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Teaching with New Media: A Practicum Workshop

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Agenda

9:00-9:30 - Overview and Introductions

9:30-9:50 - MightyBell and Web 2.0

9:50-10:00 - Break

10:00-10:20 - Syllabus Review and Activity Planning

10:20-10:50 - Mini-Assignment: Marketing New Media

10:50-11:00 - Break

11:00-11:30 - Mini-Assignment Presentation

11:30-12:00 - Mobile Learning with iPads

Introductions

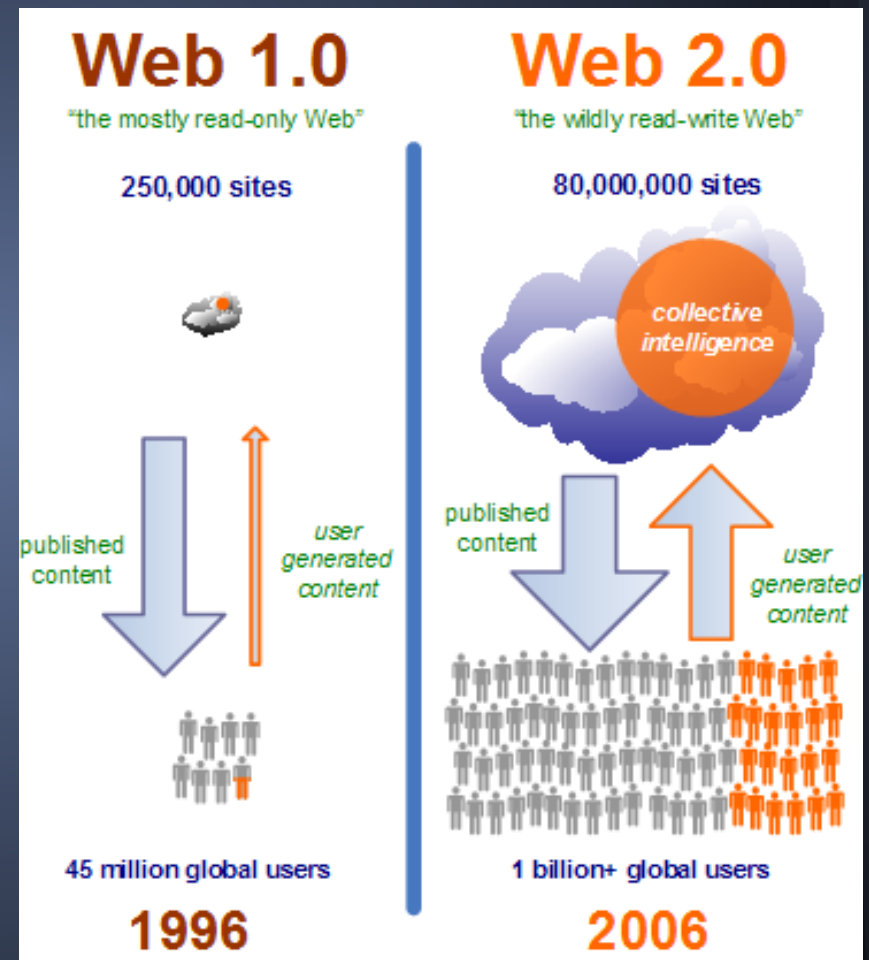
- Take a minute to introduce:
- Your name and department
- What is your goal for today's session with instructional planning?
- What are your new media goals for the coming year?
- Hopes? Fears?

Workshop Learning Outcomes

1. Identify key issues, resources, and guiding principles for new media instruction.
2. Design new media assignments that are aligned with specific learning goals.
3. Utilize mobile devices and apps to extend and enrich the learning environment.

Features of Web 2.0 Learning

1. Enables ubiquitous learning
2. Centers around learner
3. Fosters social interaction
4. Encourages participation
5. Focuses on higher-order skills
6. Accommodates varying modes of learning
7. Develops creativity



New Media Approaches

- Digital Writing
- Audio/Video Communication
- Mobile Learning
- Electronic Portfolios

Incubator Classroom Characteristics

- Designed for collaboration
- Activities are captured / archived
- Learning environment is highly customizable
- Collaboration stations (flexible furniture)
- Wired and wireless networks
- Video conference capabilities
- Whole room audio & video
- Smartboards
- Huddleboards
- Walls as whiteboards

Further Partnerships with the Library for Digital Projects

- Privacy factors, FERPA compliance
- Copyright considerations
- Documenting sources and citations
- Video and graphics databases
- Data usage and applications
- Connecting resources to curriculum development

New Media Certificate Program

- Participants are welcome to attend any new media session.
- Certificate Requirements:
 - Attend one practicum workshop
 - Attend four workshops during the academic year
 - Submit a brief final project, which could be a resource, handout, or newsletter article
- Office hours hosted on Adobe Connect will be an additional benefit to participants.

Guiding Ideas for Today

- Centered on learners.
- Everyone is a learner.
- New is old.
- Start simple, then build big.

High-Impact Practices and Instruction

- First-year seminars and experiences
- Common intellectual experiences
- Learning communities
- Writing-intensive courses
- Collaborative assignments and projects
- Undergraduate research
- Diversity / global learning (study abroad)
- Service learning, community-based learning
- Internships
- Capstone courses and projects

New Roles for Faculty and Students

Confronting the Challenges of Participatory Culture, by Henry Jenkins

- A strong web-based community includes...
- Low barriers to entry
- Strong support for sharing one's contributions
- Informal mentorship, from experienced to novice
- A sense of connection to each other
- A sense of ownership in what is being created
- A strong collective sense of something being at stake

Could a college classroom include these features, too?

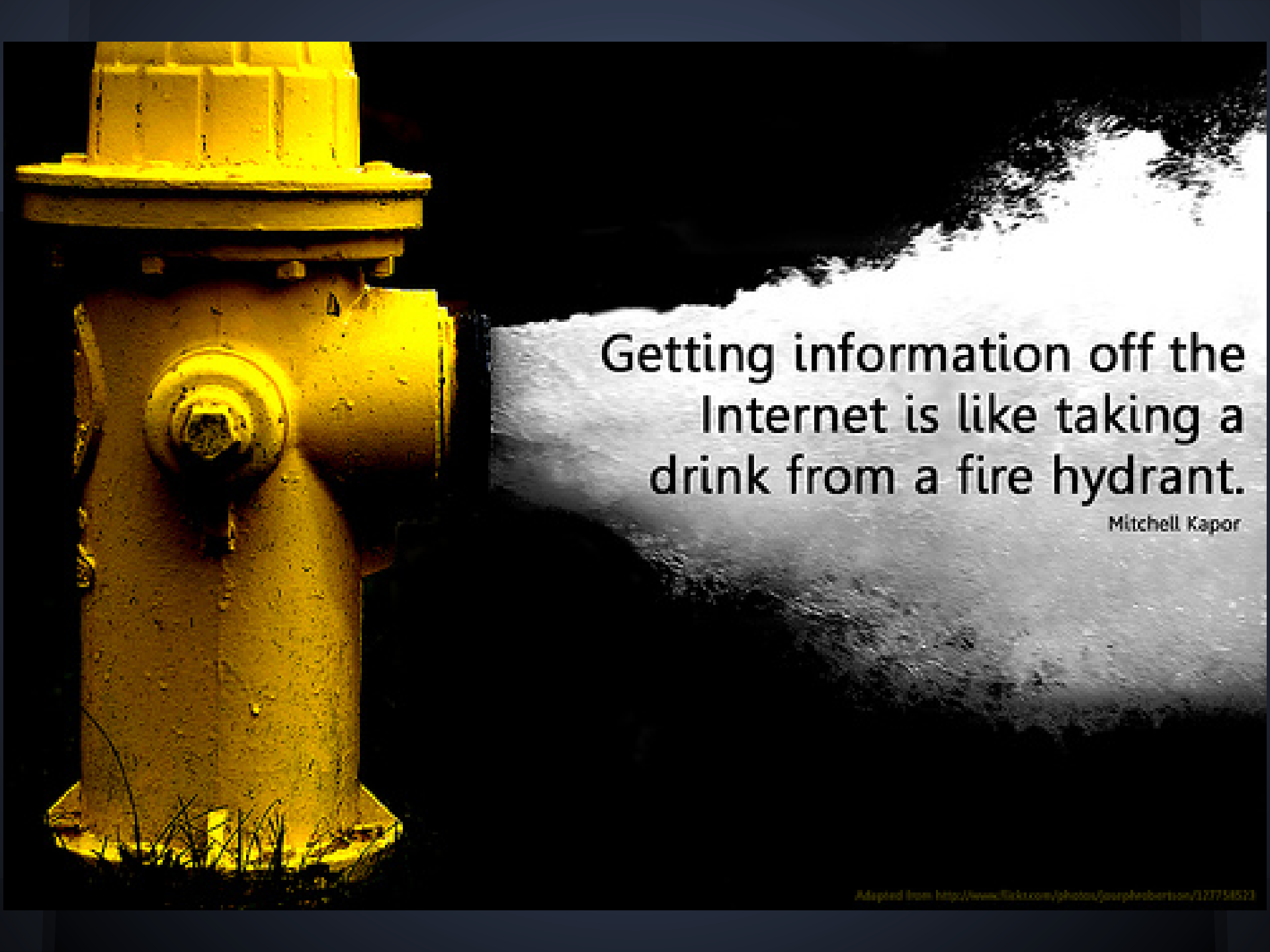
New Media Is Not Necessarily New: Consider the Think Aloud

Traditional Approaches

- Think/Pair/Share in lecture
- Reading drafts to peer in seminars or tutoring session

New Media Options

- Video screen capture
- Recall interviews
- Audio recordings



Getting information off the
Internet is like taking a
drink from a fire hydrant.

Mitchell Kapor

Assignment Review/Planning

With partner, discuss an assignment you'd like to add a new media component. Use the following questions to guide your discussion:

- What are the learning outcomes of the assignment?
- Which technology can be employed to facilitate the achievement of these learning outcomes? (see Bloom's Taxonomy)
- How will enrollment #s factor into feedback loop?
- When does the instructor intervene on the activity?
- When do peers participate in the process?

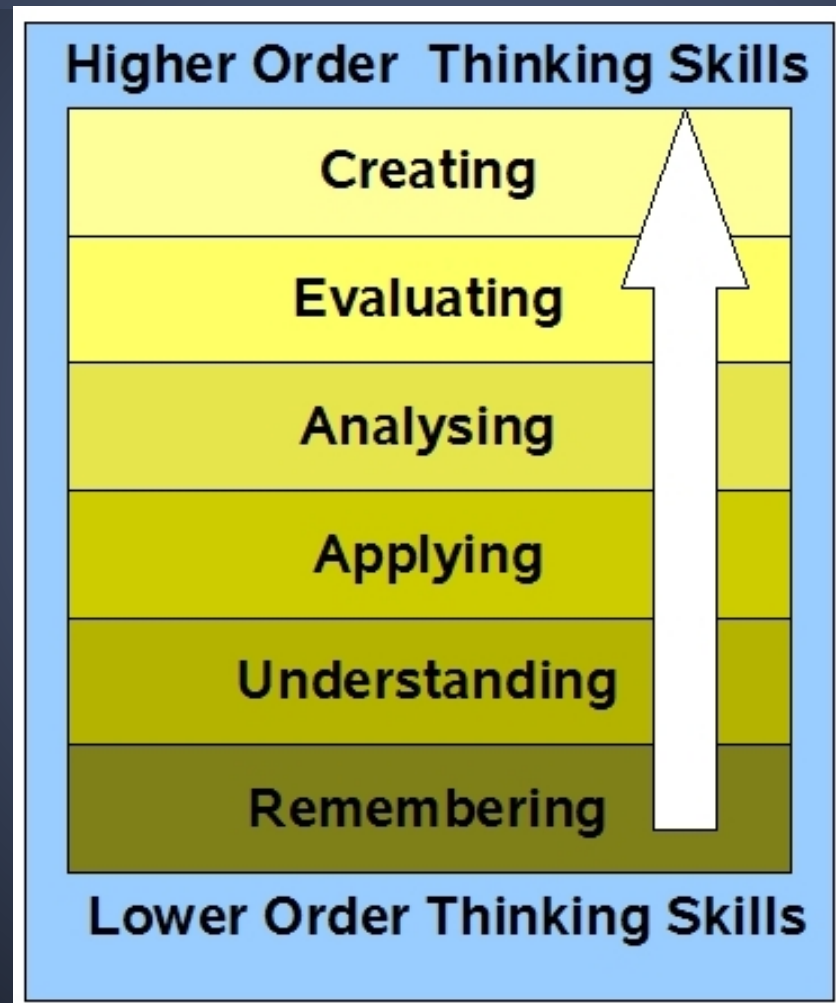
New Media Mini-Assignment

Create a promotional audio podcast, video, or animated cartoon to market the new media assignment to your students. Consider answering some of these questions: 1) What do you expect your students to learn? 2) What do they need to know to complete this assignments? and 3) What features do you want to see in a successful project?

- 1) Create a 30 second audio podcast using Audioboo
- 2) Create a 30 second video essay using Animoto
- 3) Create a 30 second animate movie using XtraNormal

*Submit finished project on our Mightybell space.

Bloom's Taxonomy



Digital Bloom's Taxonomy

