

# 3<sup>rd</sup> Annual MoodlePalooza: 2016

Room locations for the in-person sessions and Zoom links for the remote sessions will be sent to attendees after they register at this link:

<http://moodlepalooza.weebly.com/register.html>

Time	Track 1: Moodle	Track 2: Tools for Engagement	Track 3: 21 <sup>st</sup> Century Learning	Track 4/5: Remote Sessions
8 – 8:30 am	<i>Check-in and Coffee Hour</i>			
8:45 am	<i>Opening Talk</i>			
9:15 -10 am  Session 1	<p><b>MOODLE, Why all these darn Updates?</b> <i>Scott May</i> SUNY Delhi</p> <p>Session will discuss the past and present release practices of the Moodle development teams. It will explain the new strategy being used and the new 18 month life cycle of a Moodle release.</p>	<p><b>Dig Teaching and Learning with Diigo</b> <i>Marsha Stock</i> SUNY Delhi</p> <p>The presentation will explore the use of Diigo.com as tool to enhance engage students in research and learning. Diigo can be used to bookmark, annotate, comment on, and share sources of information that are found online. It can be used for an entire discussion, or to share research papers found when researching a topic. It is very helpful in showing students how to find good, reliable, scientifically sound sources of information and engaging them in discussions about the articles they find.</p>	<p><b>Wild GooseChase</b> <i>Kirsty Digger</i> SUNY Delhi</p> <p>GooseChase is a free mobile application (iOS and Android) that can be used to create and deliver scavenger hunts. Missions (tasks completed in the hunt) can be cognitive or psychomotor, and can be designed to fit with course learning outcomes. Instructors design missions on the GooseChase website, while learners use a mobile device to demonstrate achievement of the missions.</p>	<p><b>Ergonomics, Active-Desking, and Working Online: A Pathway to Improved Productivity</b> <i>Jamie Murphy</i> SUNY Delhi</p> <p>Working at a computer all day or teaching online can cause havoc on our bodies. Research has shown that sitting for many hours every day (sedentary lifestyle) is linked to reduced productivity, higher use of sick time, musculoskeletal pain, and more. In this session you will learn how to set up a healthy, ergonomic workplace to ensure you are comfortable and prevent injury. You will also learn about what I call Active-Desking—treadmill desking, bicycle desking, pedals under your desk, sit-stand. A few small changes to your workplace can make a significant difference to your health and your energy.</p>
10:15 – 11am  Session 2	<p><b>Moodle Basics</b> <i>John Horner</i> SUNY Delhi</p> <p>This presentation is for instructor who are new to Moodle and will give the basics about how to set up a course. Topics will include adding content, creating assignments, navigation, themes and formats, an introduction to the gradebook and more. Attendees only need to know</p>	<p><b>Exploring Open SUNY COTE</b> <i>Erin Maney</i> Open SUNY</p> <p>This session will introduce participants to the Community of Practice and highlight initiatives, resources and activities available through COTE to promote engagement and collaboration across the SUNY system. In this presentation you will have the opportunity to: 1. Join the community as an Open SUNY Fellow and earn a badge; 2. Join the online community of</p>	<p><b>The Flipped Classroom</b> <i>Terry Hamblin</i> SUNY Delhi</p> <p>Many collegiate instructors are now using a 'flipped' approach to engage to facilitate learning and engage students in classroom discussion. This program will broadly discuss the concept of a 'flipped' classroom along with some examples of how the approach worked in my Modern</p>	<p><b>Electronic Village Online and Minecraft MOOC: Gamification of TPD</b> <i>Vance Stevens</i> Higher Colleges of Technology, UAE</p> <p>TESOL-sponsored Electronic Village Online, or EVO, has just commenced its 16th annual 5-week series of online teacher professional development (TPD) sessions. Free, and open to educators everywhere, sessions are offered on topics ranging from designing for learning, creating eBooks, introducing students to “amazing” blogs, teaching pronunciation to</p>

	<p>their Vancko Hall login info to attend.</p>	<p>practice to share what you know and connect with others who may have similar interests; 3. Learn how to submit an Online Effective Practice; 4. Become a Mentor to others in our community; and 5. Submit a proposal for a Fellow Chat to showcase something you know or do.</p>	<p>American History class at SUNY Delhi.</p>	<p>second language learners, utilizing Second Life in learning, and helping teachers understand gamification through the medium of Minecraft. The presenter, a co-moderator of EVO Minecraft MOOC, will talk about how delegates to Moodle Palooza can participate in EVO right now, and how they would benefit professionally by taking advantage of this timely opportunity. He will also explain how EVO Minecraft MOOC can help teachers have fun while experiencing how gamification works to enhance their teaching, through conducting the session in-world (enhanced with VOIP) in Minecraft.</p>
<p><b>11:15 am – Noon</b> <b>Session 3</b></p>	<p><b>Non-traditional uses of Vancko Hall</b> <i>Kelly Keck</i> SUNY Delhi</p> <p>This workshop will high-light various non-traditional, non-faculty-led uses of Vancko Hall and will include the following sites:</p> <ul style="list-style-type: none"> <li>• College Players – Kelly Keck</li> <li>• Online Tutoring Services – Josephine Monaco</li> <li>• Online BSN Advisement – Cristina Ludden</li> <li>• Offsite/Online Advisement - Trish Deangelis</li> <li>• SUNY Child Protection Policy - Jessica Reckeweg</li> <li>• Library Student Assistant Course – Elizabeth Santobuono</li> </ul>	<p><b>Screencasting: Connecting Theory and Practice</b> <i>Andrew McIntosh</i> SUNY Delhi</p> <p>This presentation will demonstrate how screencasting can accommodate flipped learning environments. This presentation will also demonstrate how learning from screencasts can be linked to the Cognitive Theory of Multimedia Learning. There will also be a demo on how to use Screencast-O-Matic which is a free screencasting tool. This presentation will be interactive and will offer the opportunity for group discussions.</p>	<p><b>Teaching from my tablet: Adventures in BYOD instruction.</b> <i>Keith Landa</i> SUNY Purchase</p> <p>In this session, I'll share my lessons learned from teaching from my tablet for the past several years, and review the range of whiteboard and other apps that you can use. Teaching with a tablet and stylus provides a very natural way to present and annotate materials, and engage your students. The recording function of most whiteboard apps also provides an inexpensive and low threshold approach to lecture capture and producing online mini-lectures for flipped classroom instruction. Session participants are encouraged to bring their own tablets to try out these apps as we discuss them.</p>	<p><b>Delhi has a new VoiceThread campus license: Learn all about this new tool</b> <i>George Haines</i> VoiceThread</p> <p>VoiceThread bridges the gap between real-time discussions and standard video lectures or online presentations. This makes VoiceThread the platform for teaching, learning, training, and collaborating, on-demand. VoiceThread is a leader when it comes to platforms that enhance the eLearning experience. Learn how VoiceThread can enhance interactivity within your courses.</p>
<p><b>Noon – 12:45pm Lunch</b></p>				

<p>1pm – 1:45pm</p> <p>Session 4</p>	<p><b>Flash Me Your Badge: 21st Century Professional Development</b>  <i>Ericka Ericson</i>  <b>SUNY Delhi</b></p> <p>As our Moodle badge program continues to grow, new and better tools have been developed to help implement and display badges not only in Moodle, but also throughout the Web. Showing off your digital badges can be a powerful means of documenting and sharing achievements earned from professional development programs. Participants in this session will walk away with a better understanding of badge compatibility across multiple systems such as LinkedIn, Mozilla Backpack, and Credly. This session will also provide an overview of current usage statistics on professional badging programs.</p>	<p><b>Video Action with Zaption</b>  <i>Kirsty Digger</i>  <b>SUNY Delhi</b></p> <p>Zaption transforms video-based learning with interactive content and tools that engage learners, deepen understanding, and track progress. Easily add images, text, and questions to existing online videos and use Zaption's Analytics to get feedback on how viewers interact with content and understand key concepts. Zaption transforms video-based learning with interactive content and tools that engage learners, deepen understanding, and track progress. Easily add images, text, and questions to existing online videos and use Zaption's Analytics to get feedback on how viewers interact with content and understand key concepts.</p>	<p><b>Mobile Apps for Education</b>  <i>Michelle Rogers-Estable</i>  <b>SUNY Delhi</b></p> <p>Will review a list of mobile apps and tools for educational use, including examples of curriculum uses of each.</p>	<p><b>Tools of Engagement - Discovery Learning</b>  <i>Roberta (Robin) Sullivan &amp; Cherie van Putten</i>  <b>University of Buffalo &amp; Binghamton University</b></p> <p>The Tools of Engagement Project (TOEP) is a self-directed professional development opportunity that gives faculty and staff a platform to experiment with cutting-edge technologies and provides knowledge to integrate these tools into their curricula to engage students and improve learning. Self-directed activities encourage faculty and staff to be lifelong learners, as they become familiar with blogging, wikis, podcasting, online collaboration, and the latest web-based instructional technology tools. After acquiring deeper knowledge about how to use these tools, instructors will become more adept at embedding 21st-century skills into teaching and meet the expectations of today's students.</p> <hr/> <p><b>SoftChalk for Moodle Lectures</b>  <i>David Evans</i>  <b>SoftChalk (Remote!)</b></p> <p>Create engaging, interactive eLearning content and deliver seamlessly through Moodle, on any device, using SoftChalk Cloud. See how easy it is to create engaging, interactive learning content that is also modular, portable, and interoperable. Efficiently manage and track student results as well as share content and collaborate with colleagues.</p>
<p>2pm – 2:45pm</p> <p>Session 5</p>	<p><b>Instructional Design Approaches</b>  <i>Tracey Caponera and Kelly Keck</i>  <b>SUNY Delhi</b></p>	<p><b>Managing Multimedia Projects in an Online Environment</b>  <i>Kathryn DeZur</i>  <b>SUNY Delhi</b></p> <p>This workshop will explore the Decide, Design, Develop, and Evaluate</p>	<p><b>Are we serving all of our students? Ensuring access for all.</b>  <i>Kathleen Stone</i>  <b>Empire State College</b></p>	<p><b>Moodle's Book: Perfect "Segue" for Building Interactive Content to Address Deeper Learning Outcomes</b>  <i>Kathleen Gradel</i>  <b>SUNY Fredonia</b></p>

	<p>In this workshop, we will discuss various Quality Matters rubric standards and how they can be implemented in a course. Specific course examples will be presented as viable ways to meet various standards with an emphasis aligning activities and outcomes.</p>	<p>(DDDE) model as an effective means of structuring multimedia projects, and how such a model might be applied in an online environment. Specific examples will be provided.</p>	<p>As the use of technology in education has grown, so has the need for higher education to understand how to ensure that the learning experiences we develop and facilitate are accessible for all students, including those with disabilities. This presentation will discuss why we need to focus on this important issue and provide information about a massive open online course being developed to provide professional development for faculty and staff on how to create and deliver accessible learning experiences. This MOOC will be open to anyone to participate in a facilitated session, or later on demand. As an openly licensed resource, we will also share the various ways the content can be reused and repurposed on any campus, regardless of the learning management system being used.</p>	<p>Moodle's activities and resources menus are awesome but can be overwhelming for the novice Moodler. The Book resource is one of those "perfect" tools, serving as a ready-made "container" for a blend of learning experiences. We'll take a look at Book's use for virtual field trips, embedded Google apps use, and integrating web tools such as Padlet and VoiceThread. Bring it on!</p> <hr/> <p><b>Integrating Library Content into Moodle</b>  <i>Amanda Calabrese</i>  <b>SUNY Delhi</b>  Come learn about MILO Course Readings, a new tool for library content in Moodle. Known outside of Delhi as Curriculum Builder, this tool allows you to create reading lists of library materials in your courses. If you have ever added a link to a library article in an online course and had that link malfunction, this workshop is for you. If you've never had a link go bad but you do search the library's databases for course materials, this workshop is for you. And even if you've never considered using library resources in your courses, this workshop is for you, too! We will review how to use the tool and discuss the benefits of using the library to provide access to readings.</p>
<p><b>3pm – 3:45pm</b>  <b>Session 6</b></p>	<p><b>MOODLE Scheduler</b>  <i>Brendan Aucoin</i>  <b>SUNY Cobleskill</b>  Learn the ins &amp; outs of MOODLE Scheduler including innovative uses you might not have thought of.</p>	<p><b>Uncoiling the Mystery of COIL</b>  <i>Kelly Keck</i>  <b>SUNY Delhi</b>  One of the primary goals of SUNY's Center for Collaborative Online International Learning (COIL) is to encourage and support the development of course-based partnerships between SUNY campuses and higher education</p>	<p><b>Open Educational Resources (OER)</b>  <i>Andrew McIntosh</i>  <b>SUNY Delhi</b>  This presentation will discuss the definition of OER and demonstrate examples such as using MERLOT to search for resources. Copyright, Creative</p>	<p><b>Engaging Learning with Feedback and Analytics</b>  <i>Cathy Cavanaugh</i>  <b>Worldwide Education, Microsoft</b>  Tailoring learning to engage each student is an opportunity and a challenge. One resource to personalize learning is a no-cost tool that enables students unlimited access to learning experiences such as formative feedback. This</p>

		<p>institutions in other countries. The COIL Center has created a professional development program to support selected faculty as they develop and pilot equitable, team-taught courses which emphasize experiential and collaborative student learning. This workshop introduces the COIL Center and its professional development programs, details of the program's goals, and explains the COIL course development process.</p>	<p>Commons, and Fair Use will be connected to the utilization of OER. There will be a hands-on opportunity to search for OER in MERLOT.</p>	<p>session introduces this tool, Office Mix, and overviews increasing engagement with analytics that support instructor planning.</p>
<p><b>4 pm: Raffle and Prizes</b></p>				