



Each Field Trip Includes:

- 2 Hours of Lab Activities of your choice
- A lunch provided by the Center for TSM
- A CD of pictures taken during the day
- A drawing for a free T-Shirt
- A free gift to the classroom (1 per year for each school)
- 1 Transportation Grant to the school based on grant chart on website

Arrangements can be made to have a full campus tour if time allows. Please mention interest in this when booking.

CyberCave Sessions Fall 2009

Max # of Students is 28
(30 for GPS module)

Lab Activities are from
10:00am until 12:00pm
Lunch is from 12:00pm until 1:00pm

Tuesdays and Thursdays Only
Booking Dates will be Between:
September 1st-November 26th

Information needed for booking:
Number of students
Activity Module
Type of Group



For Questions/bookings

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www.murraystate.edu/tsm/cybercave



**CYBER
CAVE**
Field Trips
Fall 2009

A FREE activity for High Schools!
www.murraystate.edu/tsm/cybercave



Provided by the Program of Distinction in
Telecommunications Systems Management

What is the CyberCave?

The **CyberCave** is a hands-on lab where high school students are exposed to **telecommunications technology**, most of which they use every day but have never really learned how it worked.

With help from the Telecommunications Systems Management (TSM) students at Murray State, your students will experience **real-world, cutting edge** technology. The CyberCave is no ordinary classroom. It is a very **unique**

2 hour experience for any group. You can choose one of our modules to **customize** your experience to the group you are bringing.



With our session modules, you can bring your students for more than 1 trip and have a different session every time!

MODULES

1) How the Internet Works

Through video and hands-on activities, your students will be exposed to network devices such as switches, routers, and hubs. They will also work with firewalls and learn what they are used for. They will also have the opportunity to work with network services and terms such as Domain Name Server (DNS). After this module, students will begin to realize what happens every time they click on a webpage or communicate over the Internet.

2) Wireless Technology

The objective of this module is to introduce wireless technologies such as IEEE 802.11g Wireless Local Area Network (WLAN) and Bluetooth Wireless Personal Area Network (WPAN). Students will configure Cisco Wireless access points, wireless laptops and Personal Digital Assistants.

3) Multimedia

This module is created for the students interested in learning about creative network applications.

Through this module, students will work in iMovie or GarageBand to learn how to make their own YouTube video or Podcast.

They will touch on 3D Game Creation and will learn about Blogging and Virtual communities.



4) Global Positioning Systems (GPS)

This module includes an explanation of telecommunications through satellite technology. Students will then use handheld GPS devices to find points on campus through a modern form of treasure hunting.

* You can bring up to 30 students for this module. If the weather is bad, the CyberCave staff will choose another module based upon the type of group.