Jul 29th, 3:00 PM - 4:00 PM

Devices in the classroom - an aid, not hindrance to learning

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Title of the presentation •
Devices in the classroom - an aid, not hindrance to learning

Brief description of the presentation, panel or poster •
How do we encourage our students to use technology to collaborate? Is it possible to engage students further by asking them to use their efforts outside of class to enrich the work during class? This presentation will explore creative ways to use technology to enhance collaboration in the the classroom as well as encouraging participants to interact and share their ideas with each other via an interactive google doc.

Intended audience:
 K-12, Higher Education

Brief biography of the primary presenter •

[Elias](#) [Mokole](#)'s gifted voice and stage presence coupled with his passion and dedication for education and the advancement of the arts allows him to share his talents and creative expertise as Instructor of Voice at the University of Minnesota Duluth. Mokole recently presented the keynote performance at an Online TEL "Unconference" on campus - a program that, with the help of a smartphone app called Aurasma, included live and recorded music and poetry from UMD and Paris. Mokole is a team organizer for the second annual, faculty-organized *Technology-Enhanced Learning Unconference*

The unconference is an opportunity for novice, intermediate, and expert educators and technologists to learn from each other in participatory and collaborative workshop and discussion sessions.

Listing of three learning outcomes, objectives or "take-aways"
Develop and strengthen familiarity with google docs
Interact and learn about what other technologists are using to engage their students
Assist in offering ways to use devices in the classroom

Presenter's website-
www.songfestival.com
Twitter - @elmokole
LinkedIn-https://www.linkedin.com/in/eliasmokole
Pinterest- https://www.pinterest.com/eliasmokole/

Topics of interest include, but are not limited to: • Accessible Technologies • Assessment & Analytics • Badging & Credentialing • Career & Workforce Development • Content Authoring Tools • Digital Learning Resources • Digital Portfolios • Effective Teaching Practices • Gamification • Mobile Learning • Online & Hybrid Learning • Open Education Resources • Quality Design in Teaching • Social & Collaborative Learning • Student Service Technologies • Student Success • Other

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Suggested collaborative applications:

Storytelling Apps -
Nutshell, StoryCorps, Stellar
http://nutshell.prezi.com/index_en.html

Demo for "Trello"
- a visual organizing tool
- an elaborate to-do list
- shareable with others
- using boards (like pinterest)
- can download sound files (use iPhone and email the sound file)
- individual organization as well as project management teams

Marshmallow/spaghetti challenge, is exemplary of exploring a concept.
PECHAKUCHA http://www.pechakucha.org/faq
App that only allows 90 secs. FlipGrid   the objects created should be something worth sharing, a quality object.

Resources
Jamendo
Archive.org
freesound.org
DPLA
American Memory Project
CCMIXTER
https://wikimediafoundation.org/wiki/Home
RIP: Remix Manifesto
Abram's Multimedia Design Resources for BCOM
http://publicdomainreview.org/
http://www.openculture.com/