



FACULTY DEVELOPMENT
AND
INSTRUCTIONAL DESIGN
CENTER

TEACHING WITH TECHNOLOGY INSTITUTE

MONDAY MAY 21, 2007
8:30 AM – 4:00 PM
HERITAGE ROOM, HSC

Wikis, Blogs, Podcasts, Social Bookmarking, Streaming Media, Concept Maps, Clickers and other technologies are being used as teaching tools to help promote learning in today's classrooms. This institute will demonstrate ways to integrate these exciting technologies within the learning framework.

AGENDA

MORNING

8:30am **Check-in and Refreshments**

9:00am **Social Networking Technologies**
(Wikis, Blogs, and Social Bookmarking)

10:30am **Break**

11:00am **Visual Learning Technologies**
(Concept Mapping, Games)

AFTERNOON

1:00pm **Classroom Instructional Technologies**
(Clickers and Interactive Pen Display - SMART Panel)

2:00pm **Break**

2:30pm **Self-Paced Learning Technologies**
(Podcasting, Streaming, Short Focused Tutorials)

SESSIONS

9:00 AM – 10:30 AM: SOCIAL NETWORKING TECHNOLOGIES (WIKIS, BLOGS, SOCIAL BOOKMARKING)

Jason Rhode, Assistant Director, Faculty Development and Instructional Design Center, NIU
Olga Urban, Online Technologies Coordinator, Faculty Development and Instructional Design Center, NIU

11:00 AM – 12:00 PM: VISUAL LEARNING TECHNOLOGIES (CONCEPT MAPPING, GAMES)

Janet Giesen, Instructional Design Coordinator, Faculty Development and Instructional Design Center, NIU

1:00 PM – 2:00 PM: CLASSROOM INSTRUCTIONAL TECHNOLOGIES (CLICKERS, INTERACTIVE PEN DISPLAY – SMART PANEL)

Joseph Scudder, Associate Professor, Department of Communication, NIU
Ginny Washburne, Education Consultant, SMART Technologies

2:30 PM – 4:00 PM: SELF-PACED LEARNING TECHNOLOGIES (PODCASTING, STREAMING, SHORT FOCUSED TUTORIALS)

Sue Anderson, Information Technology Coordinator, CPA Review, Accountancy, College of Business, NIU
Mace Bentley, Associate Professor, Department of Geography, NIU
Dan Cabrera, Multimedia Coordinator, Faculty Development and Instructional Design Center, NIU
Isabelle Sabau, Instructor, School of Art, NIU

THINGS TO KNOW

Session Breaks: The first three sessions are followed by a 30-minute time period during which you can ask questions, network with colleagues, and look at materials brought by the presenters.

Lunch Break: Lunch is on your own. Please use Blackhawk Food Court or restaurants nearby to allow for timely beginning of the afternoon sessions—the second half of the Institute will begin promptly at 1:00pm.

Evaluation: Please complete the evaluation form located in the packet of materials you received when you checked in. We value your feedback and appreciate hearing what you have to say.

Find more information at www.niu.edu/facdev/programs/handouts/techinstitute2007.shtml

SESSION RESOURCES

SOCIAL NETWORKING TECHNOLOGIES

WIKIS

What is a Wiki: wikipedia.org/wiki/Wiki
Hosting: pbwiki.com wikispaces.com
wikia.com xwiki.com
Wiki Matrix: wikimatrix.org
Wiki Sites: wikipedia.org wikibooks.org
wikitravel.org
7 Things: educause.edu/ir/library/pdf/ELI7004.pdf
Wiki in Education: wikiineducation.com

BLOGS

Edublogs: edublogs.org
Elggspaces: elggspaces.com
Google Reader: reader.google.com
Blog Search Site: technorati.com
Hosting: blogger.com livejournal.com
blogger.com blogspot.com
7 Things: educause.edu/ir/library/pdf/ELI7006.pdf
Sample Blog: facdevniu.blogspot.com

SOCIAL BOOKMARKING

CiteULike: citeulike.org
del.icio.us: del.icio.us
Handout: facdev.niu.edu/facdev/programs/handouts/socialbookmarking.shtml
7 Things: educause.edu/ir/library/pdf/ELI7001.pdf
RSS: educause.edu/ir/library/pdf/ELI7024.pdf

VISUAL LEARNING TECHNOLOGIES

CONCEPT MAPPING

Inspiration: inspiration.com
SMARTIdeas: www2.smarttech.com/st/en-US/Products/SMART+Ideas/
Visualizing Ideas: www.audiencedialogue.org/soft-visu.html
Concept Mapping Applications: cmc.ihmc.us/papers/cmc2004-033.pdf
Concept Mapping Overview: www.economics.unimelb.edu.au/SITE/students/learning/cmm.shtml
Concept Mapping Theory: cmap.ihmc.us
The Next Generation of Educational Engagement: www.jime.open.ac.uk/2004/8/

GAMES

All about Puzzles: puzzles.info
Google Games Search: google.com/Top/Games/
Games for Learning: nova.edu/~spahn/games_for_learning.html
Games for the Science Curriculum: www.csun.edu/science/ref/games
Worksheets, Puzzles, Games: education.jlab.org/indexpages/teachers.php

CLASSROOM INSTRUCTIONAL TECHNOLOGIES

CLICKERS

eInstruction: einstruction.com
Classroom Use: educause.edu/apps/eq/eqm07/eqm0729.asp
CPS and Blackboard: blackboard.niu.edu/blackboard/resources/cps.shtml
Learning and Student Response Systems: coolschooltools.com/cps/research.html
CPS for Higher Education Overview: coolschooltools.com/Movies/CPS/HiEd/main_content.html
7 Things: educause.edu/ir/library/pdf/ELI7002.pdf

SMART PANELS

SMART Technologies: smarttech.com
SMART Tech Training: smarttech.com/trainingcenter/material.asp
Two-Minute Tutorials: smarttech.com/trainingcenter/tutorials.asp
Live Online Training: smarttech.com/trainingcenter/online/
Handouts and Guides: smarttech.com/trainingcenter/windows/trainingmaterials.asp

SELF-PACED LEARNING TECHNOLOGIES

PODCASTING

Educause Resources: connect.educause.edu/term_view/Podcasting
Vodcast Site: web.mac.com/atinam/iWeb/MaceBentley/Vodcasts/Vodcasts.html
7 Things: educause.edu/ir/library/pdf/ELI7003.pdf

STREAMING

Campus Technology: campustechnology.com/articles/38707/
Streaming Example: rtsp://real.nih.gov/ori/hhsori.rm
Educause: educause.edu/LibraryDetailPage/666?ID=EDU0470
Video Streaming in Online Learning: tinyurl.com/377urz

SHORT FOCUSED TUTORIALS

Articulate: articulate.com
Articulate Presenter: articulate.com/products/presenter.php
Articulate Engage: articulate.com/products/engage-demos.php
Short Focused Tutorial Examples: facdev3.niu.edu/media/asft/glossary001/engage.html
facdev3.niu.edu/media/sft/example001/player.html