

MHS Students Make Impressive Showing At Tech Conference

By LANNAN M. O'BRIEN

More than 50 workshops were conducted by leaders in technology education throughout the state yesterday, the second and final day of the MassCUE (Massachusetts Computer Using Educators)/M.A.S.S. (Massachusetts Association of School Superintendents) Fall Technology Conference at Gillette Stadium. Among them was a workshop titled Project Based Learning Through 3-D Design, conducted by students and teachers from Mashpee High School's Technology Center of Excellence.

The conference was the second attended by the group this week; the technology center was also featured as an exhibitor in the Massachusetts STEM Summit 2014 at the DCU Center in Worcester on Wednesday.

"These students are extremely dedicated, motivated, and extremely talented in their work," teacher Salvatore Nocella said to a room filled with attendees, while introducing the students' work.

Each of the five students featured in the workshop are currently enrolled in an independent study through the technology center, which offers a range of

courses from woodworking to engineering and 3-D computer animation.

The material taught in those courses is "college level and then some," Mr. Nocella said, providing students with an opportunity to prepare for higher education and their careers by using industry-standard software. The Autodesk Maya 3D animation software used by Disney's Pixar, which contributed to the making of films like "Shrek" and "Ice Age," and PTC Creo Parametric 2.0 software used by Mercedes-Benz to design luxury cars are just two examples of the programs used regularly in class.

Mr. Nocella played a video created by Mashpee TV that showed student Erik Bergstrom's process of designing and animating a walker vehicle from his favorite movie series, "Star Wars," then setting the scene using a background photo of the high school parking lot. He took a photo of the entire scene and linked his animation to Aurasma, an augmented reality app. When he held an iPad up to the still image, the app began to play a video of the "Star Wars" figure walking on the high school grounds.

The work of students who pre-

sented at the workshop varied based on their personal interests.

Inspired by his interest in woodworking, Brendon T. Kidwell searched for a complex tool from his Applied Technology classroom to use as a model, then replicated the design of a hand plane after taking the pieces apart and "measuring every inch and millimeter of each part," he said. After designing the tool on the computer, Brendon created a plastic prototype using the 3-D printer. After some further tweaking, he said, the gears on his prototype will allow it to move like the original.

Junior Emma McNally designed a functional Geneva wheel by making each part individually.

"I created a wheel for one of the chairs that we sit on [in class], so if we break one, we can use it to fix it," she said.

Senior Connor Murphy bought a Game Boy Color, brought it to class, and reverse engineered it to make an identical copy. Nathan R. Carey, also a senior, used a PC monitor and two spur gears as models for his project, utilizing a mechanic tool on the Creo software to match and connect the gears; while another senior, Han-



Photographs by LANNAN M. O'BRIEN/ENTERPRISE

Teachers Salvatore Nocella (left) and Michael Looney use a student's violin design to show attendees the effect of augmented reality. An app recognizes the design in the photo, linking to a video of the instrument playing.

nah G. Karath, designed a violin and animated it to play itself.

"She's just blossomed as a student...she knows what she wants and she knows how to get there," Hannah's mother, Rita Karath, said after the workshop, expressing her gratitude for Mr. Nocella's work in the technology center.

After graduating, Hannah plans to take a year off from school and continue to train herself in animation. She and her classmates agree that their exposure to technology courses in high school has prepared them for post-graduation plans, from college to careers, providing them with opportunities that they may not have had at any other school.

"If I didn't go to Mashpee, I wouldn't know that I want to do [mechanical engineering]," Nathan said. "It's opened me up to a whole new field... and it's given me skills that I can use in college and in an actual job."



Plastic objects made by students using a 3-D printer were on display during Mashpee High School's presentation at the MassCUE/M.A.S.S. Fall Conference at Gillette Stadium yesterday.



Students and teachers from the Mashpee High School Technology Center of Excellence gather at a showcase of students' work created using a 3-D printer, at the MassCUE/M.A.S.S. Fall Conference yesterday.

Acupuncture Practice To Hold Open House

Acupuncture & Associated Therapies will celebrate Arlene Myers's 25 years of practicing acupuncture on Cape Cod with an open house tomorrow from 10 AM to 4 PM at 681 Falmouth Road, Deer Crossing, Mashpee.

This event will feature refreshments, a raffle, free mini-acupuncture treatments with Ms. Myers, a wellness video, 10 percent off all supplements/Chinese herbs (all resale items), and gong sounds.

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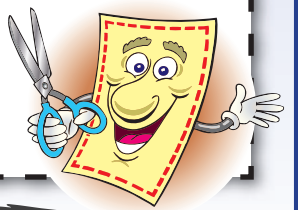
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