

2023 Tech For Teaching Days

Schedule at a Glance

The below is an overview of the two-day virtual event. Zoom or Teams links will be provided in the calendar invitations sent prior to the event. Register in the Student portal, using the codes found on page 2 in the [Event Schedule](#).

Tuesday May 16th

9:00 to 9:15 am	Welcoming Remarks and Territory Acknowledgement (Nancy Nelson)
9:15 to 10:15 am	Panel: How Media Content Can Support Learning (Jake Morris, Media Producer – Media Services)
10:30 to 12:00 pm	Concurrent Workshops (Choose one of three)
12:30 to 2:00pm	Concurrent Workshops (Choose one of three)
2:00 to 3:30 pm	Concurrent Workshops (Choose one of three)

Thursday May 18th

9:00 to 10:15 am	Panel: The Evolving Impact of AI at Conestoga (Jesslyn Wilkinson, Educational Technology Consultant – Teaching and Learning)
10:30 to 12:00 pm	Concurrent Workshops (Choose one of three)
12:30 to 2:00pm	Concurrent Workshops (Choose one of three)
2:00 to 3:30 pm	Concurrent Workshops (Choose one of three)
3:30 to 5:00 pm	Wrap up Event Keynote Speaker, Brenna Clarke Gray on “Computer Says You Did It: Artificial Intelligence’s Ethical Boundaries and the Outsourcing of Teacherly Judgement”



About the Keynote Speaker

Join Brenna Clarke Gray, Coordinator of Educational Technologies at Thompson Rivers University, for a critical discussion of A.I. and its implications for education. Brenna will argue that we can't ever disentangle pedagogy from technology, but we can talk about how technologies reinforce or run contrary to our values as educators. We'll explore algorithmic and automation biases, the accountability gap created by AI decision-making, and the ethical ramifications of choosing – or not choosing – to engage in the world of generative AI. At the end of this session, participants will have considered how to move forward with AI in their own teaching and learning practice.

Brenna Clarke Gray is Coordinator, Educational Technologies at Thompson Rivers University, where her research interests include the history and future of open tenure processes, the role of care and care work in the practice of educational technology, and scholarly podcasting. Prior to her transition to faculty support, she spent nine years as a community college English professor and comics scholar. She holds a PhD in Canadian Literature from the University of New Brunswick. Outside of the academy's walls, Brenna co-hosts [Hazel&Katniss&Harry&Starr](#), a podcast about young adult literature and film adaptation, and pretends at the role of a public intellectual on Twitter, when you can find her [@brennacgray](#).

Event Schedule

Day 1: May 16th

Time	Events
9:00am - 10:15am	<p>Welcoming Remarks and Territory Acknowledgement (Nancy Nelson)</p> <p>Panel: How Media Content can Support Learning – EDV0103 (Facilitated by Jake Morris, Media Producer – Media Services) <i>In this HyFlex event, you have the option of attending online or in-person at 3065 King St.</i></p> <p>The college is growing, and now more than ever there are newer ways to develop effective content for your courses. Gain valuable insights from our panel of experts on how Media Services can support you in creating a variety of effective media content. This interactive discussion will share ideas from instructional designers, faculty and Teaching and Learning consultants about how varied media can impact the student experience of learning. Participants will have the opportunity to ask questions through a moderated Q&A as well.</p>
10:30am - 12:00 pm Choose 1 of the 3 workshops in this time slot.	<p>Leveraging eConestoga Analytics – Is Your Course Effective? - EDV0101 (Nathan Gardi, OLC) In this workshop, we investigate multiple sources of data / analytics available to you as an Instructor in eConestoga. We will demonstrate how to examine aggregate Rubric scores, individual Quiz Question results, student time spent on particular Content pages, and more. Using a combination of these data sets can help you determine whether the content and assessments in your courses are engaging and effective for your students.</p> <p>So you're New to the eText Program. What's Next? - EDV0098 (Kevin Brown, Bookstore) This session is designed to give employees who are new to the eText program an overview of the program and supports available to Conestoga employees and students. Participants can look forward to live examples of the eText experience in eConestoga as well as get an opportunity to engage with an eText right in the eReader platform.</p> <p>Simple Graphic Design with Adobe Express - EDV0097 (Adam Wilson, Teaching and Learning) Move over, Canva! The Adobe Creative Cloud suite offers premium access to Adobe Express, a versatile and simple graphic design tool. Create weekly notices, infographics, templates and more, with access to a huge library of stock graphics and images. In this session, you'll learn the basics of how to access Adobe Express, and what to do when you get there. You'll learn some key principles of graphic design, and work with one or two examples. Come see how powerful this free design tool really is! In this session, you will be able to practice new skills if you request a license for Adobe Creative Cloud from IT.</p>
12:00 pm – 12:30 pm	Lunch Break

<p>12:30pm – 2:00pm</p> <p>Choose 1 of the 3 workshops in this time slot.</p>	<p>Editing Panopto Videos - EDV0089 (Derek Bragg, IT) This session will introduce some features and tools to help you elevate your Panopto video beyond a simple video recording. We will cover the basics, such as simple editing, adding a custom video thumbnail and creating a Table of Contents. But we'll also dive into adding in new video clips, cuts, slides and streams – versatile ways to create and customize videos. Practice along on one of your own Panopto videos and develop new skills for working with videos in your courses.</p> <p>Hypothesis and ChatGPT - The Potential of Social Annotation - EDV0048 (Jesslyn Wilkinson, Teaching and Learning) Hypothesis is a product Conestoga currently licenses. In this workshop, we will show you how to leverage this type of social annotation tool to encourage authentic, process-oriented engagement with your course materials. Learn best practices for using social annotation and how to set up Hypothesis-enabled readings in eConestoga. The emergence of technologies, like ChatGPT, has sparked a critical conversation throughout the education industry and annotation tools may be part of a solution to some challenges.</p> <p>Plug and Play OER - EDV0094 (Chris Woodley, Kim Carter, Holly Ashbourne, Library) The world of OER has more to offer than simply textbooks! In this interactive workshop, learn search strategies to help you find Open and Library-provided Educational Resources to integrate into your course. Many options can work as soon as your next class! Learn about open licensing and get free and easy access to books, articles, images, learning objects, videos and more.</p>
<p>2:00pm – 3:30pm</p> <p>Choose 1 of the 3 workshops in this time slot.</p>	<p>eConestoga's Rubrics Tool - More Flexible than it Looks - EDV0088 (Nathan Gardi, OLC) At first glance, the eConestoga Rubrics tool might look rigid with its a predefined layout of levels (columns) and criteria (rows). But in this workshop we will take a closer look at all the ways the Rubric tool can be configured to unlock new use cases. Rubrics can be created with any size and for many needs. You can even incorporate a checklist component in addition to a more detailed grid. This workshop will also look at some Rubric best practices to ensure effective assessment.</p> <p>Show 'em how it's done! Creating engaging models for student success - EDV0096 (Sarah Darling and Polina Yakovleva, Faculty - Interdisciplinary) This workshop is focused on helping educators apply modelling strategies in their teaching practice. First, the participants will learn the importance of modelling as a teaching strategy. Then, the participants will explore various types of modelling, such as verbal, visual, and interactive, and learn how to use them to provide clear expectations, increase student motivation, and align assessments with learning objectives with a rubric. The workshop will also showcase clear examples of models created with technological tools like Canva, H5P, and Panopto, which educators can use to create their own engaging models. Finally, the participants will engage in discussions on how to develop practical models for assessments that are already part of their courses. By the end of the workshop, educators will have gained practical insights into integrating effective modelling strategies into their teaching practice. They will be able to generate ideas of suitable models that will enhance student learning and assessment in their courses. This workshop is suitable for educators at all levels who want to improve their practical application of modelling strategies.</p> <p>AI in the Classroom: From Threat to Tool - EDV0063 (Nancy Nelson, Teaching and Learning) AI-powered chatbots have introduced a new level of uncertainty into post-secondary education. This workshop examines the implications chatbots have on our current educational practices and explores ways they could assist and enhance the way we teach. Please come with your ideas, concerns, and suggestions.</p>

Time	DAY 2: Thursday, May 18
9:00am - 10:15am	<p>Panel 2: The Evolving Impact of AI at Conestoga - EDV0104 (Facilitated by Jesslyn Wilkinson, Teaching and Learning)</p> <p>Since November 2022, conversations around the implications of AI for post-secondary education have exploded. Conestoga's community has engaged in numerous conversations, workshops and discussions and this panel aims to bring us all together for a "big picture" of what is happening and what may come next. We'll consider the impact of AI on the tech industry and cyber security, assessments and academic integrity, as well as what this may mean for intellectual property rights. Panelists will include Cory Scurr (Manager - Academic Integrity), Curtis Preiss (Manager - Cyber Security), Sherri Steele (Assessment Consultant - Teaching and Learning), Russell Foubert (Chair, School of Applied Computer Science & Information Technology) and James Yochem (Manager - Copyright Coordinator).</p>
<p>10:30am - 12:00 pm</p> <p>Choose 1 of the 3 workshops in this time slot.</p>	<p>A Showcase of H5P Interactives - EDV0086 (Adam Wilson, Teaching and Learning)</p> <p>Want to see what more is possible in H5P? This session aims to showcase some great examples of H5P interactives developed over the years. Bring along your own interactives to show off, or come to see what everyone else has built. Find out about how to benefit from these examples, and take away some reusable resources to consider using in your own courses.</p> <p>Gamifying Learning Activities with the help of ChatGPT - EDV0092 (Saba Oji, Faculty - ACSIT)</p> <p>Gamifying learning activities can increase active learning and class engagement. It relies on an instructor knowing their audience to develop games that are relevant to students and their learning needs. However, it can also be time consuming and challenging to come up with suitable ideas! New generative AI tools like ChatGPT can help us create these games. Using a few effective prompts, we can generate a plan for the game, which we can then verify and modify to adapt to our teaching context. This session will provide some examples of games developed to teach SQL coding skills, which can be used as examples moving forward. You will also have the time to share ideas of ways you have gamified your course, or ways you have prompted and adapted outputs from generative AI tools to create meaningful learning activities.</p> <p>3 Creative eConestoga Tools for Formative Learning - EDV0085 (Amber West, OLC)</p> <p>By the end of this session, participants will be able to: Create formative assessments in eConestoga using the Self Assessment, Survey, and Checklist tools. Build a formative assessment that gives students feedback based on a specific response and/or overall question feedback as they go. Compose surveys that check in on students' learning at the beginning and end of a week so instructors can identify content gaps. Write checklists, combined with release conditions, that allow students to self-identify areas where they want more information at the end of a week.</p>
12:00 pm - 12:30 pm	Lunch Break

<p><i>12:30pm – 2:00pm</i></p> <p>Choose 1 of the 3 workshops in this time slot.</p>	<p>The Basics of Video Editing with Adobe Premiere Pro - EDV0099 (Will Snyder, Media Services) Have you tried working with video editing in Panopto, but would like to do more? This Intermediate skill level session will set you up with an introductory learning experience to Adobe's signature video editing software. While this software has incredible potential, this session will focus on setting up your work space, adjusting audio, trimming and editing videos, or adding text or cut screens. In this session, you will be able to practice new skills if you have already requested and installed Adobe Premiere Pro on your device.</p> <p>eConestoga Quizzes - EDV0087 (Nathan Gardi, OLC) We will skip the basics, and dive right into the more complex options within the Quiz tool, such as: How to create optional questions; How to create a question pool; How to administer multiple fixed versions of the same quiz to your students; How to allow students to upload photos or files as part of the quiz. You will also learn about a change in how the Quiz tool handles timing, with a much-requested feature: a hard cut-off time.</p> <p>A Primer on Prompt Engineering - EDV0064 (Jesslyn Wilkinson, Teaching and Learning) "Writing a really great prompt for a chatbot persona is an amazingly high-leverage skill and an early example of programming in a little bit of natural language" Sam Altman (CEO, OpenAI). In this session, we'll look at some examples of how effectively written prompts can affect the outputs of AI chatbots like ChatGPT. We will spend some time practicing with different prompts and develop key criteria for effective prompting that you can take forward into future experimentation.</p>
<p><i>2:00pm – 3:30pm</i></p> <p>Choose 1 of the 3 workshops in this time slot.</p>	<p>eReader Tips and Tricks - EDV0091 (Kevin Brown, Bookstore) This session is designed to give employees who have used eReader platforms at the College already (Texidium, Bookshelf, etc) an expert level view into some tips and tricks to take your teaching to the next level! Observe some new ways to get students interacting with their eTexts and eBooks, and share a few of your own ideas!</p> <p>AI for Graphics, Designs and Visuals - EDV0065 (Adam Wilson, Teaching and Learning) In this session, we will explore the widening landscape of emerging chatbots. We will consider some distinctions between the major chatbots, and what initial impressions/launches have looked like. We will examine varied applications of natural language prompting, including use in coding, audio, and text generation. Come explore some new applications of this wide-reaching branch of artificial intelligence (AI).</p> <p>Moving Quizzes from Kahoot to Mentimeter - EDV0093 (Derek Bragg, IT Services) Don't worry, you can still gamify your class quizzes! In this session, we'll look at ways to move Kahoot quizzes over to other platforms. We will demonstrate the most efficient ways to move gamified quizzes over to Mentimeter, and practice playing a sample quiz.</p>
<p><i>3:30 to 5:00</i></p>	<p>Closing Remarks and Keynote – EDV0105 Computer Says You Did It: Artificial Intelligence's Ethical Boundaries and the Outsourcing of Teacherly Judgement Join Brenna Clarke Gray for a critical discussion of artificial intelligence and its implications for education. Brenna will argue that we can't ever disentangle our understanding of pedagogy from our understanding of technology, but we can talk about how technologies reinforce or run contrary to our values as educators. We'll explore algorithmic and automation biases, the accountability gap created by AI decision making, and the ethical ramifications of choosing – or not choosing – to engage in the world of generative AI. At the end of this session, participants will have considered how to move forward with AI in their own teaching and learning practice.</p> <p>Brenna Clarke Gray is Coordinator, Educational Technologies at Thompson Rivers University, where her research interests include the history and future of open tenure processes, the role of care and care work in the practice of educational technology, and scholarly</p>

	<p>podcasting. Prior to her transition to faculty support, she spent nine years as a community college English professor and comics scholar. She holds a PhD in Canadian Literature from the University of New Brunswick. Outside of the academy's walls, Brenna co-hosts Hazel&Katniss&Harry&Starr, a podcast about young adult literature and film adaptation, and pretends at the role of a public intellectual on Twitter, when you can find her @brennacgray.</p>
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