Faculty Technology Forum
Monday, October 14, 2019
D’Angelo Center 416

Sponsored By:
Center for Teaching and Learning
Information Technology
DISCOVER HOW TECHNOLOGY IS CHANGING
TEACHING AT ST. JOHN’S!

Monday, October 14, 2019
D’Angelo Center Room 416

Schedule for the Day:
Noon – 1:00 p.m. – Tour of Exhibits
1:00 - 1:30 p.m. – Lunch

Welcoming Remarks – Dr. Simon G. Møller, Provost and Vice President for Academic Affairs
1:30 p.m. – Guest Speaker: Dottie Stewart, Troxell Communications, Regional Vice President Central/Northeast
"Building 21st Century Career Skills through 3D Printing Education"

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Using Wix for Course Website and Student Portfolios
Elizabeth Albert, St. John’s College of Liberal Arts and Sciences, Institute for Core Studies and Art and Design
As St. John’s phases out Digication, I have searched for freeware that will have comparable flexibility and appeal. Wix is user-friendly with many customizing features and apps. I will show my course website and student portfolio examples.

Engaging Students with ExamNow
Corinne Alois, College of Pharmacy and Health Sciences, Pharmacy Administration and Public Health
Carla Hernandez-Goodman, Anthony Marziliano, College of Pharmacy and Health Sciences
ExamNow is an audience response tool which allows educators to create and administer formative assessments and quizzes in the classroom to engage or refocus students in real time. Students use their own devices to respond and educators can provide them with immediate feedback. Educators use aggregate assessment data to understand the strengths and weaknesses of their students in a formative manner, enhancing not only the teaching and learning experience, but the assessment culture as well.

SJU Mobile App
Jasjit Bhatti, Information Technology
Explore the SJU Mobile App and its new features for students, faculty and administrators.

Utilization of a Simulated Electronic Health Record (EHR) in an Introductory Pharmacy Practice Experience (IPPE) Course
Tina Caliendo, College of Pharmacy and Health Sciences, Clinical Pharmacy Practice
Pharm.D. students in their first professional year are introduced to a simulated electronic health record (EHR), called EHRGo, a platform which mirrors actual EHRs commonly seen in many healthcare systems. Students are exposed to this new type of technology, allowing them to freely navigate the program and collect all the information they would need in order to assess their simulated patient case and document appropriate recommendations for other healthcare professionals within the system.

Food and Migration in a Student-Created Cookbook Using One Drive and Creative Commons
Phyllis Conn, St. John’s College of Liberal Arts and Sciences, Institute for Core Studies
Students in Discover New York were asked to contribute to a digital cookbook with recipes that reflect their own or others’ experiences with migration. Students connected these recipes and the cultural meaning of food with oral history interviews they conducted with immigrants and migrants. Students also examined cross-cultural similarities and differences in food preparation and cuisine. To compile the cookbook, students used a shared document through One Drive and obtained appropriate images available through Creative Commons. As part of the image search, students learned about copyright distinctions such as available for attribution, share alike, non-commercial use, and no derivatives use.

Supporting Presentations for, with and by Online Students
Kyle DeMeo Cook, Evan Ortlieb, Annalisa Perfetto, The School of Education, Education Specialties
Video presentations are fast becoming THE means by which professionals across most fields are asked to present their work and share their expertise. This presentation showcases how The School of Education’s fully online Ph.D. in Literacy Program is preparing doctoral students to master the art of presentation through modeling, collaborating, and co-learning in virtual spaces. This presentation will be applicable to colleagues across all disciplines and for those teaching online, hybrid, and face-to-face courses.

St. John’s Scholar: The Institutional Repository of St. John’s University
Lusiella Fazzino, University Libraries
St. John’s Scholar is a repository for the scholarly output of the St. John’s University community. St. John’s Scholar provides permanent and long-term access to scholarly materials, making them easily discoverable to the wider international academic community. Currently, there are two scholarly journals hosted: The Journal of Vincentian
Using VoiceThread as a Tool for Online Discussion

Elizabeth Gil, The School of Education, Administration and Instructional Leadership

VoiceThread, an online tool available to use within BlackBoard, can provide a way for students to engage in asynchronous discussion using audio, video and visual options. In my courses I have used the program for case discussions, comments on readings, and for students to share questions with one another regarding class texts.

What Do Your Students Really Think Helped Them Learn?

Roberta Hayes, St. John’s College of Liberal Arts and Sciences, Institute for Core Studies

Using a Student Assessment of Learning Gains through an online anonymous SALG Assessment can provide professors in all disciplines insight into how students actually perceive the activities, readings and lectures that professors select for their courses. The SALG website is a free course-evaluation tool that allows college-level instructors to gather learning-focused feedback from students. Using a 5 point-Likert scale, students "grade" course activities for their ability to qualitatively and subjectively achieve successful learning outcomes. The free SALG site available to all educators, was developed with funding from the National Science Foundation, and includes a core set of questions to help structure the SALG. However, each professor can add course specific questions to personalize the assessment for their own course. Examples are available at www.salgsite.net.

VR Sculpting for 3D Printers

Max Hergenrother, St. John’s College of Liberal Arts and Sciences, Art and Design
Nicholas Skrotzki, Gary Young, Information Technology

This demonstration will show how to use VR software to design 3D objects to be fabricated using 3D printing technology.

Selecting and Adopting Digital Technology Platforms in Biology to Entrain Active Learning Habits and to Promote Academic Equity and Inclusion

Jiyun Kim, St. John’s College of Liberal Arts and Sciences, Biological Sciences

Various online learning platforms and tools were used to measure student success and evidence of promoting positive engagement and active learning. Student performance in two different semesters with different learning platforms/tools show that selective adoption of digital technology platforms lead to higher success rates, can entrain active learning habits and promote academic equity and inclusion.

Using the Power of Films to Boost Student Learning and Engagement

Iris Mohr, The Peter J. Tobin College of Business, Marketing

Movies. We all love them, and films are excellent, since they have an innate power to teach. Yes, teach. Learn how to make a short film on your phone to enhance learning and student engagement.

Collective Thinking Using Google Docs and Voyant Tools

Seunghyun "Brian" Park, College of Professional Studies, Administration and Economics
Sungwon Kim, College of Professional Studies, Sport Management

Collective thinking is one of the effective teaching techniques to obtain a comprehensive understanding of one discussion issue. Google Docs can be used for all students to write their own opinions in real-time. Voyant Tools is the web-based application that conveniently creates word clouds to display a whole idea from text in Google Docs.

Developing a Diverse Online Learning Community: Increasing Graduate Student Engagement through Social Media

Cecelia Parntner, The School of Education, Administration and Instructional Leadership

This presentation will review best practices to engage graduate students through Twitter and Instagram. Using innovative examples from across the nation, this review will challenge participants to use these tools to enhance
research development, presentations, and collaborations. Tools for success including policy language, student training, and engagement tips will also be shared.

**The Value of Technology to Engage Dialogue**  
*Dhar Ramdehal*, College of Professional Studies, Administration and Economics  
How the use of technologies such as PowerPoint and YouTube has allowed professors to engage students in dialogue.

**Using Video Simulations for Experiential Learning**  
*Michael Rizzo*, College of Professional Studies, Mass Communication  
Simulators designed for one discipline can be adapted for use by another. See how video simulations provide journalism students with experiential learning opportunities.

**Expanding the Boundary: 3D Printmaking**  
*Claudia Sbrissa*, St. John’s College of Liberal Arts and Sciences, Art and Design  
Artwork displaying the integration of 3D technology with relief printmaking. This project was combined with a Service Learning component where the class taught a workshop to the children at St. Mary’s Hospital. The result culminated in a series of prints compiled into collaborative books projects.

**Empowering Access: App Development at St. John’s University Libraries**  
*Benjamin Turner*, University Libraries  
This presentation will focus on the development of three apps at St. John's University Libraries: BKCHk, which allows users to search collections and check out items, InQuery, which guides users through the research process, and BKFNDr, which guides users to items on the shelf.

**Assessing Students with Panopto**  
*Information Technology*  
Panopto is more than a lecture capture tool to enhance the learning experience. Use Panopto to improve your assessment practices by utilizing the recording functionality to enable students to create their own videos as they explain key concepts. No need for a multiple choice or True/False exam. Students learn more and improve their confidence as they prepare to demonstrate their knowledge.

**Use Poll Everywhere with Blackboard**  
*Information Technology*  
Increase student participation in the classroom by incorporating polls into your Blackboard course. Import your students from Blackboard into Poll Everywhere, track their responses, show them live results and make class discussions more interesting and dynamic.

**SafeAssign**  
*Information Technology*  
SafeAssign is a plagiarism prevention service, offered by Blackboard as an alternate to Turnitin. This service helps educators prevent plagiarism by detecting unoriginal content in student papers.

**Blackboard**  
*Information Technology*  
Blackboard is a Learning Management System (LMS) used by St. Johns to help faculty facilitate the learning process. Blackboard is a tool that allows faculty to add resources for students to access online, along with being able to post documents, projects, tests, etc. Students can also submit graded work for faculty to view online.
Thank you to all presenters for participating in the Technology Forum. Your willingness to share how technology can enhance the classroom experience contributed to the success of the day.

An electronic copy of this booklet can be found at:
www.stjohns.edu/ctl