

IASC 3V98: Twenty-First Century Teaching and Learning with Technology

Instructor: Kevin Kee, Ph.D.

Class Time: M 11:00-13:50

Class Location: TH269G

Instructor Office Hours: M 2:00-4:00, or by appointment

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Course Description:

Emerging computer technologies are transforming our society; how might these support better teaching and learning in the university in general, and in the humanities in particular? In IASC 3V98, we will answer this question by researching computer technology for post-secondary education, and then developing recommendations that will be expressed in the form of mobile learning applications, written reports, PowerPoint presentations, Web sites, and film/video productions. All of the recommendations produced in this project-based course will be posted on the Web, as we create a conversation amongst faculty and students about the future role of technology at Brock. Expertise in the use of computers is not a requirement.

Readings and Books:

The required readings are online. The full citations and URLs for these can be found in Zotero, in the “URL” field. Zotero also contains citations for recommended readings, and for books that you may choose to review (Assignment 2, below).

Assignments:

1. Participation:

- a. You will prepare for class by reading the assigned material (initially, the class readings; subsequently, your colleagues’ book reviews) and participating in class discussions and activities. *7.5% of your participation mark will be assessed by October 24; 7.5% will be assessed by December 1. (15%)*
- b. You will contribute an activity, application, etc. that will enhance the class’s experience of the course. For example, you could take Minutes for each class, describing what took place, and post these to the Wiki. Or you could take photographs of class activities each week, and post these to Flickr. *Your contribution to the course must be approved by the instructor by October 24. (10%)*

2. Book Review and Presentation: You will write a review of a book focused on undergraduate education, the use of technology in undergraduate education, or both (minimum 4 pages or 1000 words; maximum 6 pages or 1500 words). You can choose from the books listed in our Zotero folder, or you can propose a book to the instructor. *Sign-up for book review presentation: September 26.*

- a. You will submit to the instructor the full citation for the book that you propose to review, as well as a one-paragraph (approximately 100 words) summary of the book's thesis. *Due October 17. (5%)*
 - b. You will submit a draft of your review to the instructor, and post it to the Wiki. You will subsequently make a 10-minute presentation to the class. *Draft Due October 24. Presentations October 24-November 7. (5%)*
 - c. You will incorporate the feedback of the instructor and your classmates into a final draft of the review. You will submit it to the instructor, and post it to the Wiki. *Due November 14. (15%)*
3. Group Project and Presentation: Mobile Learning Application, Written Report, Film/Video Production, Web site, or combination thereof
 You will develop a recommendation for the effective use of technology for teaching and learning in the university in general, and the humanities in particular. This recommendation can be expressed in the form of a Mobile Learning Application, Written Report, Film/Video Production, Web site or combination thereof. See the Class Schedule below for details on deliverables. Your grade will be determined through a combination of instructor and peer evaluation.
- a. You will write a one-paragraph proposal of your project, present it to the class, and post it to the Wiki. *(5%) Due October 3*
 - b. Two weeks following your initial proposal, you will incorporate the feedback of the class and write a revised proposal, as well as a one-page team contract, Gantt chart, and one page schedule of deliverables, present these to the class, and post these to the Wiki. *(10%) Due October 17*
 - c. You will present a draft of your project to the class, for discussion. *(10%) Due November 21.*
 - d. You will incorporate the feedback from the class and present your project to the class and invited guests. *(25%) Due December 1*

In-class Recording:

Audio or video recording of class is permitted only with the prior written consent of the instructor. Any approved recording must be solely for the personal use of the individual student.

Attendance and Participation:

Attendance at each class is expected and required. Students are also expected and required to be active participants in the activities and discuss; silence in class is equivalent to absence.

Late Policy:

I will gladly grant an extension to a student who provides a Medical Exception Certificate form. (For specifics about Brock's policy, and the downloadable form, go to <http://www.brocku.ca/health-services/policies/exemption>). I will also grant an extension to a student who has suffered a significant personal loss, where documentation is provided. Otherwise, late assignments will be penalized 2% a day and 4% per weekend.

Email Policy:

Please expect an email turnaround time of up 48-72 hours. To ensure that your email makes it to the top of my Inbox, please begin the Subject Line with the following: “Email from student”

Academic Dishonesty:

Brock University values academic integrity. Therefore, all students must understand the meaning and consequences of cheating, plagiarism and other academic offences according to the “Academic Regulations and University Policies” in the Undergraduate Calendar (see section “VII. Academic Misconduct” at <http://www.brocku.ca/webcal/2008/undergrad/areg.html#sec64> for more information.)

Withdrawal:

Students are advised that Friday, November 4 is the last day for withdrawal without academic penalty, and the last day to change from credit to audit status for duration 2 courses without academic penalty.

Acknowledgements:

I developed this course with the help of friends and colleagues who generously shared their insights on the organization of project courses, and on the use of digital technologies in teaching and learning. Thanks especially to Bill Turkel (University of Western Ontario), Geoffrey Rockwell (University of Alberta), Tobias Wiegand (Morro Images) and Adrian Thiessen (Fourgrounds Media). Thanks also to Spencer Roberts, Simulating History Research Assistant, who helped with course preparation.

Class Schedule

Introduction: What is “IASC 3V98”?

September 12

Activity: We will answer the questions: What will we do in this course? What will we do with the group project? How will the course and project be marked?

What are the challenges facing universities & the humanities?

September 19

Seminar discussion:

- “Academically Adrift: A Must Read”
- “Are Canadian Universities Academically Adrift?”
- “Our Superficial Scholars”
- “Society and Higher Education, Parts, 2, 3, 4, 5”

Activity: You will meet with potential team members and begin brainstorming your project. You should discuss: "What do I see as a technological solution to a challenge faced in university teaching/learning? Why? How would I like to express that solution (i.e. what form will the project take?) Why is this the best way to express that solution? How should we best organize our team (membership, structure, roles)?"

Where do we see innovation in teaching & learning with tech?

September 26

Seminar discussion:

- “Absent Students Want to Attend Traditional Classes via Webcam”
- “More Professors Give Out Hand-held Devices”
- “Setting Students Minds on Fire”
- “Horizon Report”

Activity 1: Discuss and assign Proposal Tasks to team members. Begin to draft your one-paragraph proposal, one-page team contract, Gantt chart, and one-page Schedule of Deliverables, and assign presentation responsibilities for the October 3 presentation.

Activity 2: Sign-up for book review presentation.

Deliverable: You will report your team membership, structure and roles, and you will provide the instructor with access to your Dropbox (or other shared online workspace).

Project Development

October 3

Activity: Continue to draft your one-paragraph proposal, one-page team contract, Gantt chart, and one-page Schedule of Deliverables.

Deliverable: Present (10 minutes) to the class a draft one-paragraph proposal, one-page team contract, Gantt chart, and one-page Schedule of Deliverables (Assignment 3a).

Thanksgiving – no class

October 10

Project Development

October 17

Activity: You will develop your project, working with your team.

Deliverable 1: Present (10 minutes) to the class your revised one-paragraph proposal, one-page team contract, Gantt chart, and one-page Schedule of Deliverables (Assignment 3b).

Deliverable 2: You will submit to the instructor the full citation for the book that you propose to review, as well as a one-paragraph (approximately 100 words) summary of the book's thesis (Assignment 2a).

Project Development

October 24

Activity: You will develop your project, working with your team.

Deliverable 1: You will communicate to the instructor the activity, application, etc. that you will contribute to the course (Assignment 1b).

Deliverable 2: You will submit a draft of your review to the instructor, and post it to the Wiki (Assignment 2b).

Project Development

October 31

Activity 1: 10-minute Book Review presentations.

Activity 2: You will develop your project, working with your team.

Project Development

November 7

Activity 1: 10-minute Book Review presentations.

Activity 2: You will develop your project, working with your team.

Project Development

November 14

Activity: You will develop your project, working with your team

Deliverable: You will submit the final draft of your book review to the instructor, and post it to the Wiki (Assignment 2c).

Project Development

November 21

Deliverable: You will present a draft of your project to your classmates, for discussion (Assignment 3c).

Project Development**November 28**

Activity: You will incorporate the feedback from the class discussion that followed your presentation, and improve your project, working with your team.

Project Development**December 1**

Deliverable 1: You will present your project to your classmates and invited guests (Assignment 3d).