

Technology Enhanced Active Learning

Why?

Active Learning can take place in many forms; gaming, constructing, simulating, discussing, etc. Technology can be used to enhance many of these activities when it is properly planned and implemented.

Examples...

- Brainstorming with free web apps like MindMup
- Creating data visualizations with free web apps like Tableau
- 3D modeling with free web apps like Tinkercad
- Personal response systems for facilitating discussion with free web apps like Today'sMeet.com
- Simulating real-life experiences with free virtual reality simulators like Second Life or the Smithsonian National Museum of Natural History Virtual Tour

Implementation Options

- **Computer Labs:** Traditional computer labs on campus allow each student to be paired with a computer to utilize during the class period.
- **Library LL25:** LL25 is currently the only iPad-based active learning classroom on campus. Up to 30 students can work with iPad Pros and Apple pencils in a space that has moveable furniture and five flat screen TVs with Apple TVs for wireless projection.
- **BYOD:** Bring Your Own Device (BYOD) requires that students bring their own laptop, tablet or smart phone to participate in the learning activity.
- **Wireless Projection:** Wireless projection allows students to easily share their work with the whole class, or with group mates. Ruane 205 and Library LL25 provide multiple flat screens that students can tether to, or project to wirelessly with Apple TV. This technology is being expanded in the new buildings on campus, and Solstice Pods will also allow for multiple devices to display to the same screen simultaneously.
- **Collaboration:** Consider that you do not always need every student to have his/her own device. In fact, having students work in groups or pairs around a computer or other device fosters collaborative skill building.

Tips for Technology Enhanced Active Learning

- **Plan in advance.** While technology can augment learning, it can also waste class time if everything isn't thoroughly prepared in advance.
- **Consider learning objectives.** Consider why you are integrating this technology into your lesson; does it align with any of the course learning objectives? Does it augment the content, or does it distract from it?
- **Have a back up plan.** Have contingency plans in the event that aspects of the technology do not work the way you planned.
- **Consider assessment.** While constructing a technology enhanced active learning activity, consider how/if you are going to assess that activity. For example, how/when will they save their work, and how/when will they submit it to you?