

See what is in "The Spotlight" this month in the CETL newsletter. We enjoy sharing teaching resources, tech tips, Blackboard advice, and offering a schedule of workshops and events.

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The mission of the CETL is

- to promote excellence in teaching,
- to assist in the pedagogical and professional development of Saint Francis University faculty, and
- to encourage the integration of appropriate technology to enhance teaching and learning.

Highlights from Community Development Week

By Briana Keith

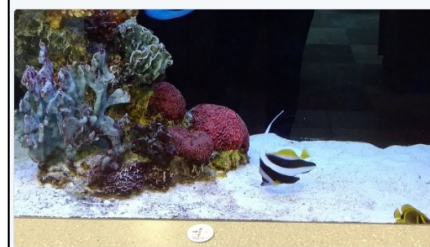
The CETL kicked off CDW this year with "Tweet for a Treat." SFU faculty and staff participated by wearing CDW buttons throughout the week for a chance to win a treat and by joining the conversation on Twitter with #sfucdw. The goals of this activity were to promote CDW workshops and encourage networking, conversation, and idea sharing.

The community gathering is always a nice way to reconnect with everyone and kick off the Fall semester. As we passed out buttons on Monday morning, we were excited to see how quickly faculty and staff began posting comments and pictures on Twitter. The addition of the Twitter hashtag helped me connect with a few people I didn't see at the University Welcome. I also found out from those who posted on Twitter what was happening at some of the sessions I couldn't attend. A theme quickly filled the Twitter feed on Monday and Tuesday: baconalia.

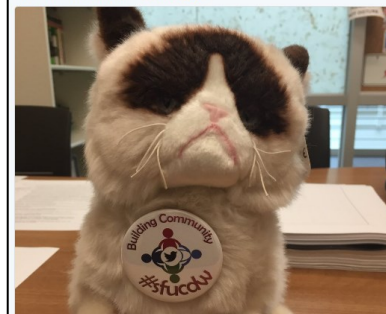
KGolden @golden_ka5 · Aug 15
Shakin it up with bacon- the incredible Renee B. #sfucdw

People shared pictures from workshops they attended on the First Year Reading Discussion, FERPA, Diversity in the Classroom, Twitter, Kahoot, the Public Domain, IDEA Administration, Retirement, and Department Meetings. The Biology Department added a dose of humor with their creative pictures showcasing their CDW buttons.

Andrew Scanlan @AndrewScanlan · Aug 17
The fish are getting ready for the School of Science and Bio Dept meetings. Hope they read the agenda. #sfucdw



Shelley Kirkpatrick @ShelleyKirkp · Aug 17
Even Grumpy Cat loves CDW! #sfucdw



At the end of the week we randomly selected three Twitter participants to win gift certificates to Adamucci's Café. If you missed the drawing, you can watch it at <http://screencast-o-matic.com/watch/cDjqqQiPna>. The spinning wheel random name picker is from <http://www.classtools.net/random-name-picker/> and I used www.screencastomatic.com to record it.

Thank you for another successful Community Development Week. We appreciate your attendance at workshops, you showing your school spirit, and participating in events during the week. Have a great Fall Semester!

Gamification - What Can it Really Do for Education?

By Misti Smith

Games. From Pokemon Go to Playstation, our student body spends a lot of time gaming. A study from the Pew Research Center found that 70% of college students play games at least “once in awhile.” So does that mean that we need to turn our classrooms into battle arenas or employ augmented reality? The short answer is no. Can we use some of the elements of gaming to get students engaged? Absolutely.

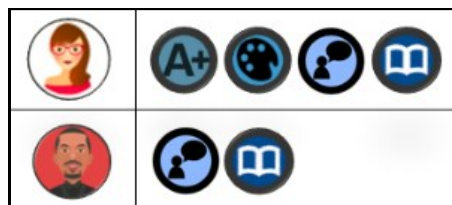
Video games tend to get a bad rap and the idea of adding any amount of gaming into students’ already game-filled lives seems absurd. As a mother of a teenage boy, I can relate to this 100%. But I decided years ago to investigate why educators were starting to look at gaming as applicable in the classroom and what I found was really inspiring.

The area of gaming that I believe has the most potential for incorporation into the classroom is the motivational aspect. Gamers simply do not give up. No matter how hard the game gets, players are motivated to try and try again in order to succeed. While it can be frustrating, to a gamer the reward of moving to the next level, world or opponent is enough to keep them going. In the classroom, I think most instructors would agree that motivation is something that is lacking in many students. Motivation to graduate is always there, but the day to day, class to class motivation is harder. Building motivational attributes of gaming into the core of a class is the best possible scenario, but overarching mechanisms that pro-

mote altruistic motivation, such as allowing students to follow their own learning paths, need to be planned out well in advance of the start of the term. There are however some smaller, simpler ways to instill motivation in your class.

I have tested some simple gaming elements in online courses that I have taught. Based on some informal data that I gathered, incorporating these elements increased engagement in my course by 23%! Here are a few techniques that I tried:

1. **Leaderboard** - Using Word I made a simple leaderboard using the students’ avatars rather than names. I would update it regularly with new points, badges or levels that the student had achieved. The leaderboard provides a way to have some healthy competition, while still allowing for some anonymity.



2. **Cascading Information** - Cascading information theory is giving just enough information to get the user to start progressing. In my course as the students move through certain course activities or modules they would get just enough to keep them moving forward. This keeps them engaged and draws them in without forcing them to read through one long set of instructions which can be overwhelming.

3. **Badges** - I created badges for many different reasons to award students throughout the course. They were not aware upfront of all the possible badge options so it was a surprise when they “unlocked” a badge. Some examples are first discussion post, most creative work of the week, and perfect exam.
4. **Bonuses** - In my course I used something I called “quick quizzes” that would unlock randomly during the course. These would be a one question quiz that is open ended allowing for students to be creative. I would choose a winner for these and reward a small bonus. These types of random additions to the course keep the students on their toes and makes them more likely to log in to the course thereby promoting more engagement in the LMS, which is particularly beneficial in an online course.

As I hope I have shown you in this article, it is easy to add some small elements of gamification into your course. While these ideas are just one small part of gamification as a whole, they will likely result in increased motivation in your students. Check the workshop calendar for sessions on adding simple gamification elements to your course and more advanced gamification topics.

Sources: Granic, I., Lobe, A., & Engels, R. (2014). The benefits of playing video games. *American Psychologist*, 69(1). Retrieved from <http://www2.apa.org/pubs/journals/releases/amp-a0034857.pdf>



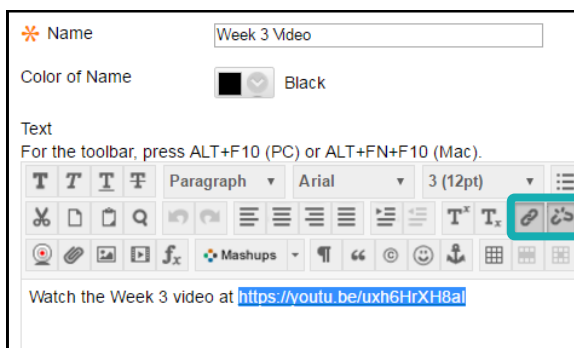
Linking versus Embedding Tools in Blackboard

By: Briana Keith

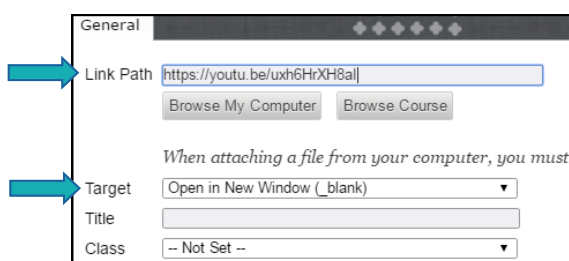
There are multiple ways to add YouTube videos and other outside tools into your Blackboard course. Linking is probably the most common way to add outside resources to a Blackboard course, because all you have to do is copy and paste the web address.

Let's suppose you want your students to watch a YouTube video during Week 3 of the course.

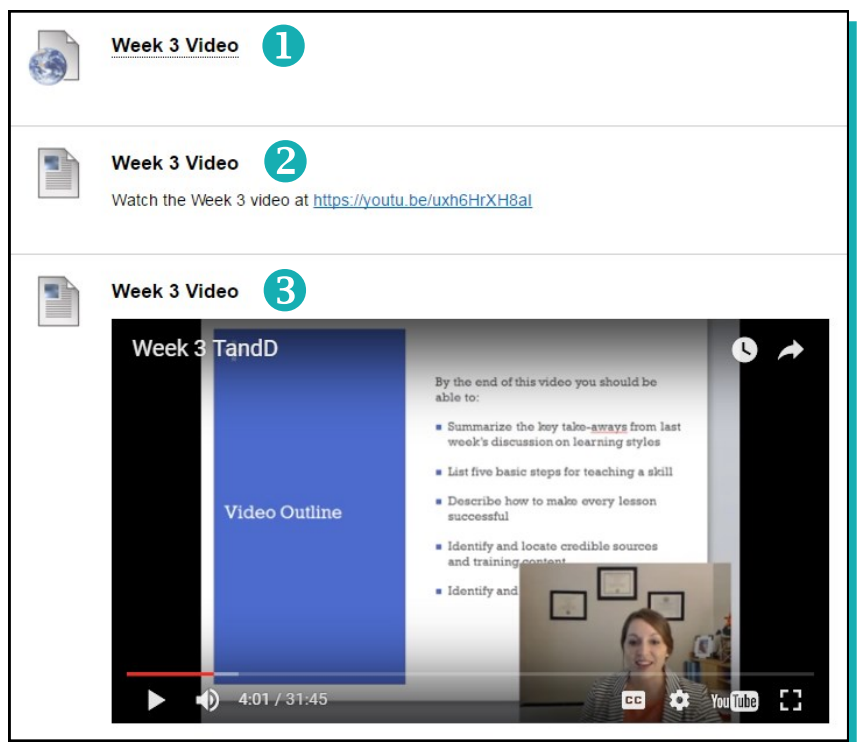
1. You can provide students with a link to the video using Build Content > Weblink. Give it a name and paste the URL.
2. You could also provide students with a link to the video using Build Content > Item. One pitfall with linking in a Blackboard textbox like the Content Item or Announcement, is that people often forget to make the link a clickable hyperlink. You cannot simply paste a weblink within a textbox. There is a second step. You will need to highlight the web address and click the chain link icon from the second row of text editing buttons.



Then paste the link again under link path and change target to open in new window.

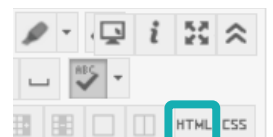


What is embedding and why would you choose it over linking? Embedding an object places an intact copy of the file or item within the page. Instead of clicking the link to open the video in a new tab, you can see the box for the video and click play. Embedding objects such as YouTube videos and Google forms into your Blackboard course can reduce the number of clicks for students and add visual elements to the page to make the design more interactive and aesthetically pleasing. Compare the design in the picture below; 1 and 2 are links to videos and 3 is an embedded YouTube video.



3. You can embed objects such as YouTube videos using the html button in Blackboard's text editor.

- Once you locate the video on YouTube.com, click embed under the video and copy the embed code.
- In Blackboard click Build Content > Item.
- Click the html button in the text editor.
- Paste the embed code.
- Then click update and submit.



Meet the New Team Members in the CETL



Misti Smith

Misti Smith is the new full-time instructional designer who will be working primarily with the nursing department to start. Misti has worked in higher education for over 20 years and focused on technology integration and faculty training for the past 6 years. She has experience with a wide range of educational tools including various LMSs, presentation tools, iPad integration and Google Apps to name a few. She likes to keep up-to-date with the latest tools available, but also understands what is useful in an educational setting and what is not. Misti has Master's Degrees in both Library Science and Education and has taught classes in the areas of technology, writing, research, career and team building. She is married with two children, a 17 year old son and 5 year old daughter and two cats.

Email: msmith@francis.edu

Phone: 814-472-3548



Jill Gontkovic

Jill Gontkovic joined the Center for Excellence in Teaching and Learning as a part-time instructional designer in July of 2016 to assist the graduate programs in the school of business. She has worked as an ISD over the last ten years. Her experience has been primarily with government contracts at Concurrent Technologies Corporation in Johnstown which exposed her to many learning management systems and SCORM conformance as it applies to educational use. In addition to instructional design, she has managed projects and has specialized in media use within learning technologies. As a professional voice actor, she provides voice over for extensive training materials as well as commercial projects. Ms. Gontkovic is excited about this opportunity with Saint Francis and the ability to work with faculty as they continue to grow and develop the University's progressive online learning environment. She is a mother of three kids and she enjoys singing, yoga, and art.

Email: jgontkovic@francis.edu

Phone: 814-472-3933

CETL WORKSHOP SCHEDULE FOR FACULTY AND STAFF

September 2016

Mon	Tue	Wed	Thu	Fri
12 1-1:30pm Monday Morning Mentor: How Can I Save Time and Money by Repurposing Online Content?	13	14 9-9:50am Google Drive Basics 10-10:50am Google Drive Advanced 11-11:50am Google Forms	15 Google.com Day! 9:30-10:20am Google Drive Basics 11-11:50am Google Drive Advanced 1:15-2:05pm Google Hangouts	16 10-10:50am YouTube 3-3:50pm YouTube
19 1-1:30pm Monday Morning Mentor: How Can I Avoid Communication "Misfires" with Students?	20 9-9:50am Excel	21 2:10-3pm Intro to Gamification	22 2:45-3:35pm Intro to Gamification	23
26 1-1:30pm Monday Morning Mentor: How Can I Encourage the Growth Mindset with Three Simple Tips?	27 12:30-1pm Let's Talk About Teaching: Classroom Applications of YouTube	28 10-10:50am Intro to Gamification	29	30

October 2016

Mon	Tue	Wed	Thu	Fri
3 National Techies Day! 1-1:30pm Monday Morning Mentor: How Can I Design Critical Thinking Into My Course? 2:10-3pm Alternatives to PowerPoint	4 12:30-1pm Faculty Showcase Teaching with Technology	5	6 9:30-10:20am Alternatives to PowerPoint	7
10 1-1:30pm Monday Morning Mentor: How Can I Use Classroom Assess- ment Techniques Online?	11 9:30-10:20am Level Up: Gamification Advanced	12	13	14
17 1-1:30pm Monday Morning Mentor: How Can Course Design Help Prevent Online Cheating?	18 Fall Break	19 11-11:50am Level Up: Gamification Advanced	20	21
24 1-1:30pm Monday Morning Mentor: How Can I Assess Critical Thinking with Objective Items?	25 12:30-1pm Let's Talk About Teach- ing: Overcoming the Challenges of Grading Online Courses	26	27 2:45-3:35pm Level Up: Gamification Advanced	28
31 1-1:30pm Monday Morning Mentor: Beyond Discussion Board: How Can I Engage Online Students?				

All workshops are held in the CETL, Library Room 110 unless otherwise noted.



Please let us know if you plan to attend. 1 day notice is appreciated.
Email bkeith@francis.edu or twilson@francis.edu to register.

CETL WORKSHOP SCHEDULE FOR FACULTY AND STAFF

Date	Time	Workshop Title and Description
Mondays	1-1:30pm	Monday Morning Mentor Each week an email will be sent with access to the 20-minute video from Magna Publications. You can watch the video on your own or join us on Mondays from 1-1:30pm to watch it together in the CETL. Remember that videos are only available for one week only.
Wed Sep 14	9-9:50am	Google Drive Basics Stop emailing yourself files and don't worry about losing your flash drive again. Learn how to upload and create documents in Google Drive. Using Google Drive, you can access your files from anywhere. You can also share documents with ease and collaborate on the same file simultaneously. In this hands-on workshop you will learn how to login to your SFU Google account and get started using Google Drive to store files, create files, and share files.
	10-10:50am	Google Drive Advanced If you use Google Drive often, then this is the workshop for you. Learn how to adjust advanced sharing permissions, enable notifications, and select other free apps to add-on to your Google Drive. When accessing Google Drive regularly, it can be helpful to download Google Drive to your computer and select which folders to sync. You will explore options for making workflow with Google Drive more efficient from your computer and mobile devices.
	11-11:50am	Create Surveys with Google Forms Google Forms is a powerful data collection tool that you can use to help you plan an event, send a survey, and collect data in a more streamlined way. In this workshop you will create a survey with Google Forms using various question types and learn how to send and share your form. Find out how easy it is to view responses and download the results to a spreadsheet.
Thu Sep 15	9:30-10:20am	Google Drive Basics
	11-11:50am	Google Drive Advanced
Google Day!	1:15-2:05pm	Free Video Meetings with Google Hangouts Google Hangouts is a free video conferencing tool that can be used to hold virtual meetings with colleagues or students. As a part of our Google Apps for Education plan, Google Hangouts is a great tool for hosting video meetings with up to 25 participants. Come "hangout" with us and learn how to use chat, video, and screen sharing.
Fri Sep 16	10-10:50am and 3-3:50pm	Using YouTube to Make Videos Easy to Share and Watch Are you thinking about recording a video or asking your students to create a video project? Remember that video files are often too large to send via email or upload to Blackboard. Uploading videos to YouTube makes it easy to share with others by simply copying a link. YouTube also helps videos play on Mac, PC, and mobile devices. In this workshop, you will learn how to setup your YouTube account with your SFU email through Google Apps for Education. Then you will learn how to upload a video, adjust the privacy settings, and share the video link in an email or Blackboard.
Tue Sep 20	9-9:50am	Microsoft Excel: Work Smarter, Not Harder Come for some tips and tricks to help you work more efficiently with Excel. Topics include: Keyboard Shortcuts, Selection and Navigation Shortcuts, AutoFormat Option, Data Manipulation (Copy, Paste, Transpose data), Auto-Fill Techniques, Basic Formulas and Functions, and Controlling Printing.
Wed Sep 21	2:10-3pm	An Introduction to Gamification: Using Simple Game Elements in Your Online and Face-to-Face Courses
Thu Sep 22	1:15-2:05pm	Getting started with gamification is easy with this hands on workshop. Learn about basic gamification elements such as progression, levels, competition and achievements. Increase motivation in your classes by incorporating some simple game elements into your learning activities.
Wed Sep 28	10-10:50am	
Tue Sep 27	12:30-1pm	Let's Talk About Teaching: Moving Student Presentations Online and Other Classroom Applications of YouTube Join us for a 30 minute discussion on teaching. In this session instructors will demonstrate how they have made student presentations possible in an online class with YouTube and other ways instructors and students are using YouTube to share their videos.

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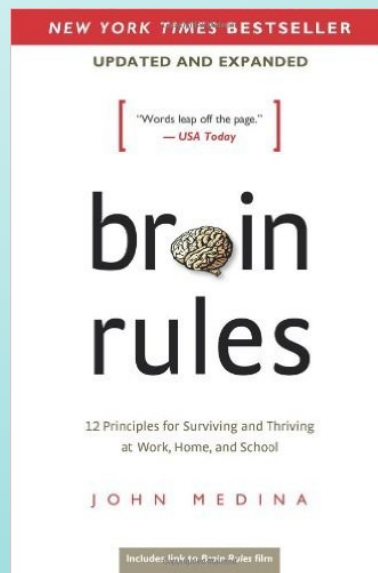
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Monday	1-1:30pm	Monday Morning Mentor Each week an email will be sent with access to the 20-minute video from Magna Publications. You can watch the video on your own or join us on Mondays from 1-1:30pm to watch it together in the CETL. Remember that videos are only available for one week only.
Mon Oct 3	2:10-3pm	Alternatives to PowerPoint While PowerPoint is an all purpose, powerful presentation product (say that three times fast...) you might be looking for a change, or for something more web based. In this workshop we will take a look at three tools that will kick your presentation up a notch!
National Techies Day!		
Tue Oct 4	12:30-1pm	Faculty Showcase Teaching with Technology Come learn how your colleagues are using technology to enhance learning in their online and face-to-face courses. Want to share a technology tool that worked well in your class activity? Email bkeith@francis.edu.
Thu Oct 6	9:30-10:20am	Alternatives to PowerPoint While PowerPoint is an all purpose, powerful presentation product (say that three times fast...) you might be looking for a change, or for something more web based. In this workshop we will take a look at three tools that will kick your presentation up a notch!
Tue Oct 11	9:30-10:20am	Gamification Level Up: Using Advanced Game Elements in Your Online and Face-to-Face Courses
Wed Oct 19	11-11:50am	Take on gamification level 2! Now that you have learned about some of the ala carte elements of gamification, get started on building an entire gamified course. Help your students to find their own paths to learning while also repeating "levels" until they are mastered.
Thu Oct 27	2:45-3:35pm	
Tue Oct 25	12:30-1pm	Let's talk About Teaching: Overcoming the Challenges of Grading Online Courses Careful planning and pacing can help the online instructor deal with the challenges of grading and providing timely feedback. Join us for a 30 minute discussion

Faculty and Staff Reading Groups – Brain Rules!

The CETL is pleased to invite interested faculty and staff to participate in its Fall 2016 Reading Groups. Our book this semester is the New York Times Best Seller *Brain Rules: 12 Principles for Thriving at Work, Home, and School* by John Medina. In *Brain Rules*, Dr. John Medina, a molecular biologist, discusses 12 unique rules - what scientists know for sure about how our brains work - and then offers transformative ideas related to how we teach and work.

The reading groups will cover one or two chapters per week during the semester. Meeting days and times will be set up to fit participants' schedules. Participants will receive a free copy of the book. Register by e-mailing twilson@francis.edu or calling 814-472-2799.



Don't forget to let us know if you plan to attend. 1 day notice is appreciated.
Email bkeith@francis.edu or twilson@francis.edu to register.