Introducing the brand new…

#EDTECH
Summer Teaching Institute

GVSU.EDU/EDTECHSTI

WELCOME!

We are so happy that you will be joining us on August 16 and 17 for a 2 day series of hands-on workshops, discussions, and shared reflections all centered on the use of emerging teaching practices and technologies to support effective teaching.

The institute is structured for faculty to attend workshops, exchange ideas, and to spend time to get their courses ready for the Fall semester through support from the eLearning team.

eLearning and Emerging Technologies (gvsu.edu/elearn) and the Pew Faculty Teaching and Learning Center (gvsu.edu/ftlc) are excited to bring you the very first #EDTECH Summer Teaching Institute!

If you are using and sharing tidbits throughout your experience, please use the **#EDTECH-STI** hashtag!

"Learn something new, get your courses ready for Fall!"

GRAND VALLEY STATE UNIVERSITY
THE ROBERT AND MARY PEW FACULTY TEACHING AND LEARNING CENTER

GRAND VALLEY STATE UNIVERSITY
INFORMATION TECHNOLOGY

WEDNESDAY SCHEDULE

Wednesday, August 16	136E	107D	109D	117E, 119E
1 - 1:15	Welcome			
1:20 - 2:40		#1 - Planning and Re-organizing your Online/Hybrid Course (Kim Kenward, Glenna Decker)	#2 - Instructor Presence and Building Community (Matt Roberts, Justin Melick, Andrew Topper, College of Education)	Work Session
2:45 - 3	Refreshments / Networking			
3:05 - 4:25		#3 - Library Resources and OER (Matt Ruen)	#4 - Video and Digital Media Creation Tools (Justin Melick, Hunter Bridwell and Vince St. Germain)	Work Session
4:30	Closing			

THURSDAY SCHEDULE

Thursday, August 17	136E	107D	109D	117E, 119E
9-9:15	Welcome			
9:20-10:40		#5 - Assessing Student Learning and Engagement (Kim Kenward)	#6 - Implementing Universal Design for Learning (UDL) Principles in the Classroom to Support All Learners (Amy Schelling, College of Education)	Work Session
10:45 - 12:05		#2 - Instructor Presence and Building Community (Matt Roberts, Justin Melick, Andrew Topper, College of Education)	#4 - Video and Digital Media Creation Tools (Justin Melick, Hunter Bridwell and Vince St. Germain)	Work Session
12:10 - 1:00	LUNCH			
1:05 - 2:25		#5 - Assessing Student Learning and Engagement (Kim Kenward)	Work Session	Work Session
2:30 - 2:45	Refreshments / Networking			
2:50 - 3:30	Wrap-up & Show and Tell			
3:30 - Last Call	Founders Happy Hour			

SESSION DESCRIPTIONS

Individual Work Sessions with eLearning Team Support (eLearning Team)
Spend time with support from the eLearning team to work on your courses for the Fall semester, implement a new idea, create a video welcome for your course, and more!

#1 - Planning and Re-organizing your Online/Hybrid Course (Kim Kenward, Glenna Decker)
Knowing the best way to organize your content for students is just as important as knowing how to put that content on Blackboard. This workshop will explore best practices for decluttering and organizing your online or hybrid course. Samples from the Online Education Council Peer Review Rubric and the Quality Matters Rubric will be discussed and demonstrated.

#2 - Instructor Presence and Building Community (Matt Roberts, Justin Melick, Andrew Topper, College of Education)
In this workshop, we'll examine how instructor presence and community building techniques improves student learning experiences for traditional, in-seat and online/hybrid classes. We will also discuss how instructor presence and community building also impacts student engagement with the course content. Instructors will learn about different types of technology and assignments that can assist with instructor presence and community building.

#3 - Library Resources and OER (Matt Ruen)
Come learn how open education resources are one way to address the rising costs of education and how using these resources gives faculty the ability to use and "assemble" them in unique ways. In this hands-on workshop, users will have the opportunity to explore a variety of OER materials and learn how those can replace or complement existing course content.

#4 - Video and Digital Media Creation Tools (Justin Melick, Hunter Bridwell and Vince St. Germain)
There are a variety of tools that can be used to create video content, many of which are free and/or specialized software made available freely to GVSU faculty and staff. During this demonstration workshop, we'll explore a potpourri of such tools, as well as provide examples of creative ways to use video and digital media to support teaching and learning.

#5 - Assessing Student Learning and Engagement (Kim Kenward)
In this workshop, we will demonstrate a variety of strategies and technologies that can be used to assess student learning, as well as save valuable time. Participants will learn tips on creating online assignments (including SafeAssign), how the Bb Journal tool can complement course content, as well as highlight technologies that can provide video/audio feedback. Users will also get a sneak peek at the new instructor Blackboard mobile app, and how to get started with the Blackboard Rubric tool.

#6 - Implementing Universal Design for Learning (UDL) Principles in the Classroom to Support All Learners (Amy Schelling, College of Education)
Learners are as unique as their fingerprints, displaying a wide variety of skills, needs, and interests. UDL is a framework for guiding educational practice that provides flexibility in the ways information is presented, in the ways students demonstrate knowledge, and in the ways students are engaged with the content. This session will outline the principles of UDL with examples and include a discussion of how we might implement UDL in our own courses.