

HUSSON ALIVE 2026

SESSION DESCRIPTIONS

ACCOUNTING

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!

MAX: 24

SESSIONS: PM only

ROOM: HAH 151

INSTRUCTOR: BerryDunn

AUDIO ENGINEERING

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

ROOM: WCC Control Room C

INSTRUCTOR: Eric Ferguson

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: 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

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 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: Peabody 226

INSTRUCTOR: Marlon Lagulos, Ashlie Beals

MORE SESSIONS →

HUSSON ALIVE 2026 | 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 & PM - 2 Separate Sessions

ROOM: Harold Alford 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, Autumn Avery

EXTENDED REALITY

TITLE: BEYOND FLAT: Exploring Extended Reality

DESCRIPTION: Go beyond flat screens with a hands-on introduction to spatial computing at Husson University's iEX Center, Maine's premier hub for spatial

computing technology. This seminar explores Extended Reality XR as an umbrella term that includes virtual reality and augmented reality, and introduces how immersive systems are built using game engine principles.

Participants will experience multisensory XR technologies, including advanced haptic and tactile systems that allow users to physically feel virtual objects. The session also introduces immersive devices and ambient non-wearable XR environments that expand access to immersive technology without wearing any gear. This seminar is presented by Husson University's School of Technology and Innovation, SoTI, which includes programs in Extended Reality Computer Information Systems and Software Development, and prepares students to design and build the next generation of immersive computing experiences, taking technology beyond flat.

MAX: 24 (four groups of six)

SESSIONS: AM & PM - 2 Separate Sessions

ROOM: HAH 207

INSTRUCTORS: Brave Williams, Tony Gerow, Tharun Thiyagarajan

GRAPHIC/VISUAL 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 and TOURISM

TITLE: Step Into the World of Events, Sports & Restaurant

DESCRIPTION: Ready to try it for yourself? In this interactive session, you won't just hear about event planning, sport marketing, and restaurant management; you'll experience them!

- Plan an event, just like our current students
- Compete in a fast-paced sport marketing challenge
- Use Oculus Goggles to experience being a restaurant manager

If you love creativity, competition, leadership, or business, this is your chance to see what it's really like behind the scenes!

MAX: 16

SESSIONS: PM only

ROOM: HAH 251

INSTRUCTORS: Lisa Sturgeon, Bryce Colbeth

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

MORE SESSIONS →

HUSSON ALIVE 2026 | SESSION DESCRIPTIONS

PHOTOGRAPHY

TITLE: Does Photography Still Matter?

DESCRIPTION: What inventions helped create permanent photography? What tools do photographers use to control how a picture looks? How do photographers create images with a strong story or message? See the workflow needed to make a dynamic image.

MAX: 12

SESSIONS: AM & PM - 2 Separate Sessions

ROOM: WCC 223 & Peabody 223

INSTRUCTOR: Larry Ayotte

INTRO TO PODCASTING

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

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