

ACADEMIC TECHNOLOGY

CANVAS

CLICKERS

KALTURA

CLASS TECH PROS + CONS

CLASS TECH SOLUTIONS

COURSE ANALYTICS

Have you ever wanted to see how your students are progressing in your course? Canvas has analytics that show how many assignments are turned in late, on time, or not at all.

Find this and much more by clicking the **View Course Analytics** button on the right side of your course Home page.

 View Course Analytics

Contact canvas@oregonstate.edu for hands-on help.

READSPEAKER TEXT AID

Did you know a powerful tool in Canvas called **ReadSpeaker TextAid** provides a way for your students to have documents, their own writing, and entire Web pages read aloud?

Add this tool to a Canvas module and provide immediate support for your students' diverse learning needs.

Canvas

Find this and much more at:
bit.ly/canvas-tools

Turning Clickers

Did you know that since 2014 **220 instructors and over 25,000 students** at Oregon State University have used the Turning clicker system?

Find out how you can use clickers to spark student discussions and boost engagement in your class.

Contact us at clickers@oregonstate.edu



Kaltura Media Delivery

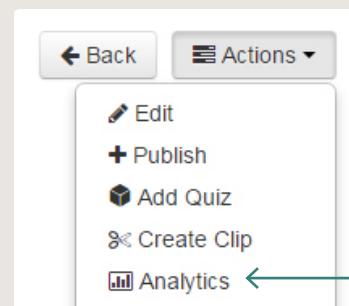
INTERACTIVE VIDEO QUIZZING

Interactive Video Quizzing (IVQ) enables the user to add quizzes directly into their videos either through Canvas or MediaSpace. Furthermore, an IVQ can be added as an assignment in Canvas so that the results appear in the Canvas gradebook.

Contact us at kaltura@oregonstate.edu.

ANALYTICS

Kaltura has detailed information about how many times your media has been accessed and who has accessed it. It is now available from **Actions > Analytics** underneath your video.



YOUTUBE INTEGRATION

YouTube can be an excellent source for academic material. Kaltura is integrated with YouTube. By simply adding the address of a YouTube video into Kaltura, that video becomes part of your Kaltura collection. Kaltura **does not** download the YouTube video or copy it into Kaltura. Instead, it “wraps” Kaltura around that video. That video remains on YouTube and playing that video counts as a YouTube play.

So why add it to Kaltura?


Because when you add a YouTube video to Kaltura, you also get Kaltura analytics on that video, you can add Interactive Video Quizzing to that video, and you can even add your own captions to that video.




Using Technology in the Classroom

PROS

CONS



Technology can be an equalizer, helping students with learning differences, mitigating sight and hearing variations to allow full participation. Many students (perhaps those quieter in class because they like time to think before responding, or need or prefer to compose their responses) are able to contribute more fully in a technology mediated environment. Technology also helps students who aren't present in a classroom, or who are at their best with more preparation or study before or after class. In general, the **advantages to technology in the classroom** come from finding a match between purpose and tool. Interactive technologies can support more active learning. Rich-media displays can support the visualization of concepts, massive data, complex procedures and calculations, human and animal behavior, and subject-matters from the subatomic and microscopic to cultures across the globe and the expanses of the universe. High bandwidth connectivity and web collaboration tools can remove physical constraints, bringing into the classroom distant experts or colleagues, an isolated research location, a dangerous environment, or a real-time news event. In short, it's a question of how do we use all the tools of the modern age in a way that gives our students a high-quality experience.



Just as technology can be advantageous when there's a match between an intended purpose and tool, there's a definite **disadvantage when there's a mismatch**. As an analogy consider two appliances that apply detergent and water with the purpose of cleaning; but you wouldn't want to put your clothes in the dishwasher and your dishes in the washing machine. Many of us have purchased devices with impressive lists of features only to find that they are too complex or overly task specific. Sometimes we buy a tool before it's been tested only to find that it doesn't live up to its hype or buy the tool to satisfy a particular person, when in fact the work will be done by others. The end result of a mismatched classroom technology will be a distraction, or worse, a disruption, that keeps everyone from the purpose at hand, teaching and learning. These disadvantages may be avoided through effective analysis and evaluation of your unique educational conditions. This effort is worth undertaking because the opportunities offered by interactive and engaging technologies and the ability to share and self-publish our own work hold real potential in stimulating rich learning experiences and enhanced teaching and learning dynamics.

Oregon State University • Information Services

ACADEMIC TECHNOLOGY

Our mission is to enrich OSU's academic ecosystem, enable innovative pedagogy and information sharing through effective use of technology, and enhance the student experience.



466 Learning Innovation Center (LINC)
is.oregonstate.edu/academic-technology
541.737.2121

What are your solutions?

The key factor is to choose and use technologies strategically in order to meet teaching and learning goals. OSU's **Academic Technology** provides consulting and development for instructors in strategic and effective uses of technologies for teaching and learning.



MAIL TO:

SAVE THE DATE! | ILRC Summer Symposium
September 7 & 8, 2017 in LINC, Corvallis

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