Sponsored by eLearning Miami | ELM in collaboration with University Libraries, AIMS, and the Accessible Technologies Committee
Plug-in & Reboot 2017 Session Descriptions

9:00 — 10:00 am Keynote Education 20/20 meets Education 3.0: Visions of Our Changing Learning World! presented by Dr. Curt Bonk
McGuffey Hall Room 322

As we head toward the Year 2020, learning has become increasingly collaborative, global, mobile, modifiable, open, online, visually-based, hands-on, ubiquitous, and personal. This is the age of Education 3.0 where learning is more informal, resource rich, and self-directed and where learner creation of products is the new norm. In this age of educational resource abundance, passion, play, purpose, and freedom to learn take precedence. Instructors and experts are most effective as curators, consultants, and cultivators of our learning. And now such mentors, colleagues, and instructors can appear instantaneously on a mobile device. Naturally, such new roles require a set of guiding principles. As such, Professor Bonk will detail a set of 20 “last” principles of instruction including the Principle of Flexibility, the Principle of Meaningful Learning, the Principle of Choice and Options, the Principle of Cheerfulness and Optimism, the Principle of Spontaneity, and the Principle of High Expectations. He will discuss these in light of three megatrends related to learning technology today: (1) technologies for engagement; (2) technologies for pervasive access; and (3) technologies for the personalization and customization of learning. He will also share his recent research on the personalization of e-learning. Along the way, insights will be offered into how one might teach in this new learning age.

10:15 — 11:15 am Course Showcase CONCURRENT WITH SESSIONS
112 (CIM) King Library

ART188 — History of Western Art: Prehistoric to Gothic (hybrid) presented by ELM Staff
ATH185 — Cultural Diversity in the U.S. presented by Leighton Peterson
CHM204 — Organic Chemistry Semester Review presented by Meredith Erb
ELM Course Showcase presented by ELM
IES450 — Environmental Law presented by Sarah Dumyahn
MKT291 — Principles of Marketing presented by Don Hoffe
GTY260 — Global Aging presented by Kate de Medeiros
HST491 — Historicizing the News presented by Andrew Offenburger
STA261 — Statistics presented by Lynette Hudiburgh
CPB/MME 314 Engineering Thermodynamics presented by Lei Kerr

10:15 - 10:40 am (25 minutes)
320 King Library & Best Library in Laws Sequential Sessions
Augmented and Virtual Reality and its Use in Teaching and Research presented by Eric Hodgson
Track: Engaging Students Using Technology, Social Media
Knowledge level: Beginner, Intermediate
Session format: Presentation
This presentation will share information about the recent rise of virtual reality technology in consumer electronics and education, discuss the VR technology available on Miami's campus and on the market, and address its applicability to teaching and research.
303 King Library

**Canvas for Productivity Outside of the Classroom presented by Megan Kuykendoll**

**Track:** Creativity and Innovation, Technology Training  
**Knowledge level:** Beginner, Intermediate, Advanced  
**Session format:** Presentation  
In this presentation, participants will explore ways in which Canvas (and LMSs in general), can be used for more than just student learning in classes. Examples will be given about how the presenter is using Canvas to save time, resources, and frustration across a variety of projects. This session will begin with a presentation by the presenter and close with time for a brief brainstorming and discussion session. Attendees will leave with ideas for how to use Canvas in their own departments to facilitate productivity and collaboration.

110 (KAMM) King Library

**Classroom Uses for Social Media presented by Glenn Platt**

**Track:** Social Media  
**Knowledge level:** Beginner  
**Session format:** Presentation  
This session will introduce major and minor social media platforms and, for each, explore how one might leverage them for classroom use. You should leave the session with a rough understanding of how each social media platforms differ and what category of learning objectives best dovetails with each platform.

303D King Library

**Bones to Bytes, Digitization in a Museum Setting presented by Don Koller**

**Track:** Creativity and Innovation, Engaging Students Using Technology  
**Knowledge level:** Beginner, Intermediate  
**Session format:** Hands-on active  
The Hefner Museum has recently established a specimen digitization lab. This space includes a variety of data-capture devices ranging from flat-bed scanners to the latest in HD 3D scanning. These are used primarily for digitizing natural history specimens but can also be used for other purposes as the schedule allows. Digitized specimens allow scientists and students greater access than ever before to both anatomical and metadata, they can preserve data that traditionally has been lost, and they allow specimens to be reproduced for use in teaching without fear of damage to a rare object. In this presentation, we will show some of the unique benefits of digitized specimens and discuss how both students and instructors can interface with the Hefner’s new lab, including requesting loans, accessing our data, and custom digitization work. We look forward to training students to use these tools, as well as creating a digital archive for the generation of knowledge through scholarly study of the artifacts, and their use in displays and lectures.

27 King Library

**Teaching Empathy Through Peer Review presented by Jose Luis Pastrana-Brincones**

**Track:** Research  
**Knowledge level:** Beginner, Intermediate, Advanced  
**Session format:** Presentation  
The capacity to empathize is a revered trait in most societies across the world. Empathy is considered a motivating factor for unselfish, pro-social behavior. Besides that, one of the main problems with common review and correction practices is the unilateral assessment of student work by teacher. This work presents how peer review can be used for empathy improvement. We present a teaching experience carried out during the last two years with 250 students, based on using the workshop Moodle tool to implement a peer review methodology as a tool for learning and improving
empathy between teacher and students and also among students. Methodology has only been used in 2 of the 3 parts of the subject. This way, a part of the subject has been used as control group. Grades and satisfaction survey filled by the students show the usefulness of peer review as a tool for learning and improving new skills in the students. Peer review group has got better grades than control group and this has been also perceived subjectively by students and expressed in a satisfaction survey. As a conclusion, we can say that peer review is a good tool for learning and improving empathy and new skills in the students.

**10:50 - 11:15 am (25 minutes)**

320 King Library
**Body Weight Cardio** guided by Christy Finney
- **Track:** Health & Wellness
- **Knowledge level:** Beginner
- **Session format:** Hands-on active

110 (KAMM) King Library
**Video Feedback: Being the John Madden of Your Classroom Active Workshop** presented by Brian Meyers
- **Track:** Creativity and Innovation, Engaging Students Using Technology
- **Knowledge level:** Beginner
- **Session format:** Hands-on active

Feedback is a vital part of education that helps a student understand what they are doing well, what they need to improve, and how they can do so. In the case of classroom presentations, however, written feedback can feel very detached from what actually occurred and may lose impact due to a lack of context. Video feedback applications can provide instructors a means for not only recording presentations, but also to provide contextual feedback through a variety of tools. This session will demonstrate the use of these applications to improve student performance and will attempt to provide some hands-on opportunities for attendees.

303 King Library
**Video Games as Situated Learning Environments**
- **Track:** Creativity and Innovation, Engaging Students Using Technology presented by Karim Shaker Ibrahim
- **Knowledge level:** Advanced
- **Session format:** Presentation

This presentation will introduce the audience to the theoretical foundations of using digital games in the classroom, explain how game design could facilitate situated learning, and showcase some examples of game-based learning and learning activities that could be designed around these games.
27 King Library
Using "Anonymity" to Promote Student Engagement in Online Classes presented by Anthony James and Megan Kuykendoll
Track: Engaging Students Using Technology
Knowledge level: Beginner, Intermediate
Session format: Presentation
A common axiom among consumers of digital information is don’t read the comments. This sentiment likely derives from experiences of delving into the comment section of online content, only to find that individuals tend to gain a seemingly infinite amount of bigoted and perverse courage when covered by the cloak of anonymity. Though these experiences are harmful and unproductive in those contexts, we discuss how the power of anonymity can also be a tool for promoting student engagement, and ultimately learning, in the online environment. Comparing student feedback across both online and face-to-face learning in a 400 level course, this presentation discusses the potential of online learning in increasing student engagement in the classroom.

11:25 am - 12:15 pm (50 minutes)

303D King Library
Creativity + Calm + Collaboration by Afsaneh Ardehali
Track: Creativity and Innovation
Knowledge level: Beginner
Session format: Hands-on active
In this hands-on session, I will coach the participants through a number of simple drawing exercises that will work to calm thoughts, relax emotions, and help reconnect with their own creativity in a new way. For over a decade, these exercises have been extremely effective in transforming the attitude and outlook of my students from quantitative to qualitative, linear to holistic, single answer to multiple creative solutions. Participants will experience this transformation and be able to practice these techniques in their daily lives, not only to inspire their creativity, but to calm themselves in face of stress and anxiety.

134 (AIS) King Library
Masterclass Part 1. Adding Some TEC-VARIETY for Online Motivation and Retention presented by Curt Bonk
Track: Engaging Students Using Technology
Knowledge level:
Session format: Everyone is talking about the need to motivate and engage students. This is true in face-to-face classrooms and is even more true in online environments. Many students are unhappy due to bland online content and unimaginative activities that are lock-step and mechanized. There is no room for flexibility, choice, and creativity. Many others are bored since the course does not utilize current technologies, and some feel that the instructors have not addressed their preferred learning approaches. They want hands-on activities where they produce something meaningful as well as time to explore the resources they find the Web. All these people tend to simply want more variety, or more specifically, they want 'TEC-VARIETY'. Bonk’s new instructional design model for online learning -- TEC-VARIETY -- will break online instructors and students out of boring online learning. His free book highlighting this framework is available at: http://tec-variety.com/. To simplify Web-based learning possibilities, each letter of the TEC-VARIETY model stands for a well known motivational principle, including: (1) Tone or climate, (2) Encouragement or feedback, (3) Curiosity, (4) Variety, (5) Autonomy or choice, (6) Relevance and
meaningfulness, (7) Interactivity and collaboration, (8) Engagement, (9) Tension, and (10) Yielding products and goal setting.

303 King Library
Tools to Help Create Accessible Documents by Kara Zirkle
Track: Accessibility, Technology Test Kitchen
Knowledge level: Beginner, Intermediate
Session format: Hands-on active
Do you create or use documents in your course or post on the web? Have you heard about accessibility and wonder what it is or how it applies? This session will walk through ways to help create documents to be more accessible for individuals with disabilities. Did you know that the more accessible a document is, the easier its viewed on a mobile device? Stop by and learn more on free tools to help achieve accessibility for all.

The format will be going through various tools and showing how they will work for those who would use them to make more accessible documents. Some are PC specific while others are Mac and PC. Regardless, there will be a list of downloaded software available for anyone attending and bringing their own computer so it could be a fully hands on workshop if attendees would want to walk through it.

320 King Library
Yoga guided by Nikki Heffron
Track: Wellness & Reboot
Knowledge level: Beginner
Session format: Hands-on active

1:30 - 2:30 pm Technology Test Kitchen CONCURRENT WITH SESSIONS
112 (CIM) King Library

eLearning Miami (ELM) Open Lab for Universal Design & Canvas
HST 491 — Historicizing the News presented by Andrew Offenburger
There’s a Badge for That: Research Skills Modules and Badging in Canvas presented by Lindsay Miller and Laura Birkenour
Tools to Help Create Accessible Documents by Kara Zirkle
UDOIT - Universal Design using UDOIT in Canvas presented by ELM Staff
Video Feedback: Being the John Madden of Your Classroom Active Workshop presented by Brian Meyers

1:30 - 1:55 pm (25 minutes) CONCURRENT SESSIONS

110 (KAMM) King Library
Adding the Personal Touch in Online Courses presented by Kate de Medeiros
Track: Engaging Students Using Technology, Course Showcase
Knowledge level: Beginner
Session format: Presentation
The purpose of this presentation is to demonstrate how to achieve a personal touch in an online course using features such as video submissions and feedback. Oftentimes, students in online courses are uncertain whether they are making a "real" connection with their instructor since it can be unclear who is ultimately grading their work. By using simple tools such as video submissions (by students) and video feedback (by the instructor), which are part of the many tools in Canvas, instructors can achieve an online
presence and connect with students. Other connection tools include online discussions, and student reflections.

27 King Library
**Combat Student Isolation with Group Work: An Exploration of Pitfalls, Processes, and Practices**
by Lynette Hudiburgh

**Track:** Engaging Students Using Technology
**Knowledge level:** Beginner, Intermediate, Advanced
**Session format:** Hands-on active

Creating a learning community in online courses is difficult as students often feel isolated when they cannot see their classmates. To combat feelings of isolation, and provide a richer learning experience for students, group projects are a must! In this session we will discuss ways to create vibrant learning communities, how to avoid the pitfalls of group work, and the use of different group working processes and strategies. Participants will have an opportunity to discuss their experiences in creating group activities in an online setting and brainstorm new ideas.

303 King Library
**Creating a WCAG 2.0 Level Web Form from Scratch**
by Kirk Hopkins

**Track:** Technology Training, Accessibility
**Knowledge level:** Intermediate
**Session format:** Presentation

After searching (and not finding) "the perfect website" that would meet WCAG 2.0 Level AA standards, I created one. The trickiest part has been making web forms meet the standards. What do you do if you can’t find it? Make it yourself.

In this presentation I’ll share the code that I used to make a web form that meets those standards.

303D King Library
**Designing an Online Organic Chemistry Review Course for Winter Session**
by Meredith Erb

**Track:** Engaging Students Using Technology
**Knowledge level:** Beginner, Intermediate
**Session format:** Presentation

Organic chemistry is an integrative subject that builds upon introductory material over the course of two semesters. The goal of this course was to create an online course that could be completed over the winter break between two semesters of organic chemistry that would help students comprehend key first semester topics in a collaborative and interactive way. This session will explore the course design and construction and how it was specifically created for an online audience with the end goals of increased retention and a greater appreciation for organic chemistry. After attending, attendees will be able to identify helpful electronic tools for building an online course, understand the need for online courses to be interactive and cooperative, and appreciate the pros and cons of adapting a traditional lecture style course into an online format.
1:30 - 2:20 pm (50 minutes) CONCURRENT SESSIONS

320 King Library
Create Engaged and Enthusiastic Students presented by Sandy Keene

Track: Creativity and Innovation
Knowledge level: Beginner, Intermediate, Advanced
Session format: Presentation

Would you like to engage all students, where the students participate and get excited and own their learning? If so, please join me as I teach and demonstrate proven strategies for student motivation and engagement.

Through demonstration of a unique method of Story-Telling, Entry/Exit Tickets and Randomization, we will explore how these simple, easy to use approaches can change existing lesson plans into ones that engage more students, reap more of their attention and become relevant to their individual learning. These strategies can be used immediately and effectively in your individual K-12 or post-secondary education classrooms.

134 (AIS) King Library
Productivity Tools for the Busy Person presented by Glenn Platt

Track: Social Media
Knowledge level: Beginner
Session format: Presentation

There are a host of tools that make our lives easier, from RSS feed management, to keeping our social media in one place, to screen capture tools. This presentation introduces over 40 tools that are free(ish) and make your daily tech management and life simpler.

320 King Library & Best Library in Laws Sequential Sessions
VR, AR and the Smale Interactive Visualization Center Tour — Meet at King Front Desk to walk to Laws for hands on activities after presentation presented by Eric Hodgson

Track: Engaging Students Using Technology, Social Media
Knowledge level: Beginner, Intermediate
Session format: Hands-on

Follow-up to the morning session: We will bring participants to the Smale Interactive Media Center in B.E.S.T. Library. There we will have time for open demonstration, where participants can try out different VR systems, ask questions and get help.
2:05 - 2:30 pm (25 minutes) CONCURRENT SESSIONS

110 (KAMM) King Library
Digital Tools for an Agile Educator presented by Michelle Cosmah, Irene Kleiman, Andrea Hulshult
Track: Creativity and Innovation
Knowledge level: Beginner
Session format: Presentation
This session will focus on how to use digital tools in your course, to encourage an agile mindset. An agile mindset focuses on the idea of managing uncertainty by value based discovery. New Media Consortium™ Horizon Report cites Agile and Lean practices as having a high potential long-term impact for higher education. The Agile framework is an umbrella term for a set of values, principles, and practices aimed at improving successful delivery of products and services. Top reasons for adopting agile (2011 survey by VisionOne): 83% - more easily manage changing priorities, 80% - increased productivity, and 77% - accelerated time to market. The agile values include trust, innovative accountability, and courage and honesty. When implemented effectively in instructional practices, digital tools and strategies can increase awareness and understanding of these values.

This session will introduce participants to five digital tools that can be used in their courses. Time will be given for exploration and discussion of each tool.

303D King Library
STEM Intensive Course Online: The Case of Engineering Thermodynamics presented by Lei Kerr
Track: Engaging Students Using Technology, Course Showcase
Knowledge level: Beginner
Session format: Presentation
Engineering Thermodynamics CPB/MME 314 is a cross-disciplinary gate keeping course offered for six majors in both Dept. of Chemical, Paper and Biomedical Engineering and Dept. of Mechanical Engineering. Every year, the enrollment in this course is over 250 students. This course is a pre-requisite for many upper level courses. Missing this course will delay students’ graduation for at least one semester. In addition, engineering students usually take summer internships. Offering this course online will give students a great deal of flexibility in their curriculum. The learning objective is to show how a highly technical STEM major course can be taught online. I will share my experiences in developing CPB/MME 314 course online for the first time and show that how the online materials of this technical intensive engineering course were developed in less than a year.
2:40 - 3:30 pm (50 minutes)

320 King Library
From Principles to Practice: Implementing Universal Design to Create a Learning Environment for ALL Students presented by Ashley Cartell Johnson and Dan Darkow
Track: Accessibility
Knowledge level: Beginner
Session format: Hands-on active
This presentation will provide an introduction to Universal Design in Higher Education. It will include a presentation of an overview of Universal Design, Universal Design for Learning, and Universal Design for Instruction and faculty and student perspectives on the implementation of UDL and UDI in the classroom. Additionally, this presentation will provide examples of face-to-face and online examples of universally designed syllabi, Canvas sites, activities, and assessments.

32 (IMC) King Library
Introduction to Zentangle presented by Katy Abbott, Certified Zentangle Teacher (CZT)
Track: Wellness & Reboot
Knowledge level: Beginner, Intermediate, Advanced
Session format: Hands-on active
Zentangle® is an easy-to-learn, relaxing, and fun way to create beautiful images by drawing structured repetitive patterns. People all over the world use this drawing method to create beautiful images. Zentangle can increase focus and creativity, provides artistic satisfaction along with an increased sense of personal well-being. The Zentangle method is applicable to a wide range of skills, interests and ages. In this class you will learn the fundamentals of the Zentangle drawing method. You will complete one piece and leave with supplies to create several more.

110 (KAMM) King Library
Making Connections: Using Visual Media to Enhance Learning in the Classroom presented by Luci Parmer
Track: Creativity and Innovation, Engaging Students Using Technology
Knowledge level: Beginner
Session format: Hands-on active
This workshop will provide attendees with practical, low-cost high-impact visual teaching activities that demonstrate complex or abstract business and social science phenomena. Attendees will be provided visual and video materials compiled from multiple higher education professionals (Shultz, et al., 2016) that can be used for innovative and applied teaching. Topics include: personality, leadership, labor relations, power, motivation, decision making, attention, project management, behavioral economics, ethics, emotional intelligence, and generic strategies. The facilitator will share vetted teaching materials that can be used with little or no modifications. Attendees will discuss teaching strategies to apply these materials, as well as locating other resources that they can use in their classes. NOTE: Please bring a laptop to this workshop if you prefer to use a Mac instead of PC. PCs will be available in room.
Masterclass Part 2: Where are You R2D2?: Addressing Diverse Online Learner Needs with the Read, Reflect, Display, and Do Model presented by Curt Bonk

Track: Engaging Students Using Technology
Knowledge level: Beginner
Session format: Hands-on active

Instructors, staff, and administrators are frustrated trying to keep up with the never ending parade of new learning technologies. So many choices! Few instructors were trained on how to develop highly interactive and collaborative online activities and environments, and they are told that students will quickly complain about their classes if they do not address their learning preferences or appropriately use the technologies that they have access to outside of school. Time to pull the hair out? Not yet. In this talk, Professor Bonk will share an innovative model called Read, Reflect, Display, and Do (R2D2), and detail dozens of examples and ways to use R2D2 make your use of technology more engaging, empowering, and exciting. This includes a new type of learning apprenticeship, using pedagogical innovations that extend the classroom to the world community and where instructors and peers come from different institutions and organizations. Perhaps it is time for you to taken an adventure to a new learning galaxy where you find R2D2 and begin using technology to address the diverse learners you find there.

27 King Library
There's a Badge for That: Research Skills Modules and Badging in Canvas presented by Lindsay Miller and Laura Birkenour

Track: Engaging Students Using Technology, Technology Training
Knowledge level: Intermediate
Session format: Hands-on active

This session will highlight the Miami Libraries information literacy modules that are available in Canvas Commons. These modules are created for undergraduate students and involve concepts surrounding research skills and information literacy. Completion of each module and its accompanying quiz results in a badge. Attendees will explore the modules by presentation first and then actively engage with the content themselves. Presenters will cover how to embed modules in a Canvas course, how to modify the quizzes and how to check if students have earned a badge. Attendees will also learn the basics of creating a similar module and badge for use in their own courses.

3:40 - 4:05 pm (25 minutes)

27 King Library
Canvas: Learning Outcomes, Rubrics, and Learning Mastery presented by Elizabeth Farrar and Cyndi Govreau

Track: Technology Training
Knowledge level: Intermediate
Session format: Presentation

Demonstration of Canvas outcomes, rubrics, and learning mastery.

134 (AIS) King Library
Digging Into Canvas Page View Data for Evidence of Student Behavior and Presence presented by Jason Abbitt

Track: Research
Knowledge level: Beginner, Intermediate, Advanced
Session format: Presentation
This session will present a current project seeking to use Page View data from Canvas to identify behavior patterns and evidence of social, cognitive, and teaching presence. The ongoing project has used data from Canvas as well as survey data collected over 4 academic terms from 17 courses in a hybrid graduate program. The session will provide information about the data extraction process and current findings regarding user behavior patterns and instances where social, cognitive, or teaching presence was correlated with the Page View data. Additionally, the session will highlight recommendations for course design practices that will make Canvas analytics more informative.

110 (KAMM) King Library
How Migration from Niihka to Canvas Changed my Teaching Pedagogy presented by Don Hoffer
Track: Creativity and Innovation, Engaging Students Using Technology
Knowledge level: Beginner, Intermediate, Advanced
Session format: Presentation
In 2015, I was faced with migration of a Face-to-Face class to Canvas. I also maintain a Master course for other teachers in the Marketing Department so I needed to set it up for replication. Items that I changed which were facilitated by Canvas are adding more, smaller assignments with almost daily interaction from the student, avoided in the past due to grading load, use of Speedgrader with documented Rubrics for assignments and abandonment of almost all PowerPoints.

320 King Library
Healthy Miami: Your Benefits & Wellness Program presented by Cassie Wilson
Track: Wellness & Reboot
Knowledge level: Beginner
Session format: Presentation

303 King Library
Proctoring Online Tests: Realities and Myths Uncovered by Investigations on Student Behaviors presented by Helaine Alessio, Nancy Malay, and Beth Rubin
Track: Research
Knowledge level: Beginner
Session format: Presentation
This presentation will include sharing previous and original research on student perceptions, behavior, and performance in online test taking. It will include audience participation in identifying examples of academic dishonesty, challenges in identifying them, and strategies to ensure academic integrity in online classes.