**Winterlude 2013 Schedule**

**Morning Workshop (10:30 - 11:30 AM): E-Communication and Social Media for Student Engagement**

Technology provides many new opportunities to connect with students digitally and advance student learning. In this workshop we will discuss ideas and techniques to enhance student engagement, motivation, and self-reflection using email and popular social media applications. We will also explore the pedagogical potential(s) and pitfalls for course-based virtual learning communities. Participants will leave with a selection of methods and tools to enhance student learning and discussion outside of the classroom. They will also learn strategies for appropriate and productive faculty-student communication in online-environments.

**Keynote Address (12:00 - 1:00 PM): How Moving Technology out of your College Classroom will Improve Student Learning**

Technology is changing higher education, but the greatest value of a physical university will remain its face-to-face (naked) interaction between faculty and students. The most important benefits to using technology occur outside of the classroom. New technology can increase student preparation and engagement between classes and create more time for the in-class dialogue that makes the campus experience worth the extra money it will always cost to deliver. Students already use online content, but need better ways to interact with material before every class by taking online quizzes, doing interactive online assignments, playing games, asking questions or working in online communities. By rethinking our assignments, use of technology and course design, we can create more class time for the activities and interactions that most spark the critical thinking and change of mental models we seek.

**Afternoon Workshop (1:30 -2:30): Reassembling the Pieces: New Activities and New Course Designs**

Change is the root of learning. Technology offers a new way to present content, but that rarely sparks the sort of critical thinking or change of mental models we seek. If technology can give us more classroom time, how can we design experiences that will maximize change in our students? In this workshop, we explore options to integrate technology into the course design process in order to foster deep learning among students. Bring a syllabus and we will examine how first contact, learning activities and assessment can all be reworked using emerging technologies. Participants will leave with new ideas for assignment design and implementation using easy-to-learn technologies. They will also develop additional options for student assessment that link to gaming research and human cognition.