SOCIAL NET-WORKING ROUND-TABLE

by Monica Lavin

Teaching, Learning and Technology and Academic Affairs will host the next Faculty Roundtable on the impact of Social Networking in education. The goal of the roundtables is to share new teaching and learning techniques, ideas, and experiments with one another and to also learn from colleagues from other institutions as invited presenters/facilitators.

TThis event is scheduled for **Wednesday, March 14, 10:00 – 11:00am in the Alumni Center**, School of Education, Health and Human Performance.

Faculty presenters include: Lancie Affonso, Doug Ferguson, Joey Van Arnhem, David Parisi, and Louise Doire

The discussion will focus on the pros, cons, best practices, and how you might successfully integration social networking in your courses.

We are looking forward to this collaborative effort and hope that many of you are able to participate!

THREE WORTHWHILE ONLINE RESOURCES

by Bryan Luce

As part of the mission of TLT, we are always on the lookout for emerging educational technologies and theories to enrich teaching, learning, and research in innovative ways.

While we would like to take credit for many of the innovative instructional techniques we laud, the truth is we often refer to professional journals for instructional technology in higher education. Here is a quick overview for three online resources we find most relevant:

The Chronicle of Higher Education – Technology

Along with their comprehensive coverage of all aspects of higher education, the Technology section is especially relevant. From articles and opinions like The 'Undue Weight' of Truth on Wikipedia, Lecture Fail?, and A 'Moneyball' Approach to College, The Chronicle is not afraid to take on tough topics. The ProfHacker blog is also a worthwhile read, providing a personal perspective from an "embedded" professional.
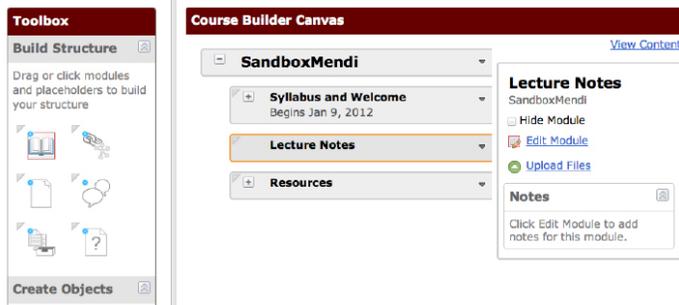
EDUCAUSE

The purpose of EDUCAUSE is "to advance higher education by promoting the intelligent use of information technology". While it is targeted more to professional Instructional Technologists (like us), it provides many scholarly articles related to current research in technology and education. For example, the EDUCAUSE Learning Initiative (ELI) provides a wealth of current research on online learning, engagement, and collaboration. EDUCAUSE also warehouses over a thousand publications, podcasts, and blog articles related to the art of Teaching and Learning with technology.

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TLT

USING THE OAKS COURSE BUILDER TO DESIGN YOUR COURSE

by Mendi Benigni

If you are building a new class or updating and changing an old one consider using the OAKS **Course Builder.** The Course Builder allows you to create and manage your course structure, upload files, and create and manage your assessments all from one area. You can use the **Build Structure** tools to plan the course by using place holders to mark items you want to have but haven't created yet. The **Create Object** tools allows you to create links, quizzes, discussions, grade book items and dropbox assessments all from one place and then easily add them to your content area. Lastly, the **Browse**

Objects tools allows you to add existing tools and files or upload files, images, etc. to your course.

To access the Course Builder click on **Edit Course >> Course Builder**. Once in you can drag placeholders, tools or files from the left hand Toolbox column into the center **Course Builder Canvas** area. Rearrange the items on the canvas by dragging and dropping them to a new location. You can then edit each item by selecting it and editing the tool on the right hand side.

Three Worthwhile Online Resources cont.

THE Journal – Technology Horizons in Education

Although THE Journal is geared towards current news for educators and administrators in the K-12 environment, the majority of the articles are still applicable to higher education. Just to point out a few samples:

3-part series on The Classroom Evolved: Creating an Active Learning Environment

Scaling Education with the Web

The Devices of Change: What's to Come

And for informed opinions

on technology in the learning environment, the Viewpoint section is especially interesting.

The purpose of TLT is to inspire and empower the CofC faculty with relevant technology tools and techniques for instruction, education, and research. And to that end, we hope you will utilize some of these relevant resources to inform and educate yourself for teaching in the digital age.

And when you come across an article, blog, or podcast of particular interest, please contact your Instructional Technologist to start a dialogue.

Visit **http://goo.gl/ShJX**r for live links mentioned above.

FTI DATES

Teaching the #TechGeneration is our new theme for the 2012-2013 academic year. Our focus will not only be to provide the "techy" side of current software, apps, etc., but to further the discussion and pedagogy revolving around what it means to teach, connect, and engage with our current CofC students.

This summer TLT will host two separate one-week Faculty Training Institutes (FTI) that are centered around our #TechGeneration theme. **The first FTI is May 21st-25th, the second is June 4th-8th.** Applications for these week-long sessions will be available by the end of March so check our blog for updates.

For more information visit **http://goo.gl/7PBrN**

SHARE INFO, DOCS, CALENDARS AND MORE

by Laura Plotts

Looking for a way to share information with CofC colleagues? Try SharePoint.

Microsoft SharePoint Services is another resource provided by the College. It is a web-based collaboration tool that allows users to share information, documents, calendars, tasks, and more.

Access to SharePoint Services sites is restricted to on campus only. This means that you can only view and work with sites when using the campus network or connecting through the College's remote access solution.

How to Get a SharePoint Services Site

To request a SharePoint Services site please contact Helpdesk and open a support ticket. Specify the name of the site and the owner of the site. Site owners are responsible for the development and maintenance their own sites.

For more information about how to log in and use the site, please see *http://it.cofc.edu/vvw/web/sharepoint.php*

Gamifying Education from a Student Perspective

by Monica Lavin

Looking for new ways to motivate students? Try Gamification.

"Gamification is the use of game-like thinking and elements in places that aren't traditionally games. The use of game mechanics and dynamics like badges, leader boards, and actions can be useful for improving motivation and learning in informal and formal settings." -Gamifying Education.org

Well integrating gamification into your courses is what Michael Cole encourages professors to try. Michael Cole is a Computer Science student here at the College of Charleston. When he first transfered here from Trident Tech, he was already getting into the local Computer Science

scene in town. After his first semester, he jumped head first into planning events around town (an example being BarCampCHS) to try to turn Charleston into the new Silicon Valley.

Michael sent me his presentation that he created for a Pecha Kucha (a presentation style that has 20 slides, each slide being only 20 seconds long) during an event the college hosts called CS4HS (Computer Science for High School). I wanted to share it with the campus community. It's really great to see how current students recommend ways to make College courses more engaging, while still delivering the content. Check it out and let me know what you think!

OAKS COURSE BUILDER CONT. FROM PAGE 2

Once you've finished you will see that the canvas mirrors the Content area as well as any assessments you built.

If you're not up for completely rebuilding your class the Course Builder is a fast and easy way to restructure an existing class. It easily allows you to drag and drop to rearrange and re-categorize items.

I've become a fan of this method of course creation. I hope you find it helpful for you as well.

Hangout Online with Google+ Hangout...with Extras

by Mendi Benigni

Google+ offers two new ways to interact with your friend, colleagues, or anyone in your circles: Google+ Hangout which is a video chat application and Google+ Hangout with Extras which allows for the video and text-based chat as well as document and screen sharing and a shared online whiteboard. At it's most basic the Hangout is much like Skype. Unlike Skype, you can video chat with 10 people at one time. You can create a Hangout that is public, where anyone can come in, or you can open it up to specific circles or individuals.

What makes Google+ Hangout special is the "extras" section. It's a little hidden but once you know how to activate this feature you will find it a much more robust tool for academic use. The extras include:

• 10 video chat feeds.

• desktop screen sharing from any of the 10 computers.

• collaborative and shared whiteboard space.

• shared notes area.

• the ability to share any file from within the users' Google Docs area.

This is a truly collaborative space. Any of the 10 participants may share their desktops, write on the whiteboard and type in the notes area.

The great part is that when the session is over all of the participants continue to have access to the shared documents as well as the

whiteboard and notes area created during the session. This feature makes this great for group work, tutoring sessions, or even small, synchronous online classes.

There are some drawbacks. As with any video chat application it works best when hardwired to the internet, not wireless. It will work on a wireless network but the screen sharing and video will not be as smooth. Be aware that individual student's network speed will affect the usefulness of this tool. It is also not very good on the iOS devices. I didn't have an opportunity to test it on an Android device.

For full instructions on how to activate and use Google+ Hangout With Extras visit our blog at ***http://goo.gl/xWj5j***

GAMIFYING EDUCATION CONT. FROM PAGE 3

Here is the link that Michael gave last year ***http://youtu.be/UAcEImbKWCA***. Listed below are a few links that Michael referenced in his presentation: ***http://gamification.org/wiki/***

Gamification_of_Education ***http://www.gamifyingeducation.org/***

Want to learn more about gamification, and how it relates to education? Check out these resources:

For live links visit ***http://goo.gl/lRAlU***

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Protected information entrusted to the care of the College of Charleston must be maintained and managed as defined by the College of Charleston Privacy Policy. Use of 3rd party tools should not violate the College of Charleston Privacy Policy, or Peer-To-Peer File Sharing Policy.

Desktop Screen Sharing

Shared Notes

Shared Whiteboard

Google Docs/ Presenations

Text chat

Participant video feed

Shared Document