The 6th Annual WPU Educational Technology Conference

Interactivity and Innovation: The New Age of Educational Technology

Friday, November 20th, 2015
8:30 am - 3:30 pm
1600 Valley Rd, Wayne, NJ 07470

Program Chairs: Dr. Heejung An & Dr. Pei-Lin Weng

This year's educational technology conference will address how P-12 teachers can transform computer-based learning environments to be more interactive and engaging.

8:30 am – 9:00 am: Registration, Breakfast

9:00 am – 10:30 am: Concurrent Session I

- **Let's Get Interactive & Collaborative…with Google Apps for Education!:**
  By Jacquelyn Van Orden, Instructional Technology Coach, Vernon Township School District
  In many districts across the state, schools are implementing 1:1 technology initiatives, coupled with Google Apps for Education. From conducting research and collaborating with peers in Google Docs, to utilizing Google Slides for interactive presentations, students are driving their learning further than they ever have before. In this workshop, educational professionals will learn all about the interactive and collaborative features within Google Drive, Google Classroom, and Chrome Apps and Extensions that greatly enhance the learning experience. In addition to that, attendees will be introduced to online assessment/review tools that are widely used in 1:1 classrooms. Come prepared to learn, and leave with many valuable resources!

- **Power Up Your Video Based Lessons with Zaption!:**
  By Dr. Heejung An, William Paterson University
  Research shows that interactivity has a strong positive effect on learning and students have better attitudes toward learning when using "interactive" multimedia. In this workshop, you will learn how to create interactive video learning experiences in your classroom by using Zaption. Zaption is a tool that allows you to make interactive videos by creating "caption tours," which integrate various types of questions, polls, timeline-based discussions, and graphical markups. You will also learn when to include interactivity in video clips to help engage learners with the materials, while promoting higher level thinking skills.

- **iDIY&iShare: Making and sharing video-based instruction:**
  By Dr. Pei-Lin Weng, William Paterson University
  Video-based instruction is an evidence-based practice that can be used to increase student independence. This workshop will walk teachers and other professionals through the decision-making, creation, and implementation processes for incorporating video-based instruction. You will have hands-on opportunities to use commercially available technologies to efficiently create video-based instruction. We will also discuss how to share video-based instructional products

with other teachers.

- **Socrative 2.0: How Can it inform my classroom pedagogy**
  By Dr. David Fuentes, William Paterson University
  This session will introduce participants to *Socrative 2.0* (a student/teacher response system). Together, we will explore possibilities about various uses of mobile devices and how the platform can be used to monitor student progress.   One of the more promising aspects of *Socrative 2.0* is the ability for the platform to systematically collect running records [data] of student performances and to pattern areas of strengths and weaknesses, so that it can inform future teaching and pedagogy.

10:30 am – 10:40 am: Break
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10:40 am – 10:45 am: Introductory Remarks
Dr. Candace Burns, Dean, College of Education, William Paterson University
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10:45 am – 12:00 pm: Keynote Address (Matthew Farber)

Engaged Learning with Interactivity: Are you curious about interactive tools to engage student learning, but don't know where to begin? In this keynote, Matthew Farber, educator and author of *Gamify Your Classroom: A Field Guide to Game-Based Learning*, will begin by reviewing how games can be used to engage and teach students. He will address strategies to integrate digital interactivity into the system of a classroom. Other interactive toolsets in this keynote will include Twine, the free, platform to create interactive, nonlinear experiences for all learners, and Kahoot, the playful and collaborative, live assessment tool.

Matthew Farber's Bio: Matthew Farber teaches social studies at Valley View Middle School, in Denville, New Jersey. He is an Edutopia blogger and cohost of Ed Got Game, on the BAM! Radio Network. He is a recipient of a Geraldine R. Dodge Teacher Fellowship and was recently awarded a Woodrow Wilson HistoryQuest Fellowship. He holds a Master's Degree in Educational Technology from New Jersey City University, where he is currently an Educational Technology Leadership Doctoral Candidate, as well as an adjunct instructor. He is the author of the book, "Gamify Your Classroom: A Field Guide to Game-Based Learning" (Peter Lang Publishing, 2015).

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12:00 pm – 12:45 pm: Lunch

12:45 pm – 2:15 pm: **Concurrent Session II**

- **Let's Get Interactive & Collaborative…with Google Apps for Education!:**
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Chrome Apps and Extensions that greatly enhance the learning experience. In addition to that, attendees will be introduced to online assessment/review tools that are widely used in 1:1 classrooms. Come prepared to learn, and leave with many valuable resources!

- **Nearpod – for all subjects**
  By Laurence Gander, Affiliation please
  Web 2.0 tools like no other. With Nearpod you can engage students with fun and interactive content; collect and share student responses; and track student comprehension in real time. Nearpod can be used on iPads simultaneously. You, the teacher, control what your students see. Want to share a Power Point? You can. Want to have your students take a survey? You can (and get the results immediately). Want your students to complete a math equation? They can and you can gather their responses and view them later in your data collection back-end. The options are endless! Join our seminar and see how Nearpod can make learning engaging and technology seamless in your classroom.

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- **Strategies and tools for developing classroom apps**
  By Steven Titus, Montclair Public Schools
  Technology and computers are a reality in today's classroom. Applications and online tools have become a necessity. While we believe our students are "tech savvy," the truth is they are good at pushing buttons and rarely understand the tech behind the apps they use. That may be true for most of us. Let's review how applications are designed. Where do we "write the code"? What tools are available and what level of expertise is necessary to use them? What do we need to know to measure success? How do we support applications that we author? This session will examine these questions and give you a foundation and path to building your own applications.

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2:15 pm – 2:25 pm: Break

2:25 pm – 3:55 pm: Concurrent Session III

- **Nearpod – for all subjects**
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Fee and Contact Information:

- Fee: $95 + _____ PD hrs??
- Please contact Dr. Heejung An at anh2@wpunj.edu for any questions regarding this conference.
- Registration: any link??

(Maybe, it would be better to add Alma's information??)