



innovation island

EASTON GRAND BALLROOM
Monday, March 5 — 4:30-5:30 p.m.

Innovation Island highlights the innovative ways Ohio institutions are using technology for teaching and learning. Come learn about leading-edge projects and discuss potential applications, resource sharing and student learning.

The Ins and Outs of Online Learning

Beth Moore, Coordinator, Gifted Endorsement Program / University of Cincinnati

Participants will appreciate the pros and cons of earning a gifted endorsement online. A hands-on demonstration will promote the ease of online learning. Participants will be able to practice various student interactions via forums, digital drop box, and other communication tools. This session will reduce apprehensions that individuals may possess about online learning. Participants may pick up contact information and handouts to review. The goal is to increase awareness and motivation to use technology for professional growth. The Gifted Endorsement Online Program at the University of Cincinnati prepares teachers effectively and improves learning via online technology.

Sundancing in the College Classroom, Using Media Technology in Political Science

Jacqueline Keeling Holland, Social Sciences & Human Services Faculty / Lorain County Community College

Attendees will take away from this presentation ideas on how to use multimedia with topics in their respective disciplines. At this session, students' films integrating history, current events and opinions will be demonstrated. The presenter will show: final DVD products of interviews with politicians, re-enactment of debates, and stories with examples of students' use of video-cams, film editing with internet pictures, music, film and television clips and movies. Student production techniques such as script writing, costume selection, scenery design, staging, filming and editing using templates of news shows such as Meet the Press, 60 Minutes and even The Daily Show with Jon Stewart also will be demonstrated.

Just Push Play: Real World Mathematics Within Video-Based Adventures

Janet Mannheim Zydny, Assistant Professor of Education and Knowledge Technologies and **Laura Plante**, Research Associate / University of Cincinnati

This presentation will introduce Math Pursuits, a multimedia program designed to help students reach and exceed their goals of understanding mathematics through their quest to discover the mathematical connections to the world around them. Based on video-based Adventures of Jasper Woodbury by the Learning Technology Center of Vanderbilt University, Math Pursuits uses short video-based vignettes to communicate real world mathematics to students in an adventure game context. Attendees will have the opportunity to discuss the technology with the presenters from both the instructional designer and teacher perspective.

Innovations in Technologically-Rich, Multimodal Composing: Bridging the Digital Divide

Marilyn Seguin, Assistant Professor of English, **Gerry Winter**, Assistant Professor of English, **Bev Neiderman**, NTT Professor of English and **Margaret Shaw**, Associate Professor of English / Kent State University

The members of this group will present activities which demonstrate digital projects participants can use in a variety of disciplines. Using writing classrooms as their sample environments, individual members will demonstrate digital storytelling, digital service-learning collaborations, digital oral histories and digital newsletters. Software includes Publisher, Photostory 3 and Movie Maker, Audacity and/or PowerPoint. At the conclusion of each demonstration, the participants will be able to: develop multimodal, digital projects such as oral histories, stories, collaborative service projects and newsletters; identify necessary software to produce these projects in their own settings; understand the theoretical and pedagogical underpinnings of such projects; and understand how such projects might be adapted for their own subject areas, based on the above pedagogical assumptions.

Building Streaming Video to Assist Faculty in Migrating Courses Between LMSs

Mark Weaver, Multimedia and Telecommunications Analyst and **Wen-Li Feng**, Instructional Designer / Ohio Dominican University

One of the major challenges when moving courses from one LMS to another is providing faculty training. ODU built several tutorials housed on the department Web site and referenced on the LMS home page. This presentation will share how ODU developed these with limited staff, no additional funding and using inexpensive, commercially-available software. The digital media specialist, the instructional designer and the director of the department will be available to answer questions about the tutorials from the planning process through the implementation.

Online Safety Training: A Multimedia Approach to Regulatory Compliance

Mechelle A. Gehle-Wann, Safety Coordinator, Office of Occupational Health and Safety; **Rey T. Notareschi**, Associate Director of Academic Technology Services; and **Sharon L. Combs-Eisenbarth**, CMS Administrator and Multimedia Specialist, Academic Technology Services / Northeastern Ohio Universities College of Medicine

Safety training, a repetitive process on each campus to insure regulatory compliance, is always a problematic event requiring hours of organization and scheduling. A logical solution was put into place at the Northeastern Ohio Universities College of Medicine (NEOUCOM) utilizing streaming video, indexed PowerPoint, Web links, ancillary materials and quizzes as part of a comprehensive online course. Topics addressed will be: OSHA: Laboratory safety, hazard communication and blood-borne pathogens, EPA: Infectious waste management, and Ohio Department of Health: Radiation safety. Session attendees will: identify new ways to engage learners; define what a student should know or be able to do as a result of taking the course; evaluate the possibility for desktop delivery of professional development; and develop a similar course for providing regulatory compliance.



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No Game, No Gain: Exploring Literacy Through Game Design in an Advanced Writing Class

Jonathan Alexander, *Interim Director, General Education & Integrated Core Learning, Director, English Composition Program, and Associate Professor of English & Comparative Literature*; and **Wayne Hall**, *Vice Provost for Faculty Development, Professor of English & Comparative Literature / University of Cincinnati*

Recent scholarship on the educational use of video and computer gaming, such as that by James Paul Gee, has made bold claims about the positive impact of gaming on students' abilities to think critically, communicate effectively and problem-solve collaboratively. This presentation explores what happens in an advanced writing class in which students not only play computer games but also design them for others. Giving students the opportunity to design their own games – games that are low in cost and high in text – offers them a powerful mode for critical reflection on the educational benefits of gaming. Visitors to this presentation will get: suggestions for designing online role-playing environments and scenarios that are low in cost; preliminary assessment results on the educational value of role-playing environments; and a bibliography of current research and scholarship on video and computer gaming.

MATRIXlearning: Getting Serious About Games

Tim Best, *Federal Programs*; **Ed Hill**, *MATRIX Project Ohio Program Manager / Ohio Board of Regents*; and **Andrew Hughes**, *President / Designing Digitally Inc.*

MATRIXlearning is a federally funded five-year research project studying the results of using mobile technologies and games and simulations to improve middle school students' learning in mathematics. The presentation will provide an overview of the project's rationale, work to date and insights gained during its first two years. Participants will be invited to conjecture about ways these approaches might be applied to their own work.

OLN Learning Community: Podcasting, Vodcasting and Videostreaming

Mike Substelny, *Faculty, Distance Learning / Lorain County Community College*

Can the use of video iPods improve student learning, retention rates, passage rates of courses and certifications and improve student safety? LCCC nursing faculty conducted this cutting-edge project to assist in increasing passage rates of clinicals and state boards. Its success inspired LCCC to pursue a grant from OLN's Northwest Regional Center to form a Learning Community of cross disciplinary faculty who applied the same concepts to hands-on skills in computer and police sciences, physical fitness, photography, microbiology and dental hygiene. Presenters will demonstrate vodcasts and videostreams; describe how they were made, distributed and assessed; and share assessment results. Goals for the session are: identify assessment methods for changes in student learning when new media is incorporated, develop a plan for video podcasting of hands-on skills and analyze which hands-on skills are conducive to video podcasting.

Can Digital Do It All?

Mark E. Mattheis, *Stokes Library Director / Wilberforce University*

This forum includes ideas and strategies for managing the requests from both students and faculty for media technology used in higher education. For decades, media resources and audio/visual equipment have been a part of the university library. What do we do with all of that old equipment much less the media that it once played? There will be some simple solutions on what equipment to keep around and suggestions on how to transfer your analog media to digital. Stop by the booth and discuss how you have solved some of your own distribution or media production problems.

Educator's Knowledge Network: An Online Community for Teachers, by Teachers

Katherine Prince, *Program Manager*; **Elois Berry**, *Program Associate* and **Kelly Obarski**, *Program Specialist / KnowledgeWorks*

Educator's Knowledge Network is an online community and shared knowledge base where Ohio high school teachers involved in school reform efforts can learn, innovate and transform education together. The Network helps its members cultivate 21st-century skills, improve practice, and increase professional engagement by creating connections across classrooms, providing feedback, and offering leadership opportunities. Participants will learn about challenges and successes in encouraging online collaboration among educators and will get to see how this community engages teachers by building a sense of community, providing support through facilitation, and making occasions to participate.

Just in the Click of Time: Using Classroom Response Systems to Increase Engagement and Learning Outcomes

Evangeline Varonis, *Interim Manager of Learning Technology Support* and **Jamie Newhall**, *Learning Technology Support Analyst / The University of Akron*

Classroom response systems (clickers) have significant educational applications. They allow anonymous, immediate responses to questions, so instructors can easily gauge if students are struggling with content and thereby provide just-in-time intervention. Anonymity also enables students to respond to sensitive questions without embarrassment. Second, clickers can be used with Conceptests, which encourage students to reflect on challenging course content and then, after initial results, to collaborate with classmates in answering again. This increases engagement and helps realize a secondary educational goal of team-building. Participants will use clickers during the session, which will also include an overview of research studies. Participants also will be able to: identify steps involved in creating questions for classroom use; assess their own reactions to using clickers on the fly during the presentation; recognize key findings in research studies of clicker use, especially as related to learning outcomes and student engagement; brainstorm about possible applications of clickers to meet their own educational goals; and better understand contexts in which clickers can help facilitate special events.