

Integration of Technology Into Undergraduate Education via Cross-Disciplinary Pollination

The presenters will discuss and provide examples of results from a cross-disciplinary training project that facilitated development of technology infused courses for enhanced learning.

Track: Digital Learning Environments and Communities

Long description

This presentation will describe the accomplishments of a MERLOT award winning innovative project currently in its third year. The project involves graduate students and faculty from eight different disciplines with a focus on supporting good teaching with technology and technology development and integration for the enhancement of student learning.

Cross-discipline training and meetings facilitate cross-pollination of ideas and technology infusion models and allows participants to creatively experiment with less risk and time demands. The presenters will demonstrate how cross-disciplinary pollination catalyzed technology adoptions and adaptations. For example, one discipline shared the use of Jing for wrapping imperfect online learning objects for course inclusion in online pre-lab assignments. Following this sharing, there was adoption and adaptation of the technology by other disciplines for delivery of content in innovative ways. Such sharing was formative for the development and integration of technology into curricula.

Different discipline course and curricula technology infusion innovations for enhanced learning will be shared including

- Shift from individual to collaborative online assignments using Voice Thread
- Shift from static hard-copy to online dynamic learning object assignments
- Shift from written feedback to personalized audio/video feedback
- Shift of "live" pre-lab lectures to a web-based multimedia interactive format
- Shift of a live-lecture to an online syllabus/wiki/ with infused learning objects

Audience members will have the opportunity to brainstorm about how this project model might be adoptable at their own institution, how one or more of these innovations might be adaptable to their own course and curricula.

Except where otherwise noted, this content is licensed under a Creative Commons Attribution-ShareAlike license: <http://creativecommons.org/licenses/by-sa/3.0/>

Innovative Integration of Technology Into Undergraduate Courses via Cross-Disciplinary Pollination

The presenters will describe and provide results from a cross-disciplinary project that facilitated inventive approaches to the use and infusion of technology in different disciplines with different learning needs.

Format: Information (50 minutes)

Track: Innovation in Media and Tools

Long Description

This presentation will describe the accomplishments of a MERLOT award winning innovative project. The project involves graduate students and faculty from eight different disciplines with a focus on supporting good teaching with technology and technology development and integration for the enhancement of student learning.

Cross-discipline training and meetings facilitate cross-pollination of ideas and technology infusion models and allows faculty participants to creatively experiment with less risk and time demands. The presenters will demonstrate how cross-disciplinary collaboration catalyzed technology infusion innovations. For example, one discipline shared the use of Jing for wrapping imperfect online learning objects for course inclusion in online pre-lab assignments. Following this sharing, there was adoption and adaptation of the technology by other disciplines for delivery of content in innovative ways. Such sharing was formative for the development and integration of technology into curricula and courses with different learning needs.

Different discipline technology infusion innovations for specific learning objectives and inventive approaches will be shared including a) the use of web-based interactive multimedia tutorials to allow students to learn at their own pace b) technology packaged skill tutorials that minimize student anxiety and enhance learning c) technology “packaging” of imperfect but quality interactive online learning objects to increase student learning and enthusiasm d) voice thread integrated online learning objects to allow students to better engage in the materials.

