

RE:CONNECTED

The Future of University Culture and Technology

Presented by the Academy for Teaching & Learning (ATL) and the University Libraries

Thursday March 30, 2023 8:45am-5:00pm

Friday March 31, 2023 8:45am-11:50am

All times are Central Standard Time

Thursday March 30, 2023

8:00am-8:45am Jones 200, [Join Virtually](#)

Check-in and coffee

8:45am-9:45am Jones 105, [Join Virtually](#)

Gamification for Student Learning

Matthea Williams and Heather Hudson

Gamification can be used to encourage student participation, active learning and team building. This session will provide exposure to strategies and techniques to incorporate gamification in singular courses or throughout program curriculum.

**Participants will need access to a wi-fi enabled device. A touchscreen works best (i.e., phone or tablet) but is not required.

8:45am-9:05am Jones 200, [Join Virtually](#)

The Power Of Social Annotation to Improve Engagement with Professional Literature

Teresa Fair-Field

During this session, we will discuss the advantages of using social annotation software to improve student engagement with professional literature, objectively measure participation online, and build a culture of inquiry.

9:05am-9:25am Jones 200

ChatGPT as Your Teaching Assistant, [Join Virtually](#)

Christopher Richmann

This session presents ways ChatGPT can assist with the creation or refining of common teaching materials, such as multiple-choice questions, responses to writing prompts, and lesson plans.

9:30am-9:50am Jones 200, [Join Virtually](#)

Engaging Students with Technology in the Core: Philosophy in Literature-Censorship

Anne Schultz

I will describe three modalities of student engagement via technology: weekly reflections, Canvas announcements, and final presentations with a tech component.

9:55am-10:55am Jones 105, [Join Virtually](#)

Let's Engage!

Nadine Welch

Padlet, Kahoot, Poll Everywhere... These programs offer a fast and easy way to change your passive students into highly engaged learners. Come join the fun! You'll enter as a novice and leave like a pro!

9:55am-10:25am Jones 200, [Join Virtually](#)

Utilizing Nearpod to Create an Interactive Learning Environment

Cheryl A. Tucker, Kathryn Osteen, and Christine Oliver

Nursing professors teaching NUR3317 Human Needs II and NUR3421

Pathophysiology/Pharmacology II increased online student engagement through integration of Next Generation NCLEX questions delivered live using Nearpod, an interactive learning platform.

10:25am-10:55am Jones 200, [Join Virtually](#)

Integration of Tablet Technology into the Live Streaming Online Environment: An Innovative Strategy to Increase Student Engagement

Cheryl Tucker and Courtney Brant

Nursing faculty teaching NUR3421 Pathophysiology/Pharmacology II increased online student engagement through integration of tablet technology including a tablet pencil, tablet camera, presentation and movie software, and notes taking applications.

11:00am-12:00pm Creekmore, [Join Virtually](#)

Hands-on Demonstration of Virtual Reality for Teaching

Craig Clarkson and Keith Pace

Participants will be loaned a Baylor VR device for the session. The facilitators will help you log in to the metaverse platform used by Baylor and, then, introduce basic skills and platform capabilities right there in VR.

11:00am-11:30am Jones 200, [Join Virtually](#)

Let's Go with LEGO: Interactive Learning for Technical Writing

KJ Mikulencak and Hannah Mei Smith

KJ Mikulencak and Hannah Mei Smith discuss their experience with incorporating hands-on activities into a traditional instructional writing assignment using LEGO Bricks and a laser cutter.

11:00am-12:00pm Jones 105, [Join Virtually](#)

Accessibility for All Learners

Lindsey Morris and Emily Schaedle

In this session we will discuss how classroom technologies present barriers to all learners and how digital accessibility design principles benefit all learners.

11:35am-12:00pm Jones 200 (poster sessions), [Join Virtually](#)

Addressing Digital Literacy Gaps in the Classroom

ATL Grad Fellows: Kate Birmingham, Hannah Norman-Krause, Ryan Ramsey, Chloë Sells, Sarah Tharp, Kaitlyn Waynen, and Yuyan Jiao

Tips for navigating students' varying levels of familiarity with classroom technology.

High-Performance Computing at Baylor University

Mike Hutcheson

This poster highlights the computing support provided to the Baylor University research community by the High Performance and Research Computing Services (HPRCS) group within the Information Technology Services department.

Purposeful Student Grouping Across Multiple Classes: Increasing Social and Cognitive Presence in the Online Classroom

Bridget Scheidler, Kelly Layne, and Marian Gillard

Presenters will describe how during one semester, professors from the same OT department used the Community of Inquiry framework to promote learning and combat student frustration when assigned to working groups for multiple group assignments.

Lunch 12:00pm-12:30pm Jones 200

12:30pm-1:00pm Jones 105, [Join Virtually](#)

WordPress and Canvas Integration

Karen Savage and David Taylor

WordPress is a sophisticated, yet simple-to-use, content management system capable of providing personal, professional, or project-oriented websites. Course blogs can now be linked to Canvas allowing faculty to easily manage course enrollments.

12:30pm-12:50pm Jones 200, [Join Virtually](#)

Using an Online Platform to Deliver Virtual Clinical Experiences

Erin Killingsworth

This session will discuss the development, implementation, and evaluation of virtual simulation activities designed as a replacement for in-person clinical experiences for undergraduate nursing students.

12:50pm-1:20pm Jones 200, [Join Virtually](#)

Using Telepresence Robots to Engage Online Learners in Simulation

Marie Lindley and Renea Powell

Attendees will learn how telepresence robots engage remote learners. From a student's view, attendees will see a telepresence robot used during a live simulation at the nursing school in Dallas.

1:05pm-1:35pm Jones 105, [Join Virtually](#)

UDOIT - Accessible Content in Canvas

Neil Rodriguez

Tackling accessibility for online courses can be an overwhelming task full of obstacles and unknown foes. UDOIT scans your Canvas courses, identifies issues, and provides guidance to improve accessibility with ease.

1:25pm-1:45pm Jones 200, [Join Virtually](#)

Telepresence robotics in clinical education

Kristen Davin

An overview and demonstration of how telepresence robot technology is used in clinical simulation to develop critical thinking skills, provide real-time formative and summative assessment and prepare students for transition to clinical rotations.

1:45pm-2:45pm Jones 105, [Join Virtually](#)

Level Up in Canvas - Template Tour & DesignTools 101

Abigail Gamble and Yue Ma

Take a tour of the latest Baylor Canvas template, created with faculty ease of use and the student experience at the forefront. Learn about key features of the template along with a basic overview of using the DesignTools (cidilabs) to customize the course.

1:45pm-2:45pm Jones 200, [Join Virtually](#)

Transforming the online classroom: Virtual escape rooms to improve student engagement

Bridget Scheidler and Kayla Collins

Finding new and exciting ways to engage learners in hybrid environments is challenging. This interactive workshop will guide participants in engaging in a Virtual Escape Room (VERs) and offer guidance and tools to develop their own VERs.

**Participants are encouraged to bring their laptops to start building their own VERs!

2:50pm-3:50pm Jones 105, [Join Virtually](#)

Creating Interactive Learning Activities With Curriki Studio

Amy Goodman, Nathaly Gal and Yue Ma

Want to create dynamic course content to engage your students? This session will provide: an overview of interactive activities in Curriki Studio, current faculty exemplars, and an opportunity to create learning artifacts.

2:50pm-3:20pm Creekmore, [Join Virtually](#)

Using Canvas for Cohort Engagement and Success

Cassie Nordgren and Chelsea Curto

The Baylor Theatre MFA Directing cohort shows how they utilize Canvas to build and communicate institutional knowledge, foster community, and provide holistic support to grads in their program.

2:50pm-3:10pm Jones 200, [Join Virtually](#)

Using Virtual Reality to Build Audit Inquiry Skills

Gia Chevis

We discuss a pilot effort to create an immersive virtual reality experience in which audit students can practice interpersonal inquiry skills to effectively interact with clients who are significantly more experienced and knowledgeable.

3:15pm-3:45pm Jones 200, [Join Virtually](#)

Developing an unfolding virtual reality experience: A collaborative approach to innovative education

Kayla Collins and Keith Pace

This session will share the benefits of using VR in the classroom, explain the collaborative process of developing a VR experience, and provide an opportunity to experience a VR developed by a learning design team member and faculty member.

3:25pm-3:55pm Creekmore, [Join Virtually](#)

Community Leadership and Collaboration with Interactive "Teachnology"

Karon LeCompte and Sandi Cooper

This session highlights the use of technology to maintain a high level of interaction and engagement. "Teachnology" is a term that I am using to describe the processes and tools that result in high levels of student engagement in online instruction.

4:00pm-5:00pm Keynote Jones 200 [Join Virtually](#)

Gardner Campbell

The Universe and Universities in a Digital Age

Things are moving faster and faster. TikTok is by now an old example. More recently, the Generative AI swarm has arrived: POE, Cactus.AI, ChatGPT-4, Bing, Bard ... and the list will grow. What does this acceleration, or invasion, mean for university culture?

My talk aims to open up some helpful areas of conversation—and to remind us that the idea of a university, like the idea of a universe, must rest on a belief in the potential for connection and integration, in our learning and our lived experience.

Friday March 31, 2023

8:00am-8:45am Jones 200, [Join Virtually](#)

Check-in and coffee

8:45pm-9:45am Jones 105, [Join Virtually](#)

Technology: Strategies to Increase Student Engagement

Andrea Alexander

An interactive presentation where multiple modalities will be demonstrated to increase student engagement, including Untethered Lecture Capture (ULC), student polling, and unfolding case studies. Faculty will develop at least one learning activity.

** It is recommended to bring a laptop and/or iPad and slides you would like to improve.

8:45am-9:15am Jones 200, [Join Virtually](#)

Surveys and Qualtrics: What you need to know

Michelle Herridge and Chloe Sells

Come find out how to design a survey and how to use Qualtrics to assist in design, delivery and analysis! We'll go over the many uses for Qualtrics, such as classroom use, grading, peer review, and research.

9:20am-9:50am Jones 200, [Join Virtually](#)

Community in Grading

Abigail Gamble and Nicole Kenley

Join the Director of the First Year Writing Program, and a learning experience designer to discover how the moderated portfolio scoring process went digital and glean insights for adopting alternative grading processes via Canvas or connected tools.

9:55am-10:15am Creekmore, [Join Virtually](#)

Augmented Reality and Multiliteracies Pedagogy

Yuyan (Joy) Jiao

Augmented Reality is not only a technology but also a literacy practice that can be used in various educational settings.

9:55am-10:55am Jones 105, [Join Virtually](#)

Using Google Forms to Check for Student Understanding of Course Concepts

Brianna Lemmons

This session will demonstrate how to check for student understanding of course concepts, create a continuous student-instructor feedback loop, and collect valuable data that can inform instruction, using Google Forms.

9:55am-10:25am Jones 200, [Join Virtually](#)

Efficient Feedback in Online Spaces

Yue Ma and Laine Scales

Effective feedback is crucial for online learning, but providing it can be challenging due to high enrollments. Join the conversation to explore how to balance the time it takes to grade with the need to provide valuable feedback to students.

10:30am-11:00am Jones 200, [Join Virtually](#)

Using Social Media to Support Mental Health Nursing Content

Rebecca Puchkors and Cornelius Metili

Key concepts of nursing are often presented using social media platforms to engage students in a creative and familiar method. There is a gap in content when searching for mental health topics. Using social media, key concepts are explained.

10:30am-11:00am Creekmore, [Join Virtually](#)

Digitized Hymnals: Rare Collections Instruction Through Digital Humanities

Jon Snyder and Shannan Baker

Fifty hymnals from Baylor's rare collections were digitized for preservation and visibility. From this, several digital humanities tools, such as a timeline and StoryMap, were created to introduce materials in the classroom and aid in research.

11:05am-11:50am Jones 105, [Join Virtually](#)

Bringing History to Life: Using Timelines and Dashboards to Visualize History Course Content

Millicent Weber, Laura Semrau, & Patrick Leech

This session will demonstrate how to use tools such as Timeline JS, Qualtrics, and Power BI to engage and enhance student learning. Participants will learn how to use Timeline JS through this hands-on session.

11:05am-11:25am Creekmore, [Join Virtually](#)

Technology That Creates Space to Support Students' Cognition, Metacognition, and Affect

Amy Goodman

We will examine a flipped co-requisite mathematics class that uses interactive technologies for content delivery/formative assessment to support higher-level cognitive/metacognitive classroom activities, promoting students' competence and confidence.

11:30am-11:50am Creekmore, [Join Virtually](#)

Agile Adaptive Education for Complex Subject Matter

John Carbone

Historically, educating students in complex subject matter has had well known inherent challenges. Decomposing ambiguous complexities into digestible learning modules, also regulation adherent, requires novel agile, adaptive methods: AI a case study.

1:00pm-4:00pm Optional Post-Conference Open Houses

Academy for Teaching and Learning (ATL) open house
ATL offices, Moody Memorial Library 2nd floor

Experiential Learning Commons (ELC) - Makerspace and Media Labs
Moody Memorial Library Garden Level (behind HelpDesk+)