you step into a session filled with excitement and hands-on learning! You'll explore our programs through a series of fun and engaging activities designed to spark your curiosity and creativity. Experience our cutting-edge XR restaurant simulation and collaborate with peers in interactive group challenges!

**MAX:** 16

**SESSIONS:** AM & PM - 2 Separate Sessions

**ROOM:** HAH 251

**INSTRUCTORS:** Lisa Sturgeon and Bryce Colbeth

### 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:** AM & PM - 2 Separate Sessions

**ROOM:** TBD

**INSTRUCTOR:** Jeffrey Hope

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## 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:** AM & PM - 2 Separate Sessions

**ROOM:** WCC One Circle Agency

**INSTRUCTOR:** Nancy Roberts

## 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 - 12 / PM - 12

**SESSIONS:** AM & PM - 2 Separate Sessions

**ROOM:** WCC 223 & Hart Studio

**INSTRUCTOR:** Larry Ayotte

## 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. Then stay and be part of the production team, as Husson Alive puts on a Game Show in the Gracie Theater competition and streams it live on the web.

**MAX:** 12

**SESSIONS:** PM Session

**ROOM:** Mobile Production Remote Unit / Gracie Theatre

**INSTRUCTORS:** Rodney Verrill, Frank Welch

**TITLE:** Let's Make a Show!

**DESCRIPTION:** Want to be the director? The camera person? Maybe run instant replay or graphics...or maybe you just want to have fun as the talent playing a video game. The video production faculty will spend 2 hours working with you to create a television game show in our studio. We will go over all the positions, see how each role combines to make a live game show come to life. Then we will rotate positions and record a show as players compete in a video game competition.

**MAX:** 10

**SESSIONS:** AM & PM - 2 Separate Sessions

**ROOM:** WCC TV Studio

**INSTRUCTOR:** Sam Hallett & Frank Welch