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From: Mailing list for information relevant to Bellisario College of Communications faculty. <L-COMM-FACULTY@LISTS.PSU.EDU> on behalf of Bortree, Denise Sevick <dsb177@PSU.EDU>
Sent: Tuesday, November 17, 2020 2:47 PM
To: L-COMM-FACULTY@LISTS.PSU.EDU
Subject: Teaching Tuesdays - Leaving Zoom Behind by Anne Hoag

TEACHING



TUESDAYS

Welcome to Teaching Tuesdays, in the last week before the university moves to remote learning. Classes will be on break next week and so will Teaching Tuesdays. Enjoy your time away! This week's issue features Anne Hoag writing about four creative platforms and activities to engage students "beyond Zoom." Watch the videos to see how she adopted these ideas into her courses. Lots of good ideas in this issue. Enjoy.

Bellisario College Fellows announced



Congratulations to the new class of Bellisario College Fellows announced earlier this month. We look forward to seeing all the great things you will do. Read more about the fellows here:

<https://news.psu.edu/story/637655/2020/11/03/academics/nine-students-selected-latest-class-bellisario-college-fellows>

- Advertising/Public Relations: Rasheedah Chester, from Philadelphia, and Kaitlin Jean-Noel, from East Stroudsburg, Pennsylvania
- Film Production: Chris Alderfer, from Schwenksville, Pennsylvania
- Journalism: Jade Campos, from Caroline County, Virginia, and Kira Mohr, from Boston
- Media Studies: Daryle Watkins, from Manahawkin, New Jersey
- Telecommunications and Media Studies: Jason Schwartz, from Richboro, Pennsylvania

Instructional Material for Students Studying Outside the U.S.

As faculty begin planning for spring 2021, please consider the needs of students who will remain abroad next semester. The university has compiled recommendations for syllabus language, accommodations, and course materials to help support students. You can read more

here: <https://pennstateoffice365.sharepoint.com/:w:/s/KeepTeachingSupportDocuments/EckfpfLMlk5KiTOK4Qs--OkB4sslqudfwAfzHKe-29fSuA?e=IAK3bL>

Alternative Grading

Penn State will implement alternative grading for all courses in Fall 2020. An FAQ has been provided here: <https://virusinfo.psu.edu/faq/story/will-penn-state-implement-alternative-grading-for-fall-2020>. More information about the impact of alternative grading on entrance to major, dean's list, and awards will be announced in the coming weeks.

Leaving Zoom Behind: Ideas for Keeping Students Engaged in Your Online Course

By Anne Hoag, Associate Professor, Telecommunications and Media Industries, Director of Intercollege Minor in Entrepreneurship & Innovation (ENTI)

(with thanks to Scott Myrick for his help!)

For my students and me this semester, Zoom teaching and learning got old fast. To liven it up and keep us all engaged, I tried a variety of other online environments for teaching, some more effective and fun than others. My Top 4 are:

1. Kahoot!
2. Mural.co
3. Virbela
4. What the Deck

An added benefit of teaching with these tools and environments – especially Mural.co and Virbela – is students develop virtual collaboration skills which are likely to be valued in the workplaces they will soon enter.



Kahoot!: I use this game-based learning platform to give quizzes on reading/viewing assignments. Instead of taking a low-stakes Canvas quiz on a book chapter, podcast episode or video, students play a game live during class. You may find students look forward to quiz time. Everyone who plays the game earns points, and the top 3 point earners get a prize, something low cost like a Berkey ice cream gift card. Use Kahoot! in conjunction with Zoom. Learn more at <http://kahoot.com>. Make a free account. Penn State does not have a license at this time. In this video, some TLT friends, one of my students and I demonstrate how it works: <https://psu.box.com/s/0k2zzdpyto9f5c9kr02u75xhech6hu6g>.

Mural.co: This is a digital workspace for visual collaboration. If you have in-class team-based activities, this is a good option. I find it works better than other whiteboard or electronic post-it note tools. Learn more at <http://mural.co>. Make a free account. Even better, it appears college students get the premium service for free. Penn State does not have a license at this time. In this video, I demonstrate how I used it for a design thinking exercise: <https://psu.box.com/s/5fthy4ktv2nswi3muveardwb7bqd24I5>.

Virbela: This is an immersive environment for learning and collaborating. It's used by higher education for teaching and by corporations and trade associations for conferences, meetings and training. Remember Second Life? Like that, but way better. Make a free account. Penn State does not have a license at this time. See a demo from Virbela here: <https://youtu.be/UqnM8SEd9i0>. Here is a short demo I made with one of my students and TLT staff: <https://psu.box.com/s/banboxricu6qqvae15jtnfj30624whfg>.

What the Deck: This is an exploratory card-based game developed by TLT for use as an ice breaker in a course and to help student learn empathy (e.g., for design thinking, strategic planning, product design). You can learn more at <https://sites.psu.edu/whatthedeck/>. Here is a demo of some TLT staff, my student and I playing the game: <https://psu.box.com/s/6yyvg64ybb69cpru9a98k6ygw5g6vjk>

This is just the four I found some success with. What tools and environments have you found that enhance teaching and learning? Please share!



Hope you enjoyed this issue. Keep an eye out for Teaching Tuesdays every Tuesday this semester. Want to read an earlier issue? You can find it in the Faculty/Staff Resources: <https://www.bellisario.psu.edu/faculty-staff-resources/teaching-tuesdays>

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