

# Technology-Facilitated Instruction

... a set of 25 two-hour modules starting Fall 2006...  
(For exact dates, please call 405-744-3977.)

- 15 modules focused on how to “USE” technology software
- 10 modules focused on how to effectively “INTEGRATE” technology into teaching
- Designed for both early-career and well-established faculty
- Strongly supported by the Provost

## Technology Training

(how to “USE” technology software)

### **1** Desire 2 Learn (D2L)

Come and learn about OSU’s new Course Management System. Different sections will be provided to different groups of learners: novice, intermediate, and advanced.

### **2** TechSmith Camtasia Training (Multimedia computer screen recorder)

The amazing software called Camtasia works like a VCR for your computer screen. Anything you can show on your computer screen can be captured and posted to the internet. The latest version also allows you to record your video as an overlay to the on-screen presentation.

### **3** Microsoft PowerPoint Training (Presentation Software)

This software is almost so popular as to need no explanation. This software is freely available to all OSU faculty through the OSU Microsoft Campus Agreement. Come learn how to visually show the highlights of your presentation topic. Some OSU PowerPoint templates are given to those who attend the class.

### **4** Microsoft Producer Training (Multimedia presentation software)

With Microsoft Producer you will be able to create multimedia presentations for your students and show your captured video side by side with your synchronized PowerPoint slides. Students will be able to jump to any part of your class through a simple table of contents.

### **5** Real Presenter Training (Multimedia presentation software)

Real Presenter is another excellent software that will let you create multimedia presentations for your students and show your captured video side by side with your synchronized PowerPoint slides. Students will be able to jump to any part of your class through a simple table of contents.

### **6** Adobe Photoshop Training (Digital photo and graphic software)

Photoshop is by far the tool of choice by graphics industry pros and amateurs alike. You will learn how to get pictures into your computer, enhance the colors, remove red-eye, crop, rotate, and more. You will also learn how to optimize the file for distribution over the internet.

### **7** Macromedia Dreamweaver Training (Advanced webpage creation tool)

This class introduces you to Dreamweaver. You will learn how to create, develop, and update your own webpages using this extremely powerful tool. This is the webpage tool of choice by most pros.

### **8** Microsoft FrontPage Training (Easier webpage creation tool)

FrontPage is slightly different than Dreamweaver in that FrontPage offers the ability to do some pretty powerful things without having to know as much HTML code. You can fairly rapidly learn how to develop a website on your own. This is the webpage creation tool of choice by most novices, and it is also popular among the pros.

### **9** Endnote Training (Bibliography software)

This workshop introduces Endnote software. You will learn how to get references into your personal library, manage them, and utilize “Cite While You Write” functionality. It is a great tool for faculty to use in teaching, research, and publishing.

### **10** Respondus Training (Online test creation software)

Come learn how to use this software to prepare online tests and quizzes. This software creates question forms that can be filled out by your students over the internet.



## Technology Training (how to “**USE**” technology software)

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### **11** Adobe Premiere Training (Video editing software)

Edit your video like a pro. Using a modern digital camcorder, you can create and capture some amazing videos for your students. Come learn how to edit hours of video down into a powerful and engaging presentation.

### **12** Adobe Audition Training (Audio editing software)

This class introduces you to Audition, a great software for editing all kinds of audio. You can use it to convert old audio cassettes into CDs, clean up the hiss and pops off of old records, prepare audio for podcasts and more.

### **13** Instructional Technologies Overview Seminar

This overview session rapidly introduces you some of the many software and hardware tools available that might help you to enhance your teaching. Each topic is quickly introduced and topics are covered very rapidly. This broad, sweeping seminar will introduce you to some of the technological choices you might want to pursue in deeper detail later.

### **14** Podcasting Seminar

This seminar will introduce you to the emerging world of Podcasting. Come learn what all of the hubbub is about. Find out how easy it is to create a podcast of your own. This workshop will show you why an iPod is not even required to receive a podcast. Come on, be a “cool” teacher!

### **15** Webcam Workshop

Learn how to use inexpensive webcams to create videos for inclusion in your live classes or your online courses. You can enhance your website, your PowerPoint slides, and more. You can capture modules of content that your student can review outside the classroom. Come learn how to put these little cameras into action.



# Technology-Facilitated Instruction

(how to effectively “**INTEGRATE**” technology into teaching)

## **1** Visual Aids for the Classroom

The three most commonly used visual aids in most classes today are PowerPoint slides, pictures, and videos. This module will provide ideas and hints to effectively use these three resources.

## **2** Going to College – Online!

What are the five generations of distance education in US? What is Internet-based instruction? What are the benchmarking practices of online learning in other institutions? What resources does OSU provide to help develop online courses? This module gives you an overview of the progression of online learning and helps you assess your readiness for developing an online course.

## **3** Online Syllabus and Course Design

This module compares the differences between a face-to-face syllabus and an online syllabus and identifies critical components in an online syllabus. By using OSU’s new Course Management System, Desire 2 Learn, this module will also help improve your course structure in terms of layout, navigation, clarity, and communication.

## **4** Facilitating Online Discussion

Come work with a professional instructional designer to identify strategies to involve different types of learners, enhance a learning community, assess student participation, and manage your workload in Discussion Board.

## **5** Technology and Dynamic Assessment Strategies

Are you using traditional assessment, which often uses a “drive-by” standardized, multiple-choice test or a short-answer test? Did you know these are under increasing scrutiny and criticism? This module introduces the changing paradigms of assessment in higher education. Some OSU courses, which incorporate technology into dynamic assessment strategies, will be demonstrated.

## **6** Multimedia and Cooperative Learning

This module introduces some emerging technology tools, such as Wiki and Blogs, which help improve student cooperative learning. Advantages and disadvantages of these tools in teaching and learning environment are addressed.

## **7** Internet Use in the Classroom

Does Internet use result in an increase in effective teaching practices? What features of classroom culture are impacted when the Internet is used as a source of information for student research projects? How do you help your students avoid using the Internet like a chicken running with its head cut off? This module offers answers to these questions and provides some practical advice to improve Internet use in your classes.

## **8** Helping Students to Use Computers as Thinking Tools

This module represents a significant departure from the traditional use of technologies to only increase productivity. It focuses on using computers to engage students in critical thinking, knowledge representation, and reflection - that is, as thinking tools! By using computers as thinking tools, students are given the chance to actively analyze the world, access information, interpret and organize their personal knowledge, and represent what they know to others.

## **9** Blended Learning through Blended Instruction

Blended instruction combines face-to-face instruction with online instruction in a way that part of the course meetings or learning activities is conducted online. This module introduces the convergence of the two different approaches with not only the major advantages of asynchronous (online) learning, but also the ability to maintain quality faculty-student interaction in the classroom.

## **10** E-Portfolios for My Students

Electronic portfolios, as a valuable online tool, allow students to take the designer’s seat in their own projects, reflect on their learning, document credentials, and provide potential employers with examples of their work. What can faculty do to facilitate the design process and advance pedagogy accordingly?

