Teaching with Technology Symposium
June 27, 2018

Thank you for joining us at this Symposium. We hope you use this time to learn about the new and exciting ways in which college instructors from around Oklahoma are using technology to transform their classrooms and create more engaging learning environments. The breakout sessions are designed to be interactive and hands-on, and we encourage you to engage with the presenters with questions and comments. Contact information is provided for all presenters so that you can follow up with those whose presentations pique your interest. We also hope you find the keynote session to be informative, inspiring, and eye-opening in terms of the power that technology has to transform traditional classroom environments.

ITLE is dedicated to improving student success through student engagement, and we work with instructors across campus to help improve their teaching. We have a variety of workshops, trainings, classes, and 1:1 consultations for faculty who are seeking ways to enhance their classrooms with the ultimate goal of improving student education here at Oklahoma State University.

8:45-9:15: Registration and Breakfast
Willard Basement

9:15-9:30: Welcome and Opening Comments
Simon Ringsmuth
Shane Robinson
Willard 010

9:40-10:30: Breakout Session 1
Willard 004, 007, 010, 108

10:40-11:30: Breakout Session 2
Willard 004, 007, 010, 108

11:30-12:45: Lunch on your own

12:45-1:30: Keynote
Dr. Ashlee Ford Versypt
Enhancing Instruction and Engagement with Technology
Willard 010

1:40-2:30: Breakout Session 3
Willard 004, 007, 108
ITLE Building
## Breakout Session 1

### 3D Printing
Bringing Concepts to Life with 3D Printing
- Christopher Fennell
- OSU/Chemistry
- Willard 004

### The Little Studio that Could
Building a custom in-house video production studio to maximize engagement and increase effectiveness.
- Jerimy Sherin
- Luke Spencer
- OSU/Spears School of Business
- Willard 007

### Building a Tech-Centered Course
Redesigning a Principles of Marketing course from the ground up with cloud-based, Web 2.0, and Mobile technologies
- Marisa Dye
- Kinda Wilson
- Tom Brown
- OSU/Spears School of Business
- Willard 010

### Zoom, Zoom!
Using off-the-shelf videoconferencing tools for student interactions, class sessions, and ITV replacement.
- Pam Morgan
- Gwen Rodgers
- Will Bright
- Rhiannon Moore
- Debra Kinman
- Connors State University
- Willard 108

## Breakout Session 2

### Bringing the Tech into Technical Writing
Integrating collaborative tools such as Google Suite, GroupMe, YouTube and others into a Technical Writing class.
- Katie Rieger
- OSU/Technical Writing
- Willard 004

### Useful Tools and Technologies: Pave Your Own Way
Exploring and experimenting with new technologies from Office to Outlook to Video Recording and more.
- Elaine Johns
- Susana Joplin
- OSU/ITLE
- Willard 007

### Student-Response Clickers
Using clickers to enhance student engagement and provide real-time instructor feedback
- Donald French
- OSU/Biology
- Willard 010

### Digital Badges
Lessons learned from implementing a Digital Badge program in Fall 2017
- Jonathan Butler
- OSU/Spears School of Business
- Willard 108

## Keynote

### Transforming any space into a technology enabled active learning environment for achieving short- and long-term learning outcomes
- Ashlee Ford Versypt
- OSU/Chemical Engineering
- Willard 010
### Lunch Options

- **Cafe 88** - 209 South Knoblock
  - Curry chicken, tofu, pork, egg rolls, fried rice

- **Eskimo Joe's** - 501 West Elm Avenue
  - Burgers, sandwiches, salads

- **Fuzzy's Taco Shop** - 305 South Washington
  - Tacos, burritos, nachos, enchiladas

- **Garage Burgers** - 520 West Elm Avenue
  - Burgers, hot dogs, nachos

- **Hideaway Pizza** - 230 South Knoblock
  - Pizza, pasta, sandwiches

- **Kim's Vietnamese Cuisine** - 203 South Knoblock
  - Curry chicken, nem ruong, egg rolls, fried rice

- **Oklahoma State University Student Union**
  - Bread & Beyond, Caribou Coffee, Chick-Fil-A Express, Jamba Juice, Mambo Italiano, Red Earth Kitchen

- **Qdoba** - 139 South Knoblock
  - Burritos, tacos, quesadillas, nachos

- **Rancher's Club** - South of Chick-Fil-A Express in the Student Union
  - Steak, hamburgers, sandwiches

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### 1:40-2:30 Breakout Session 3

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<thead>
<tr>
<th>Breakout Session</th>
<th>Title</th>
<th>Presenter</th>
<th>Affiliation</th>
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<td>Communicating with Technology</td>
<td>Understanding the changing nature of technology and how it can be used to increase personal communication, feedback, and interaction</td>
<td>Melissa Brevetti</td>
<td>Langston University</td>
<td>Willard 004</td>
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<tr>
<td>FlipGrid</td>
<td>Leveraging the power of short, personal videos to increase retention and engagement in online and hybrid courses</td>
<td>Dawn Pearce</td>
<td>University of Central Oklahoma</td>
<td>Willard 007</td>
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<td>Gamified Online Learning</td>
<td>Transforming an orientation class for GTAs and Adjuncts with game-based design principles.</td>
<td>Susan Stansberry</td>
<td>OSU/Education, Health, and Aviation</td>
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<td>ITE Building Tour</td>
<td>Get a first-hand look at the cutting-edge facility that OSU uses for studio recording, graphic design, video editing, captioning, and videoconferencing.</td>
<td>Simon Ringsmuth</td>
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**ITE Building Tour**
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Teaching with Technology Symposium
Detailed Session Information

9:40-10:30 Breakout Session 1

**Bringing Concepts to Life with 3D Printing**
Christopher Fennell
Willard 004
christopher.fennell@okstate.edu

With the recent explosion in 3D printing, and costs for 3D printers and software plummeting, there has never been a better time to get started with using this technology in an educational capacity. This session will allow participants to see and interact with a 3D printer and see how easy it is to create models or download plans that can be used in various types of educational settings. Dr. Fennell uses 3D printing to help students visualize molecular bonds and other properties of microscopic building blocks that make up the world around us, as well as helping students explore 3D concepts in all three dimensions rather than on the printed pages of a 2D textbook or computer screen. Whether it's creating rapid prototypes of student designs, designing functional models of difficult-to-understand concepts, or developing practical tools for use in the classroom and beyond, 3D printing is set to bring about massive changes in how instructors design courses and seek to engage students.

**The Little Studio that Could**
Jerimy Sherin
Luke Spencer
Willard 007
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Spears Online converted a break room into a studio to record professors' lectures. Using this setup, we produced over 2,700 videos in 2017 alone. We are now housed in the new Spears business building, where we have a Canon C200, iPad, and a PC all connected via HDMI to a Gefen 4x1 switcher. From the switcher, the output HDMI cable runs to an Atomos Sumo recording device, where we record the lectures. We then add backgrounds and break up the videos into smaller segments in post-production and place the videos into the appropriate professor’s course in Brightspace.

**Starting from Scratch: Rebuilding a Course with Technology at the Center**
Marisa Dye
Kinda Wilson
Tom Brown
Willard 010
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tom.brown@okstate.edu

A recent curriculum revision in the Spears School of Business lead to a call from the college administration to create innovative, engaging core courses. Marketing professors Dr. Tom Brown and Kinda Wilson collaboratively developed and teach the flipped Principles of Marketing course, in which hundreds of students are enrolled each semester. They worked with Spears Instructional Designer Marisa Dye to re-build the course from scratch, utilizing numerous technologies for development, student engagement, and data tracking. Tom, Kinda, and Marisa will share the cloud-based, web 2.0, video, and mobile app innovations/tools that they utilized in developing and facilitating the delivery of this course’s engaging online and in-class learning opportunities.

**Zoom, Zoom!**
Pam Morgan
Gwen Rodgers
Will Bright
Rhiannon Moore
Debra Kinman
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debra.kinman@connorsstate.edu

Would you like a quick, easy, free video conferencing option to meet with students? Zoom is being used for one-on-one student interaction, synchronous online class sessions, meetings, and as an ITV replacement. Endorsed by the Oklahoma Council for Online Learning Excellence (COLE), Zoom is quickly becoming the preferred way to meet with individual students and for class sessions. Come to our fast paced, interactive session to learn both the technical and fun side of Zooming.
**Bringing the “Tech” into Technical Writing Classrooms:**
Using Google Suite in Community/Collaborative Projects
Katie Rieger

This presentation will critically reflect on how a technical writing course incorporated Google Suite, GroupMe, Kahoot, and YouTube into the classroom. Students who typically take technical writing are in a variety of majors and they tend to be upperclassmen. During this presentation, I will be incorporating some of the technology like GroupMe and Kahoot in the actual presentation, so participants can get their feet wet with these platforms.

I will start by presenting on how I used scaffolding to teach students about the various components of Google Suite they would be using such as Docs, Slides, Forms, Hangouts, and others. Then, I will share how these technologies extend pass the classroom and can be used in many of their future workplaces with this IRB-approved study. Next, I will discuss about how using these technologies naturally led to a collaborative project where many students worked with community partners in Stillwater (and made portions of the project easier than traditional methods). Finally, I will share ways students more deeply engaged with the material (from reflections they wrote, quality of work, and YouTube presentations). For participants, I will have a link to a Google Doc with some resources I used and lesson plans I incorporated into my classroom. We will have time to ask questions and discuss how this technology (and others) could be used in various classrooms. Additionally, there will be a GroupMe group created so that participants can continue collaborating on ideas and sharing technology that would be useful in the classroom.

**Useful Tools & Technology, Hands-on Session Pave Your Own Way**
Elaine Johns
Susana Joplin

Failure is only an opportunity to learn. This session is all about learning to let go of the “I can’t do that” attitude and doubt. If you are shy or afraid to try new things, this session will help you. Everything will be in a simple and easy to follow format. We will start with showing you some basic features in Microsoft Office suite that a lot of you may not know about but wish you had. Learn how to create hyperlinks, capture content to use in just about any application, play with formatting content and putting it into a word document or a PowerPoint. We will have a hands-on session with how and where to use adapters and devices for work or at home. We’ll also look at useful tips and tools for recording, editing and sharing content. Susana is versed in the Mac applications whereas Elaine is versed in the PC applications, we hope to provide answers to both platform users along with useful tools. We encourage you to bring your own device so you can come up and try new things.

**Clicking for Success**
Donald French

Personal response systems, commonly referred to as “clickers,” allow faculty to assess students’ content knowledge and reasoning skills rapidly during class even in class sizes in the hundreds. More importantly, if used properly, they serve as tools that promote learning through engagement, peer-interaction, self-assessment, and recall practice. In this session, we will describe and demonstrate strategies for using clickers effectively in large classes based on ongoing research, science-education literature, and over a decade of use in BIOL 1114 Introductory Biology.

**Using Digital Badges to Motivate Student Performance**
Jonathan Butler

The most recent version of Brightspace introduced the digital badge function. Using this new platform professors can design their own digital badges and set criteria for each award. In this session, the presenter will share how he uses digital badges in the classroom to motivate students to learn and apply course material. High student achievements on individual quizzes and team assignments are recognized with digital badges that may be used to permit the student to skip major exams in the course. These digital badge incentives were initiated in the fall of 2017 in three sections of EEE 2023 Introduction to Entrepreneurship. With over 800 students having completed the redesigned course using digital badges, student results have been very encouraging.
Digital Drama: How to Effectively Communicate with Both Technology and Personal Approaches
Melissa Brevetti  

To begin this presentation, we must first ask ourselves—as people in this present-time—what tools are viewed as technology. Interestingly, each generation has different views of what can be considered useful, educative technology. Now, in the year 2018, we have experienced the death by lecturing in a PowerPoint over and over in presentations. In this presentation, we will use interactive PowerPointing through PearDeck and Kahoot to evaluate the history of technology, as the World Wide Web was originally created in 1990 so that ideas would stop being replicated and thus grow. What is challenging is that educators can forget that deep learning is participatory and transformative, which is, I argue, an issue in higher education classroom practices that often lack interactive and hands-on-design to enhance students’ thinking and action. While some students may learn well with lecture-style classes, students frequently need engagement and interaction with the material, as well as each other, in order to evaluate ideas. Moreover, technology is a way to use instantaneous feedback and to promote creativity. Let’s avoid digital drama by seeking effective practices with technology.

Flipping Out over Student Presence in FlipGrid  
Dawn Pearce  

With the increase of online and hybrid course participation in higher education institutions, there is a need for practitioners to leverage tools for engagement that aid in the establishment of social presences of students. Social presence is the way in which people project themselves both socially and emotionally in a learning environment and how it connects to them as real people (Garrison et al., 2000; Garrison, 2017). This aspect of the learning environment has been showing to enhance the overall learning experience for students (Garrison, 2017). A variety of practitioner examples will be provided using the technology tool FlipGrid (www.flipgrid.com). This interactive session will allow participants to see the advantages of the tool while amplifying how to engage and increase a students’ social presence in online and hybrid courses. Download the Flipgrid app to your electronic device to engage in the symposium session!

Gamified Online Orientation Experience for Graduate Teaching/Research Assistants and Adjunct Instructors using Brightspace  
Susan Stansberry  

Rather than offering the traditional one-shot orientation at the beginning of the fall semester for GRA/GTAs and Adjuncts, the School of Educational Foundations, Leadership and Aviation set up a gamified online community in Brightspace where this population could participate in “challenges” to gain essential knowledge related to their positions and earn points toward prizes. This session will address the concepts of gamifying a learning experience using Brightspace (as opposed to rezzly.com or classcraft.com) as well as building community with a group using Brightspace.

ITLE Building Tour  
Simon Ringsmuth  

OSU's Institute for Teaching and Learning Excellence houses a studio and production environment that can accommodate a vast array of needs from video recording and editing to graphic design to producing entire television shows. Pull back the curtain and go behind the scenes to see what ITLE has to offer, experience some of these technologies firsthand, and meet the outstanding individuals who make all of this possible on a daily basis. You will see state-of-the-art production facilities, a world-class custom-designed video conferencing room, and interact with the directors, editors, and designers who make OSU one of the premier institutions in the country in terms of audio/visual capabilities.

ITLE Building is located east of Willard Hall. Cross Monroe street and continue past the Public Information Office building. Tour participants will meet in the ITLE lobby and then begin the tour.