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 (cidlabs) 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, Caktus.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+)