



PEDAGOGY & TECH BOOT CAMP

Thursday, August 15th, 9:00 am - 3:30 pm

Join us on Teams by Clicking [HERE](#)

Meeting ID: 243 504 316 176

Passcode: pingUt

Schedule & Session Descriptions

9:00-9:40 Relationship Rich Classroom (Eric Bucher, CTE Faculty Director)

Human relationships are the engines that drive our classrooms. But creating these relationships is challenging. We will explore tactics and strategies for building impactful lasting relationships between faculty and students, as well as student-to-student relationships. Faculty will reflect on initial steps that can be taken to turn their classroom into a welcoming, inclusive community which gives every student the opportunity to succeed. This workshop is a great starting point for anyone involved in, or interested in, taking part in the Persistence Project.

9:50-10:30 Building Meaningful Community in the Xavier Core (Eric Bucher, CTE Faculty Director)

Teaching courses withing the Xavier core curriculum can be challenging. The students often aren't as familiar with college, their backgrounds academically can vary, and their attitudes toward the course content can wane throughout the semester. In this session we will have an open discussion about strategies to help these courses be successful and have a rich and meaningful impact on our students.

10:40-11:20 Ally Training (Ryan Murray, Instructional Designer, and Daniel Wooddell, Senior Instructional Technologist)

During this training session, you will learn how to use Ally, Xavier's accessibility tool for Canvas. Ally highlights accessibility issues in Canvas pages, assignments, and files and then helps you fix the issues. It also enables students to obtain some course content in alternative formats such as audio, e-Reader, and the popular tagged PDF (downloaded thousands of times in fall 2023 and spring 2024). This training session will have the following parts: presentation, demonstration, workshop, and Q&A. Be sure to add content to an upcoming Canvas course that you will be teaching so that you can fully participate in the workshop portion.

11:30 – 12:15 Introduction to Teams (Mike Nemire, Audio Visual Technician Technology Support, Daniel Wooddell, Senior Instructional Technologist)

Now that Xavier has moved from Zoom to Teams, come find out how to utilize the basic features of Teams and how to integrate it with Canvas. Please note: This session will not cover the Teams kit for classroom instruction. Please see other sessions offered this week prior to Boot Camp.

1:10 – 1:50 Panopto Overview and Q&A (Paul Weber, Digital Media Lab Manager)

In this session we'll review some basic functions in Panopto so you are comfortable accessing, creating, and sharing content. We'll also address what needs to be reviewed or recreated in Panopto to keep your content and assignments operating smoothly in the fall semester and beyond. After that we'll have time to address your questions about migration from VidGrid along with anything else related to Panopto.

2:00 – 2:45 Introduction to Using ChatGPT 3.5 (Corey McLaughlin, ID&T Manager)

The focus of this session is to introduce how to use ChatGPT 3.5 (free version), especially the elements of priming, prompting, and personas to get more accurate responses. We will also share some ways faculty at other institutions are using ChatGPT to aid their administrative duties and pedagogically in the classroom for activities and assessments. Please sign up for a free account before attending by visiting chatgpt.com and clicking “sign up” at the top right-hand side.

2:55 – 3:30 Open Canvas Consultations and Instructional Tech Help (Daniel Wooddell, Senior Instructional Technologist and Ryan Murray, Instructional Designer)

Do you have specific questions about Canvas? Drop in for one-on-one support to answer your Canvas questions or brainstorm ideas for using Canvas & other instructional technologies in your course.