Webinar

Inspiration and guidance on how to design digitally supported teaching

Developed by the Centre for Digitally Supported Learning
Collaboration with colleagues

Common digital platform
- Consider reducing the number and diversity of digital platforms

Learning activities
- Discuss with colleagues about learning activities should be consistent in e.g. form and format
- Agree on a joint form of evaluation i.e. Rubrics, surveys etc.

Sharing of experience
- Ongoing during the semester
- Scheduled seminar with all involved actors

The inclusion of TAP

The study secretary is the contact person for both students and educators

Exam

Plan your exam well in advance and prepare students for an online exam with a test exam.

https://www.cdul.aau.dk/guides/eksame/n/#470484
Digitize based on these questions:

- What learning activities can be beneficially digitized?
- Are your evaluations of the teaching as well as the digital study environment consistent?
- How do we involve students in the digitized learning activities as much as possible?
- Are the types of learning activities consistent throughout the course?
Plan based on these questions:

What are the learning goals?  
*How will you make sure / how will you be able to see that they are fulfilled?*

How should students achieve this?

What learning activities (digital as well as analog) can support it?

How do you best equip students to succeed in the learning activities?
General tips and tricks

• ITS tips for distant teaching
• Tool for planning your teaching
• Inspiration for a lecture

• Digital compared to physical
  • Clearer communication - the norms are different
  • The framework is different - greater demands for intrinsic motivation
An example of a lecture

Learning system 1: Online students

Learning Objectives + Purpose + Theory for this course is posted in advance on the LMS system (Moodle).

Online students attend through e.g. Teams or Zoom. Opportunity to ask questions to educator through shared platform. Educator must be explicit in his/her mediation regarding sound/visuals/between online and physically environment. Possibly recording the session (blended learning).

Learnig activity

Educator facilitates the assignment online in the platform and the online community of practice for the students.

The online students can both be in an online group room (breakout rooms or channels) with other online students, as well as contact the teacher directly through e.g. Teams.

Learning system 2: Onsite (Physically present) students

Learning Objectives + Purpose + Theory for this course is posted in advance on the LMS system (Moodle).

Physically present students attend in the classroom. Ability to ask questions to the educator through physical presence, but also through the platform. Teacher must be explicit in his/her mediation between online and physically environment.

Course evaluation through Teams. Physically present students attend the classroom - but they could also join through Team or Zoom (for variety).

Course evaluation through Teams. Online students join over Teams or Zoom.
Learning system 1: Online students

Learning Objectives + Purpose + Theory for this course is posted in advance on the LMS system (Moodle).

Examples of platform(s)

Learning system 2: Onsite (Physically present) students

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Learning system 2: Onsite (Physically present) students

Physically present students attend in the classroom. Ability to ask questions to the educator through physical presence, but also through the platform. Teacher must be explicit in his/her mediation between online and physically environment.

Educator facilitates assignment in the classroom and online in the platform. The physical students can sit together in physical group and discuss the assignments. At the same time, they have the teacher available both physically and online. Teacher facilitates the Physical Practice Community.

Course evaluation through Teams. Physically present students attend the classroom - but they could also join through Team or Zoom (for variety).
Learning system 1: Online students

Online students attend through e.g. Teams or Zoom. Opportunity to ask questions to teachers through shared platform. Educator must be explicit in his/her mediation regarding sound/ visuals / between online and physically environment. Possibly recording the session (blended learning).

Live session: Start on course. Reflection on theory

Physically present students attend in the classroom. Ability to ask questions to the teacher through physical presence, but also through the platform. Educator must be explicit in his/her mediation between online and physically environment.

Examples of platform(s)

- Microsoft Teams
- Zoom

Learning system 2: Onsite (Physically present) students

Attending the classroom

Attending through e.g. Teams or Zoom
**Learning Objectives + Purpose + Theory for this course is posted in advance on the LMS system (Moodle).**

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**Educator facilitates the assignment online in the platform and the online community of practice for the students. The online students can both be in an online group room (breakout rooms or channels) with other online students, as well as contact the teacher directly through eg Teams.**

**Course evaluation through Teams. Online students join over Teams or Zoom.**

**An example of a lecture**

**Learning system 1: Online**

**Learning system 2:** Onsite (Physically present) students

**Physically present students attend in the classroom. Ability to ask questions to the educator through physical presence, but also through the platform. Teacher must be explicit in his/her mediation between online and physically environment. The physical students can sit together in physical group and discuss the assignments. At the same time, they have the teacher available both physically and online. Teacher facilitates the Physical Practice Community.**

**Course evaluation through Teams. Physically present students attend the classroom - but they could also join through Team or Zoom (for variety).**

**Learning activity**

**Live session: Start of course. Reflection on theory**

**Learning Objectives**

**Purpose + Theory for this course is posted in advance on the LMS system (Moodle).**

**Live session: End of course.**

**Finish**

**Start**

**Online**

**Onsite**
Learning system 1: Online students

- Educator facilitates an assignment online in the platform and the online community of practice for the students.
- The online students can both be in an online group room (breakout rooms or channels) with other online students, as well as contact the teacher directly through eg Teams.

Learning activity – e.g.: Blogs, Video Production, Quizzes, Online Portfolio and/or Group work in breakout rooms or channels.

Learning system 2: Onsite (Physically present) students

- Educator facilitates assignment in the classroom and online in the platform. The physical students can sit together in physical group and discuss the assignments. At the same time, they have the teacher available both physically and online. Teacher facilitates the Physical Practice Community.

Examples of platform(s)

- Blogs and/or Online Portfolio: mahara
- Video Production: Panopto™
- Quizzes: Kahoot!
- Group work: Microsoft Teams, Zoom
An example of a lecture

Learning system 1: Online students

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Course evaluation through Teams. Physically present students attend the classroom - but they could also join through Team or Zoom (for variety).
Learning system 1: Online students

Course evaluation through Teams. Online students join over Teams or Zoom.

Live session: End of course.

Learning system 2: Onsite (Physically present) students

Course evaluation through Teams. Physically present students attend the classroom - but they could also join through Team or Zoom (for variety)

Examples of platform(s)
- Microsoft Teams
- Zoom
- Forms

Attending the classroom

Evaluation:
Use this example in relation to type in what to be aware with 2 learning systems:

**Learning system 1: Online students**
- **Start**
  - Learning Objectives
    - purpose + theory
- **Live**
  - Start on course.
  - Reflection on theory
- **Learning activity**
- **Finish**
  - Live session: End of course.

**Learning system 2: Onsite (Physically present) students**
- **Start**
  - Learning Objectives
    - purpose + theory
- **Live**
  - Start on course.
  - Reflection on theory
- **Learning activity**
- **Finish**
  - Live session: End of course.
An overview of AAU’s Platforms

- Live-streaming/webinars
- Video Production
- Quizzes
- Portfolio
Live-streaming / Webinars
Microsoft Teams
Microsoft Teams

- Sharing of files and folders
- Group activities in "Breakout Rooms"
- Integrate quizzes via Microsoft Forms
- Record the webinar/live-stream
- Virtual whiteboard
AAU  zoom

Sharing of files

Group activities in "Breakout Rooms"

Integrate quizzes via "Polls"

Record the webinar / live-stream

Virtual whiteboard (with an iPad)
Panopto can be integrated into Moodle and setup with AAU’s video conference systems. It allows recording and editing of webinars/live-streams.
Skype for Business

- Sharing of files
- Virtual whiteboard
- Record the webinar / live-stream
- Can be setup with AAU's video conference systems
Video Production
Types of video

- Video Recording
- Pencast / Screencast
- Animation
- PowerPoint w/ speak
AAU’s Platforms

- Panopto
- Camtasia
- VideoScribe
- PowerPoint
Types of quizzes

- Icebreaker
- Evaluation
- In-video-quiz
- Test
AAU’s Platforms
Online Portfolio
Guides

Microsoft Teams:
- https://www.its.aau.dk/vejledninger/microsoft-teams
- https://www.cdul.aau.dk/guides/kursus-gruppearbejde/#458921
- https://www.cdul.aau.dk/guides/vejledning-af-studerende/#456927

AAU Zoom:
- https://www.its.aau.dk/vejledninger/zoom
- https://www.its.aau.dk/it-for-ansatte/undervisere/moeder-eksamen/online-eksamen-zoom/

Panopto:
- https://www.its.aau.dk/vejledninger/moodle/panopto/
- https://www.cdul.aau.dk/guides/e-forelaesninger/

Skype for Business:
- https://www.its.aau.dk/vejledninger/skype-business
- https://www.cdul.aau.dk/guides/e-forelaesninger/

Powerpoint med speak:
- https://www.cdul.aau.dk/guides/e-forelaesninger/

Screencasts/pencasts:
- https://www.cdul.aau.dk/guides/e-forelaesninger/

Camtasia:
- https://www.techsmith.com/tutorial-camtasia.html
- https://www.cdul.aau.dk/guides/kursus-gruppearbejde/#458926

Quiz:
- https://www.cdul.aau.dk/guides/kursus-gruppearbejde/#458926

Mahara:
- https://www.its.aau.dk/vejledning/Mahara/
Get in contact with your digital learning consultant to learn more

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Questions