#CSUTECH

Sponsored by the Office of Academic Affairs and the Instructional Technology & Training Department Saturday, September 8, 2018 | 8:30am to 1pm | Science and Technology Center

8:30am	STC First Floor Atrium (Outside Room 120)		
to 9:00am	Registration & Breakfast		
9:00am to 10:00am	STC 120 Greetings Dr. Leontye Lewis, Provost and Vice-President for Academic Affairs Dr. Ahmed El-Haggan, Vice-President for Information Technology Dr. Synethia Green, President of Adjunct Faculty Senate Opening Discussion: Unleashing and Leveraging the Power of Microsoft 365 Stretch Break		
to	Remember to post on Twitter, Instagram, and Facebook using #CSUTECH		
10:10am	Check out Video Showcase tables throughout the First Floor of STC, and grab the resources available. Break-Out Session One (STC 118) Break-Out Session Two (STC 124)		
	Gaming Options for Assessment: Using Free	Let's Get Virtual with Blackboard Collaborate	
10:10am to 11:00am	Online Gaming Tools to Engage Your Students Looking for ideas to spice up your courses? Why not use games with your students? Gaming is a viable technique for student engagement and assessment. Furthermore, research has shown that playing games releases dopamine, which helps students retain information and increase motivation. Come to this hands-on session to explore four free online game tools you can use to stimulate student learning.	Available through Blackboard Learn, Blackboard Collaborate is a synchronous web conferencing and virtual classroom tool that supports real-time online discussion and collaboration. Features include interactive whiteboard, chat, polling, application sharing, breakout rooms, recording, and audio and video capabilities. Faculty can easily use Blackboard Collaborate in a variety of ways, including hosting live online office hours, student meetings, study groups, advisement sessions, and classes. This session will demonstrate the basics of creating and managing Blackboard Collaborate sessions.	
11:10am to 12:00pm	Using Tegrity with PlayPosit to Help Students Review and Study Content Tegrity allows faculty to record lecture content from the classroom, office, or a personal device (i.e., home computer or cell phone), and will upload the content for students to easily access at any time from Blackboard. PlayPosit allows you to add various question types (i.e., true/false, multiple choice, open- ended, etc.) to any online video. Come to this session and learn how to use these tools together to enhance learning, create more in depth discussions in class, evaluate learning/understanding, and engage your students in a stimulating way.	Everything You Wanted to Know about Blackboard Learn but Were Afraid to Ask Blackboard Learn has a wealth of features that can help you save time, manage course content, evaluate student mastery of learning, monitor student performance, and engage students. Are you familiar with all of these functions? Are you leveraging the various tools to maximize the student experience in your courses? Do you have questions on how to accomplish specific tasks in Blackboard? Enter this open forum with your questions and leave with a deeper understanding of Blackboard Learn.	
12:10am to 12:50pm	Journals vs. Discussion Boards vs. Assignments Blackboard assignments, journals, and discussion boards are three of the most notable tools within the learning management system. This session will compare-and-contrast the three tools, discuss appropriate situations to use each tool, and best practices for integrating each tool into instruction. In addition, participants will learn how to create an assignment, discussion board, and journal.	Sounding the Alarm: Helping Students Succeed Through the Use of Alert & Intervention Tools We all want students to succeed in their courses; however, some students need additional support measures than others. Faculty have easy access to tools that identify, monitor, and alert students that are at-risk of being unsuccessful in a course. This session will list several tools useful for alerting and intervening, but will provide hands-on application of two of them: EagleLINKS' Early Alert System and Blackboard Learn's Retention Center.	
1:00pm	 Lunch Wheel-of-Fun: Complete the evaluation for your chance to win a prize! Optional Tech After-Party! After lunch, faculty are welcome to remain to receive assistance regarding the instructional technology tools (i.e., Blackboard, Tegrity, TurnItIn, NBCLearn, etc.). 		