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Some Sessions I Attended

- "From Classmates to Community: Assigned and Spontaneous Social Networking"
- "Mobile Devices in the Classroom: How to Compete and Win"
- Some sessions about **games**.
- "The Educational Transformation of Mobile Devices and the Revolution of Apps"
- Merlot Award Winners: Statistics and Japanese

Key Tools and Lessons

- Two flexible polling systems (clickable links):
  - SAP powerpoint twitter tools with votebytweet
  - Poll Everywhere
- With regards to social media, students were less worried about the invasion of student privacy than instructors were. (Only 5% vs about 50%).
- Bottom line: Use tools purposefully.
- Some things about designing award winning LOs.

Designing Your Own LO

- Allowed students to experience something that could **not** be experienced in another way.
- Did not require technical expertise with web tools.
- Required substantial amounts of time over several years.
- Funding for undergrad programmers can help, but has its own set of challenges.