Wednesday, August 7th, 2013

Regular Sessions Hands-On Workshop Exhibitor

Please be sure to visit with our exhibitors! This is a tentative schedule. Subject to change. FMM: For Mere Mortals A: Advanced

| Registration (Wolf Lobby/Outside) Exhibitor Hall - Continental Breakfast (Wolf Student Commons) Session 1 Travis Chillerin (Wolf Student Commons) Session 2 White Charactering Code (Charactering Code) Commercing Clouds: Commons (Charactering Code) Commercing Clouds: Code (Charactering Code) Code (Charactering Code) Commercing Clouds: Code (Charactering Code) Code (Charactering Code) | | | · _ | | | | | FIVIIVI: FOR IVIERE IVI | ortais A : Advanced |
|--|-------------|--|--|---|---|---|--|--|--|
| Session 1 Toyle Children Says-9-20 Toyle Schildren Says-9-20 Toyle Sch | TIME | WOLF 204 | WOLF 205 | WOLF 206 | WOLF 207 | WOLF 301 | WOLF 304 | WOLF 305 | WOLF 306 |
| Collaboration Collaboratio | 7:30-8:30 | Registration (Wolf Lobby/Outside) Exhibitor Hall - Continental Breakfast (Wolf Student Commons) | | | | | | | |
| Session 2 9:35-10:25 Anthrew Brinham 9:35-10:25 Anthrew | | (CU-Boulder) Connecting Clouds: Tips for Working (and Living) in the Cloud | (Arapahoe CC) Digital Game-Based Learning MOOC (gMOOC) for Rhetoric and Composition | (CU-Boulder) Google Demo Slam | (Adobe) Image/Video Editing with the Latest Version of Photoshop | (CU-Boulder) Refresher Course: Not Into Twitter? Can We Change Your Mind? | (FRCC) Embedding Success | (CU Anschutz) Chromebooks in the Classroom | (Pikes Peak CC) Web Conferencing Applications for Online Classes and Online Tutoring |
| 9:35-10:25 (MSU Denver) Avoiding Farakenstein regarded Teaching and MoCo Containing Amob Discussion (FMM) (F | | (FMM) | (A) | (FMM) | | (FMM) | (FMM) | (FMM) | |
| Continue | | (MSU Denver) Avoiding Frankenstein's Monster: Integrated Classrooms Without Tech Running Amok | (CÚ-Boulder) Creating an Accessible MOOC Universal Design for | (CU-Boulder) How Faculty Can Affect Student Texting, Distraction, Grades, and Attitudes | | (UNC) Navigating the Maze of Tech Tools | (CCCOnline) Dissecting a Game: Game Mechanics in a Multiplayer Game | (YouSeeU) Authentic Learning with YouSeeU™ Student Capture | |
| 11:35-12:45 Lunch at the Center for Community (C4C) (walk or take the bus; watch for signs) - Lunch Huddles at C4C (see program for details) Exhibitor Hall-Fair and Prize Drawing - Wolf Student Commons (see program for details) Exhibitor Hall-Fair and Prize Drawing - Wolf Student Commons (see program for details) Exhibitor Hall-Fair and Prize Drawing - Wolf Student Commons (see program for details) Exhibitor Hall-Fair and Prize Drawing - Wolf Student Commons (see program for details) Exhibitor Hall-Fair and Prize Drawing - Wolf Student Commons (see program for details) Exhibitor Hall-Fair and Prize Drawing - Wolf Student Commons (see program for details) Exhibitor Hall-Fair and Prize Drawing - Wolf Student Commons (see program for details) Exhibitor Hall-Fair and Prize Drawing - Wolf Student Commons (see program for details) Exhibitor Hall-Fair and Prize Drawing - Wolf Student Commons (see program for details) Exhibitor Hall-Fair and Prize Drawing - Wolf Student Commons (see program for details) Exhibitor Hall-Fair and Prize Drawing - Wolf Student Commons (see program for details) Exhibitor Hall-Fair and Prize Drawing - Wolf Student Commons (see program for details) Exhibitor Hall-Fair and Prize Drawing - Wolf Student Commons (see program for details) Exhibitor Hall-Fair and Prize Drawing - Wolf Student Commons (see program for details) Exhibitor Hall-Fair and Prize Drawing - Wolf Student Commons (see program for details) Exhibitor Hall-Fair and Prize Drawing - Wolf Student Commons (see program for details) Exhibitor Hall-Fair and Prize Drawing - Wolf Student Commons (see program for details) Exhibitor Hall-Fair and Prize Drawing - Wolf Student Commons (see program for details) Exhibitor Hall-Fair and Prize Drawing - Wolf Student Commons (see program for details) Exhibitor Hall-Fair and Prize Drawing - Wolf Student Commons (see program for details) Exhibitor Hall-Fair and Prize Drawing - Wolf Student Commons (see program for details) Exhibitor - Wolf Student Commons (see program for detai | | | (FMM) | (FMM) | (FMM) | (FMM) | (FMM) | (FMM) | (FMN |
| 12:45-1:30 Exhibitor Hall-Fair and Prize Drawing - Wolf Student Commons (see program for details) | 10:40-11:30 | Keynote Speaker: CU Regent at-Large Stephen Ludwig in Wittemyer Courtroom 101 (Overflow in rooms 204-206) | | | | | | | |
| Session 3 1:40-2:30 1:40-2:40 1:40-2:30 1:40-2 | 11:35-12:45 | Lunch at the Center for Community (C4C) (walk or take the bus; watch for signs) - Lunch Huddles at C4C (see program for details) | | | | | | | |
| 1:40-2:30 CU-Boulder Hybrid Courses: Google+ for Mobile, Socially-Networked Student Learning Beyond the Classroom Research Presentation FMM F | 12:45-1:30 | Exhibitor Hall-Fair and Prize Drawing - Wolf Student Commons (see program for details) | | | | | | | |
| Session 4 2:45-3:35 Michael Erskine (MSU Denver) Exploring the Use of Social Media in Higher Education General Presentation (FMM) (FMM) Mark Gammon General Presentation Douglas Gilbert (Rockies) Using a Faculty MOOC for Collaboration on Scholarship and Research Presentation (FMM) Mark Gammon (CU-Boulder) The Digital Dossier: Combining Effective Digital Pedagogy and Scholarship General Presentation (FMM) (FMM) Mark Gammon (FMM) (FMM) Mark Gammon (GU-Boulder) Transforming Media? Research Presentation Research Presentation (FMM) Mark Gammon (FMM) (FMM) (FMM) Mark Gammon (FMM) (FMM) (FMM) (FMM) Millenals and Smart Devices in the Classroom Universal Design for Learning Millenals and Smart Devices in the Classroom Universal Design for Learning Millenals and Smart Devices in the Classroom Universal Design for Learning Millenals and Smart Devices in the Classroom Universal Design for Learning Millenals and Smart Devices in the Classroom Universal Design for Learning Millenals and Smart Devices in the Classroom Universal Design for Learning Millenals and More Particial Uses General Presentation Millenals and More Particial Uses More Particial Use More Particial Uses More | | (CU-Boulder) Hybrid Courses: Google+ for Mobile, Socially-Networked Student Learning Beyond the Classroom | (D2L) The Importance of Predictive Analytics in Education | (CSU OnlinePlus) Smooth Synchronous Solutions: The Truth About Synchronous Learning Environments | (Regis) Using Flipped/Hybrid Strategies to Modify a Classroom Teaching Session | (CU Online) Course Modality is a Lie! | (CU-Boulder) Information Design for the Sciences: Pitfalls, Solutions, and Best Practices | (FRCC) Increase Student Engagement in Asynchronous Online Discussions with a SNAPP! | (CU Anschutz) Create Interactive eBook Apps with InDesign and Digital Publishing Suite |
| 2:45-3:35 (MSU Denver) Exploring the Use of Social Media in Higher Education General Presentation (FMM) (F | | (FMM) | (FMM) | (FMM) | | (FMM) | (FMM) | (FMM) | (A) |
| Session 5 3:50-4:40 Mark Gammon (CU-Boulder) (My, How, What: Practical Approaches for Twitter in Professional Development Demonstration (FMM) Mark Gammon (CU-Boulder) (Mockies) Using a Faculty MOOC for Collaboration on Scholarship and Research Presentation (FMM) Mark Gammon (CU-Boulder) (Mockies) Using a Faculty MOOC for Collaboration on Scholarship and Research Presentation (FMM) Mark Gammon (CU-Boulder) (Mockies) Using a Faculty MOOC for Collaboration on Scholarship and Research Presentation (FMM) Mark Gammon (CU-Boulder) (CU-Boulder) (CU-Boulder) (CU-Boulder) (CU-Boulder) (CU-Boulder) (CU-Boulder) (CU-Boulder) (Millenials and Smart Devices in the Classroom Universal Design for Learning Mork Gammon (CU-Boulder) (CU-Boulder) (Millenials and Smart Devices in the Classroom Universal Design for Learning Mork Gammon (CU-Boulder) (CU-Boulder) (CU-Boulder) (Millenials and Smart Devices in the Classroom Universal Design for Learning Mork Gammon (CU-Boulder) (C | | (MSU Denver) Exploring the Use of Social Media in Higher Education General Presentation | (FRCC) Game the MOOC! Lessons Learned from Designing a MOOC Discussion | (CU-Boulder) The Digital Dossier: Combining Effective Digital Pedagogy and Scholarship General Presentation | (FMM) | (CU Denver) The Classroom Movie Mogul: Practical Uses of Camtasia Software Demonstration | (CU-Boulder) Effects of Virtual Labs and Cooperative Learning in Anatomy Instruction Research Presentation | (CU-Boulder) Online Textbooks: Translating or Transforming Media? Research Presentation | (Adobe) Adobe Acrobat: From ePortfolios to Electronic Forms Hands-On Workshop |
| 3:50-4:40 (CU-Boulder) Why, How, What: Practical Approaches for Twitter in Professional Development Demonstration (FMM) (FMM) (FMM) (FMM) (CU-Boulder) (CU-Boulder) (CU-Boulder) (CU-Boulder) (CU-Boulder) (COlege) (CU-Boulder) (COlege) (CU-Boulder) (COlege) (CU-Boulder) (COlege) (CU-Boulder) (COlege) (CU-Boulder) (COlege) (COlege) (Padz-R-Cool, But How Can I Use One for Skool? Tech Round-Up (FMM) | Soccion F | ` ' | ` ' | , , | ` ' | . , | ` ' | ` / | ` ' |
| | | (CU-Boulder) Why, How, What: Practical Approaches for Twitter in Profes- sional Development Demonstration | (Rockies) Using a Faculty MOOC for Collaboration on Scholarship and Research Research Presentation | (CU-Boulder) I'm Tired: Lessons from a Year of Hybrid Classes Discussion | (Colorado Mountain College) iPadz-R-Cool, But How Can I Use One for Skool? Tech Round-Up | (CU-Boulder) Incorporating Technologies into Your Teaching to Increase Whole Class Participation General Presentation | (Regis) Critical Thinking About Technology: Who Pays and Who Profits? General Presentation | (CU-Boulder) Millenials and Smart Devices in the Classroom Universal Design for Learning | (CSU) Seven Deadly Sins of Lecture Capture General Presentation |
| 5:30-7:30 Café Pédagogique at FATE Brewing Company (optional evening event; pre-registration required) | | (FMM) | | , , | , , | , , | , | , | (FMM) |
| | 5:30-7:30 | | Caf | é Pédagogique at FATE | Brewing Company (or | otional evening event; ¡ | pre-registration require | ed) | |