

DIGITAL EXPO

2013

*Presentation of creative, scholarly,
and pedagogical projects by students,
faculty, and classroom teachers*

*October 17-19, 2013
Miami University*

Sponsored by the College of Education, Health and Society, Department of Teacher Education, Department of English, and the Armstrong Institute for Interactive Media Studies (IMS).


MIAMI UNIVERSITY

Thursday, October 17th

Keynote Speakers - Chad Wick & Jillian Darwish

5:45-6:45 p.m.—*New Assumptions in the Digital World*

To begin the conversation on what it means to teach, learn, research, compose, create, and communicate in a digital age, the presenters will explore long-held societal assumptions that are being challenged by millennial students. This interactive session will explore changing assumptions about knowledge, the learning experience, expectations for higher education and life and work beyond college.



Chad Wick is an innovator who seeks to create equity of education opportunity in order to prepare learners to thrive in the 21st century. Recognized by former U.S. Secretary of Education Richard W. Riley as “one of the outstanding education leaders in the country,” Wick led KnowledgeWorks, as the founding CEO, in its vision to transform education in the United States from a world of schooling to a world of learning.

In her more than 20 years in the field of education, Dr. Jillian Darwish has served as a leader in a broad spectrum of organizations including philanthropy, public television, professional service agencies, higher education and the K-12 system. Using her education and experience in both design and education, Jillian brings a fresh perspective and innovative approach to organizational development, strategy, team building, change management, and large group learning design that is grounded in knowledge of emerging and future trends.



TeachLivE

6:45–7:30 p.m. Room 319

TeachLivE™ is a mixed-reality teaching environment that supports teacher practice in pedagogy and content. In TeachLivE™, pre-service and in-service teachers walk into a simulated middle-school classroom where the room is real but the students are digital avatars. The virtual students controlled by real trainers are made to act like typical (or atypical) pre-teens, depending on the objectives of the experience. Each student's personality is based upon those typically encountered in a middle school classroom.



Thursday, October 17th

Digital Showcase

Storyboarding with Dual Language Learners

Megan Rutherford and Lexie Withrow, Early Childhood, EDT

How to effectively use technology to assist Dual Language learners. The showcase will focus on Story Board, an iPad application.

“Let Me Tell You What *I* Know:” (Re)Creating Academic Identities with Avatars and Digital Characters

Jessica Wertz, PhD Student, University of Cincinnati

The presenter introduces participants to websites and iPad apps that allow students to demonstrate their content-area knowledge by taking on virtual identities within an imagined world. Participants will have the opportunity to discuss ideas for classroom applications across grade ranges and subject areas.

Miami University Library InfoScreens: A Configurable Suite of Information + Using GIS to Find Places to Study

Eric Johnson, Thomas Tully, and Jon Cameron, Miami University Libraries

Miami University Libraries' InfoScreens provide a configurable touch sensitive information portal, helping students find available computers, study spaces, events, books and more. Utilizing Wi-Fi access points' saturation, computer activity and GIS, the web enabled InfoScreen's maps enable students to quickly locate an open place to study in the various libraries.

Lemon Smash App

Mary Schlueter, PIE

The Partnership for Innovation in Education (www.piemedia.org) introduced basic business concepts to kids in grades 1-6. Each student was introduced to three basic business concepts: SWOT Analysis, Product Life Cycle and 5 P's of Marketing, as they created their new sales strategy while creating an App.

An Occurrence at Owl Creek Bridge

James Cox, Student, AIMS

An Occurrence at Owl Creek Bridge is a game adaptation of a Civil War short story written by Ambrose Bierce. Without the use of in game text or dialogue, not including the title and credits, it is an example of how games can be used to tell emotionally impacting stories. Recently An Occurrence at Owl Creek Bridge won a silver medal at the 2013 Serious Play Conference. More information about the game can be found at <http://seeminglypointless.com/games/oaocb/>

Friday, October 18th

Keynote Speaker – Janet E. Hurn



9:00-9:50 a.m.— *Be Radical: Designing a New Education REALity*

The workplace and home of today looks nothing like it did even five years ago. We are connected in new ways, 24/7. Communication is multi modal and instant. Our work is in the cloud. The classroom is a place to harness all of this in order to build a learning environment that is part of a New Education REALity. I will talk about this cultural shift as well as look at tools that can help change the way we teach and learn.

Janet E. Hurn is currently the Coordinator of E-Learning Initiative for Miami University's regional locations and a Senior Instructor of Physics. Janet leads a team of educational designer/technologists and oversees the development of online and hybrid courses that helps faculty integrate technology into their classrooms. Her research interests currently include learning analytics, academic integrity in the online environment and online student retention. She is a Google Apps for Education Certified Trainer and Quality Matters Peer Reviewer.

Miami regional E-Learning has been recognized for its leadership in innovation. The E-Learning group was awarded the Sloan-C Effective practice award in 2007 for their online course design process based on Quality Matters. Janet was the recipient of the University System of Ohio's Faculty Innovator Award in 2009. She has presented at various technology conferences and universities about setting up an online program, cool tools for education and iPads in the classroom.

Multi-event Sessions: Friday, Oct. 18th

Session One, Room 223, 10:00 a.m. -11:30 a.m.

1A. Digital Video Library: Video Resources for Business Technology Courses **10:00 a.m. – 10:30 a.m. Chamina Smith and Thomas Mays, Miami University**

In this presentation, the presenters will be discussing the Business Technology Video Library. The Business Technology Video Library helps students learn about business through the eyes of real-world practitioners. The videos are hosted on YouTube, and a Google Site serves as a “front end” to help avoid YouTube clutter and distractions. Additional instructional resources are also included for several of the videos.

1B. Using Technologies to Amplify Marginalized Voices **10:30 a.m. – 11:00 a.m. Johnnie Jackson, Miami University**

WeVideo, Youtube, Prezi, and other technologies and social medium outlets give to us the opportunity to amplify voices of people who have been historically not consider the nerds of technology. In this presentation, the presenter will show how a multimedia project can extend globally and allow for the voice of many new tech nerds to be amplified around a controversial topic like dreaming.

1C. Using Infographics in the Classroom **11:00 a.m. – 11:30 a.m. Kate Lucey and Arianne Hartsell-Gundy, Miami University**

This presentation will demonstrate the value of using infographics in the classroom. Infographics can help students understand the complex relationships between data and information and are great tools for visual learners. The presenters will explain what infographics are, demo examples of infographic creation tools, and discuss how to use infographics for learning.

Session Two, Room 215, 10:00 a.m. – 11:30 a.m.

2A. Digitized Figures: A Practice of Choreographing Text

10:00 a.m. – 10:30 a.m. Sarah Rose Nordgren, Miami University and Kathleen Kelley, Montclair State University

This digital video performance, created by a choreographer and a poet, weaves words and images through digital space, investigating technology's analogous relationship to the body and the natural world. The presenters will show three digital video experiments in choreographed poems and discuss their artistic process and collaboration.

2B. “Let Me Tell You What *I* Know:” (Re)Creating Academic Identities with Avatars and Digital Characters

10:30 a.m. – 11:00 a.m. Jessica Wertz, University of Cincinnati

The presenter introduces participants to websites and iPad apps that allow students to demonstrate their content-area knowledge by taking on virtual identities within an imagined world. Participants will have the opportunity to discuss ideas for classroom applications across grade ranges and subject areas.

Session Three, Room 224, 10:00 a.m. – 11:15 a.m.

3A. Smartpen

10:00 a.m. – 10:15 a.m. Sarah Brooks, Maria Troutman, and Kelsey Allinger, Miami University

This relatively inexpensive device can assist students by recording a lesson, recalling the writing completed during the lesson and uploading all materials to the computer for re-use and re-learning. Particularly helpful for students who need to hear things more than once or see how a math problem was solved when it is time for homework.

3B. iPad Apps for Reading and Communication

10:15 a.m. – 10:30 a.m. Saara-Sofia Pasi and Lauren Kramer, Miami University

An introduction to 5 apps that are useful with students who need additional practice in early reading skill development, and with students who need assistance with communication.

3C. Kidspiration/Inspiration

10:30 a.m. – 10:45 a.m. Alli Thomas and Melissa Scheuering, Miami University

Research has shown graphic organizers to be powerful tools for organizing thoughts and ideas, understanding dense text, and preparing to write. Two of the most popularly used software programs, one for primary and one for secondary, will be shown and discussed.

3D. Natural Reader

10:45 a.m. – 11:00 a.m. Grace Cottingim and Sarah Price, Miami University

Students who have difficulties with decoding often become quickly penalized in other subject areas due their inability to keep up with the print material. Natural Reader software allows text material to be scanned so it can be read aloud for the student. This demonstration will show how the software works, share strengths and weaknesses and cost.

3E. Dragon Naturally Speaking

11:00 a.m. – 11:15 a.m. Angela Tomaro and Meredith Blake, Miami University

For those with poor graph-motor coordination, it can be a struggle getting things down on paper, or keeping up with the flow of ideas in class or that a student may have for a paper, etc. Dragon is the most popularly used dictation software that allows students to say what they want to aloud and have it converted to text. This demonstration will show Dragon at work and share strengths, weaknesses, what is available for free and what is available to purchase.

Session Four, Room 223, 11:30 a.m. – 1:00 p.m.

**4A. Project BackPac and the New “Student Teacher Technology Pac”:
Integrating Emerging Technologies During the Student Teaching Semester
11:30 a.m. – 12:00 p.m. Douglas Brooks, Hitash Naik, and Tact Takagi,
Miami University**

The presenters will describe the 3rd generation of the "Project BackPac" program for technology support in student teaching at Miami University. This new 3rd generation "Student Teacher Technology Pac" features mini iPads, Airport Express and Apple TV technologies. The goal of Project BackPac has always been to provide student teachers, placed in limited technology classrooms, with customized access to selected technologies such as : iPads, SmartPens, E-instruction student response systems, e-Beam interactive white board systems. Pacs can be customized to support particular classroom needs. Results suggest a dramatic impact on student integration of emerging technologies during student teaching.

**4B. Ways to Use Technology to Build Reflection in the Writing Classroom
12:00 p.m. – 12:30 p.m. David Marado, Miami University**

In the spring of 2012, the presenter designed a curriculum and assignments for his English 313 course, Technical Communication, which were aimed at increasing the quality and depth of reflection in the classroom. The presenter employed both written and video reflection. The presentation reports on the results.

**4C. Using iPads During Writing Groups
12:30 p.m. – 1:00 p.m. Amanda Staggs, Notre Dame Academy**

The presenter will be sharing research they did in their 1:1 iPad high school English classroom. Students incorporated technology into the writing group process with positive results for student learning and classroom community.

Session Five, Room 215, 11:30 a.m. – 1:00 p.m.

5A. Putting the Cool Back in School: Using Multimedia Technology to Engage Students and Effectively Teach Science Standards

11:30 a.m. – 12:00 p.m. Scott Sander, Miami University

Standardized testing doesn't have to cramp your creativity. This workshop will challenge the traditional sights and sounds of school, using widely available multimedia technology to enhance your current classroom practices. Variety is the key when sequencing instruction that provides the opportunity for students to both know and understand science.

5B. Opportunities and Challenges: The Use of Technology Across University Settings

12:00 p.m. – 12:30 p.m. Sean Newsome, Miami University

The presenter will discuss the use of technology and Distant Learning in the newly formed Masters of Arts in Social Work (MASW) Program with Wright State University. Specifically, the presenter will outline and discuss the opportunities and challenges presented in using technology as a way to augment the classroom experience for graduate social work students at Miami University and Wright State University. In addition, the presenter will discuss the future directions necessary in using technology as a tool in the classroom - learning environment.

5C. Designing and Implementing a Digital Course Globally

12:30 p.m. – 1:00 p.m. Rodney Coates, Miami University

This presentation will discuss how we designed a truly digital and global course linking over 15 Universities and 300 students worldwide. Together they read, discuss, and work on class projects all digitally.

Session Six, Room 224, 11:30 a.m. – 12:45 p.m.

6A. Smartpen

11:30 a.m. – 11:45 a.m. Juliana Overdorf, Jake Parrish, and Rebecca Strauss, Miami University

This relatively inexpensive device can assist students by recording a lesson, recalling the writing completed during the lesson and uploading all materials to the computer for re-use and re-learning. Particularly helpful for students who need to hear things more than once or see how a math problem was solved when it is time for homework.

6B. iPad Apps for Reading and Communication

11:45 a.m. – 12:00 p.m. Lexi Orlando, Ryan Stier, Andrea Becker, and Carolyn Masciangelo, Miami University

An introduction to 5 apps that are useful with students who need additional practice in early reading skill development, and with students who need assistance with communication.

6C. Kidspiration/Inspiration

12:00 p.m. – 12:15 p.m. Delphine Koustmer, Hannah Cholewinski, Chloe Hansel, and Sarah Blumberg, Miami University

Research has shown graphic organizers to be powerful tools for organizing thoughts and ideas, understanding dense text, and preparing to write. Two of the most popularly used software programs, one for primary and one for secondary, will be shown and discussed.

6D. Natural Reader

12:15 p.m. – 12:30 p.m. Alex Port, Dani Knipe, and Madeline Power, Miami University

Students who have difficulties with decoding often become quickly penalized in other subject areas due their inability to keep up with the print material. Natural Reader software allows text material to be scanned so it can be read aloud for the student. This demonstration will show how the software works, share strengths and weaknesses and cost.

6E. Dragon Naturally Speaking

12:30 p.m. – 12:45 p.m. Hilary Perkins, Natalie Tyrey, and Caitlin Mize, Miami University

For those with poor graph-motor coordination, it can be a struggle getting things down on paper, or keeping up with the flow of ideas in class or that a student may have for a paper, etc. Dragon is the most popularly used dictation software that allows students to say what they want to aloud and have it converted to text. This demonstration will show Dragon at work and share strengths, weaknesses, what is available for free and what is available to purchase.

Teacher Workshops: Saturday, Oct. 19

Session One, 9:20 a.m. -10:20 a.m.

1A. Not All Apps are Created Equal: Choosing Educational Technology **Room 100, Katie Henry, Brookville Intermediate School**

Teachers are nonstop decision-makers, and choosing appropriate learning tools from the 21st century tool bag can easily feel overwhelming. Participants will learn and apply a simple decision-making framework for choosing educational technology, and leave not only with activities to try with students, but a strategy for making future decisions.

1B. Using Technology in Writing **Auditorium, Cathy Bella, Delhi Middle School**

A struggle many teachers of writing may face is finding a way to make the process work in a real classroom. See how digital technology can assist in addressing issues such as managing the classroom while conferencing, revising, and grading.

1C. Digital Tools for Collaboration and Presentation **Room 112, Chris Gemperline, St. Ignatius Elementary School**

Student collaboration is essential to many aspects of education, whether for doing projects, science labs, or homework. Audience will learn how to use different web-based products to aid in student collaboration, as well as, some different ways students can create presentations and projects online.

Session Two, 10:30 a.m. – 11:30 a.m.

2A. Using and Creating QR Codes in the Classroom
Room 100, Michelle Cosmah, Miami University

QR codes are one example of how technology can be integrated into the classroom. This interactive workshop is designed to provide educators with a way to enhance the classroom learning experience for students of all ages.

2B. Integrating Technology and Marzano's Six Step Process for Teaching Academic Vocabulary using Wordle.

Auditorium, David Bartoe, Lockland Local Schools

Wordle is a toy for generating “word clouds” from text that you provide. The clouds give greater prominence to words that appear more frequently in the source text. You can tweak your clouds with different fonts, layouts, and color schemes. The images you create with Wordle are yours to use however you like. You can print them out, or save them to the Wordle gallery to share with your friends. Along with Wordle we will explore "Integrating Technology and Marzano's Six Step Process for Teaching Academic Vocabulary".

2C. Flip it Good! Using Screencasts to Manage Individualized Classroom Learning

Room 112, Katie Bills, Bellbrook High School

What do you do when 30 students are working individually on a process? Some are finished, some are just starting, and others have no idea what is going on. Use screencasts, of course! In this class, a writing teacher will show you her ideas on flipping the classroom to maximize time for individual instruction.

Session Three, 11:40 a.m. – 12:40 p.m.

3A. Integration of the Visual Arts and Web 2.0 Technologies in the Classroom

100, Karen Gooch, Little Village Kids

Whether you teach elementary, middle or high school, visual arts and Web 2.0 technologies can be used to enhance literacy learning in the classroom. As an educator it is our responsibility to utilize marginalized subjects like the arts and technology to better educate students and meet their needs as 21st century learners. This session will show you some of these visual arts and web based lessons to teach literacy concepts in the classroom.

3B. Enhancing Instruction with Mobile Presentations

Auditorium, Jaime Cady, Talawanda School District

Learn about Nearpod, a versatile app that engages students in presentations controlled by the swipe of your finger. You will explore the diverse presentation formats supported by this FREE app, learn how student data can be collected and displayed, and receive step-by-step instructions on creating a Nearpod presentation for your classroom.

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EHS Graduate Students

Thank you for attending the Miami University 2013 Digital Expo. Hopefully you have enjoyed your experience and learned a wide variety of helpful techniques to include new digital media in your classrooms.

We want to hear from you via *tweet and/or online conference survey!*

tweet on the hashtag [#digitalexpo2013](#)

http://www.units.muohio.edu/EAP/Digital_Expo/

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