

scheduled workshops

To register for one or more of our workshops,
contact the Center at
ctl@bgsu.edu or 419.372.6898

NEW at the Center

Learning and Teaching in Second Life

Second Life Workshop

Thursday, June 7th, 9:30–11:30 a.m.
Tuesday, June 12th, 2:30–4:30 p.m.
Wednesday, June 20th, 3:00–5:00 p.m.
Friday, June 29th, 10:30–12:30 p.m.
Monday, July 9th, 2:30–4:30 p.m.
Thursday, July 19th, 1:00–3:00 p.m.

Second Life Open Labs

Thursday, June 7th, 2:00–4:00 p.m.
Friday, June 8th,
9:00–11:00 a.m. or 2:00–4:00 p.m.
Tuesday, June 12th, 9:00–11:00 a.m.
Thursday, June 14th,
10:00–12:00 p.m. or 2:30–4:30 p.m.
Friday, June 15th, 10:00–12:00 p.m.
Tuesday, June 19th,
9:00–11:00 a.m. or 2:00–4:00 p.m.
Thursday, June 21st,
9:00–11:00 a.m. or 2:00–4:00 p.m.
Thursday, June 28th,
9:30–11:30 a.m. or 3:00–5:00 p.m.
Friday, June 29th, 2:00–4:00 p.m.
Tuesday, July 10th, 1:00–3:00 p.m.
Wednesday, July 11th, 1:00–3:00 p.m.
Friday, July 13th, 9:30–11:30 a.m.
Monday, July 16th, 9:00–11:00 a.m.
Thursday, July 19th, 9:00–11:00 a.m.
Friday, July 20th, 11:00–1:00 p.m.

Clickers: Interactive Response Devices in the Classroom

Monday, June 18th, 1:00–2:00 p.m.
Wednesday, July 18th, 10:00–11:00 a.m.

Web 2.0: Applications that run in your Internet Browser

Monday, June 25th, 1:30–2:30 p.m.
Wednesday, August 1st, 9:30–10:30 a.m.

Collaborative Reflections for Learning: Using Blogs and Wikis as Learning Tools

An Introduction to Blog & Wiki Use in Learning

Wednesday, June 20th, 12:30–2:00 p.m.

Advanced Blog - Creation & Management of Blogs in Learning

Tuesday, June 26th, 1:00–2:00 p.m.

Advanced Wiki - Creation & Management of Wikis in Learning

Thursday, June 28th, 1:00–2:00 p.m.

Tools Workshops

Workshops on technology tools to use in the classroom or for research:

Film to Finish

Monday, June 4th, 1:00–2:45 p.m.
Wednesday, July 11th, 9:30–11:15 a.m.

PDFs in the Classroom

Monday, June 11th, 2:00–3:00 p.m.
Wednesday, July 18th, 3:00–4:00 p.m.

Audio Files with Audacity

Wednesday, June 6th, 1:00–2:00 p.m.
Tuesday, July 10th, 10:00–11:00 a.m.

Extending the Classroom Experience with Podcasting

Wednesday, June 13th, 1:30–2:30 p.m.
Tuesday, July 17th, 10:00–11:00 a.m.

Movie Maker

Wednesday, June 27, 10:00–11:00 a.m.



For more information
about the Center:
www.bgsu.edu/ctl
ctl@bgsu.edu
419.372.6898

communicating for **LEARNERS**

Summer

*The Center for Teaching, Learning, and Technology
Summer 2007*



2006-2007 Learning Communities Personal Transformations through Collaborative Learning

On May 3, 2007, BGSU's faculty and graduate student learning community members celebrated another successful year of accomplishments focused on teaching, learning, scholarship, and service. During the 2006-2007 academic year, The Center for Teaching, Learning, and Technology hosted 12 learning communities with over 160 members.

This year there were several "firsts" that demonstrate the progression and evolution of our learning communities. For example, Firelands College hosted their first learning community, "Initiatives for the Future," focused on curriculum development for a college futuring initiative. Also for the first time, graduate students were participants in a traditionally all-faculty learning community (Transition to Digital) and the feedback from community members is very positive. Lastly, the learning community, Research in Science and Mathematics Education that is co-hosted with COSMOS/NWO, spawned a new group that met bi-weekly to learn more about statistical methodologies in education research.

Learning Community Accomplishments for 2006 - 2007

What follows is a brief overview of the accomplishments that were shared during the Learning Community Celebration Dinner, hosted on May 3, 2007, by the Center and the Office of the Provost.

Active Learning in the Natural Sciences

Discussing, designing, implementing, and adapting new interactive engagement learning strategies for the large enrollment and/or introductory level science course

Grant Writing

Engaging in extensive peer review of members' grant proposals, resulting in revision, development, and submission of four, federal-level grant proposals and several state and local grant proposals

Initiatives for the Future (IF)

Integrating futures thinking exercises into twelve courses, Office for Educational Outreach catalog, and BEST Partnership Customized Training catalog, while creating a visioning strategy for the "Shaping the Future of the Firelands," community revitalization project

Life Science Scientific Teaching and Reform

Discussing, designing, implementing, adapting, and presenting new, interactive learning strategies focused on teaching reforms and teaching scientifically

Mentoring and ePortfolio

Developing mentoring skills and strategies, including team and peer models through the creation of electronic identities and the implementation of professional development plans throughout the academic year

Pedagogies in the Arts and Humanities

Researching and planning the Arts Pedagogy course to be offered summer 2007 to BGSU graduate students and sharing strategies for teaching non-arts majors in the various disciplines

Publication

Fostering interdisciplinary collegiality through reading, discussing, critiquing, editing, and revising faculty members' conference presentations and essays in-progress

continued inside...



visionary STATUS

James Paul Gee is the Tashia Morgridge Professor of Reading at the University of Wisconsin-Madison. He received both his MA and PhD in linguistics from Stanford University. Gee has been published in multiple scholarly journals in linguistics, psychology, the social sciences, and education. His work over the past decade has centered on an integrated theory of language, literacy, and schooling. Gee's most recent research has been focused on one of the largest movements in popular culture today—video gaming.

Gee has been on a visionary quest to understand how the principles of learning found in good video games can enhance teaching and learning. His book, *What Video Games Have to Teach Us About Learning and Literacy* (2003), provides thirty-six reasons why good video games produce successful learning conditions. He has also authored *Why Video Games are Good for Your Soul*. Gee asserts that there are amazing things that can be learned from video games. Good video games keep players enthralled in the problem-solving process; furthermore, game designers let players be producers, not just consumers, offering them a strong identity and empowering them to learn as they play.

Read more about video games and learning:
www.academiccolab.org/initiatives/gapps.html
www.edletter.org/current/gee.shtml

Learning Communities continued...

New Faculty

Sharing, discussing, and applying focused pedagogical strategies that can transform student engagement and learning; exploring university learning resources available for students and faculty such as the Writing Center, Chapman Residential Learning Community, IDEAL, scholarly communication, and teaching portfolios.

Reflective Teaching

Reflecting on teaching and students' learning through collaborative problem-solving; culminating in the development of new activities, assignments, and teaching portfolios

Research and Teaching

Engaging in discussions about research and writing goals and the challenges inherent in research and teaching, including group authorship of a manuscript on "The Ripple Effect," submitted to the peer-reviewed *Journal on Excellence in College Teaching*

Research in Science and Mathematics Education

Engaging in critical discussions of research about how people learn and presenting STEM education research, leading to the creation of collaborative, research paper presentations, publications, grant proposals, and a spin-off seminar on research and statistics in STEM education

Transition to Digital

Gaining an awareness of BGSU technology resources, increasing knowledge and experience using various tools to actively engage students inside and outside the classroom; developing a collaborative, peer-reviewed conference presentation on technology-related learning communities



The Hot Five

The Center presents its top five list of our hottest online resources.

1

Ten By Ten
tenbyten.org

A display of the top 100 words and pictures of every hour, day, and year

2

EDC
main.edc.org

Up-to-date research and programs geared toward improving the global society and education

3

Gapminder
gapminder.org

Visualization of world development through dynamic graphs and statistics

4

RACE
understandingrace.org

Exploration of race through history, human variation, and life experiences

5

NYPL Digital Gallery
digitalgallery.nypl.org

A primary source, digital gallery created from New York Public Library collections

2007–2008

Learning Community Opportunities

Your chance to be a learning community member

Learning communities provide professional development for faculty and graduate students in areas relating to teaching, learning, research, and service. Through their active participation, members experience collegiality and find collaborators for professional activities.

Last year's community members said their experiences were "a wonderful opportunity to engage in dialogue with colleagues from across campus and practice institutional citizenship," and a "supportive environment in which (members) could try out (new) ideas." One community member liked that learning community participation "put a fire under her" to accomplish teaching/learning goals.

To learn more about learning community membership, visit the center's website (www.bgsu.edu/ctl) and click on the 2007–2008 Learning Communities link. Applications for next year's learning communities will be available after June 1 and will be due back to the Center by July 31. If space is still available within a particular community, applications will be accepted into August on a first-come, first-served basis.

In addition to ten returning learning communities, the Center is pleased to announce the addition of three new learning communities, each with its own, unique focus on teaching and learning:

Scholarship in Teaching and Learning

An interdisciplinary group of faculty who value, encourage, and engage in the Scholarship of Teaching and Learning (SoTL). The community and its members will research and discuss professional practices leading to the development of scholarly teaching and enriched and meaningful student learning.

Web 2.0 Pedagogy and Scholarship

University faculty, staff, and graduate students will explore the use of Web 2.0 tools for pedagogical transformation, community partnerships, scholarship of engagement, and new models of scholarly publishing.

Core Commitments Service-Learning

Co-sponsored with the Office for Service-Learning, members will develop knowledge of service-learning outcomes and assessment plans for a newly designed service-learning course to be taught during academic year 2008-2009, including the implementation of community partnership best practices into course design and delivery.

Did you know?

On Friday, June 15, the Ohio Learning Network will host a Teaching and Learning EXPO. Learning Communities represented from the Northwest Ohio region and throughout Ohio will be sharing their projects, resources, and experiences in an interactive showcase. The showcase offers time to talk with colleagues and learn how integrating technology has impacted student success. Some of the technologies that will be showcased include e-portfolios, blogs, audience response systems, open source, podcasting, Second Life, online assessment tools, wikis, virtual labs, and many more!

The EXPO is open to the public from 10:30-3:30 p.m. at the Reese Center in Newark, OH. To learn more and register for the OLN EXPO, go to www.olin.org/LCI/

What is Second Life?

This summer, the Center is offering workshops and open lab times devoted to exploring the pedagogical possibilities of the popular virtual world, Second Life.

Second Life is a persistent, 3D virtual world where users can login with a broadband Internet connection by downloading the free Second Life program from <http://www.secondlife.com>. This virtual world is heavily populated by individuals from around the world, has a functioning internal economy, and includes other features that make it attractive for educational and non-educational purposes.

Second Life workshops focus on the educational possibilities presented by this unique virtual world. Center staff guide participants through the creation of their personal virtual representations in Second Life (avatars) and the general Second Life interface.

see workshop schedule on back...