NSU NOVA SOUTHEASTERN UNIVERSITY

Shepard Broad College of Law

Discovering New Ways to Use Technology

International Consortium for Global Legal Education
Faculty Training Workshop

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Often simple is best

- Raised Hands

- Index Cards

- Colored Index Cards

- Post-It Notes

- Glue-backed Flip Charts

White Board Paint

- Make every surface part of the learning experience

Reading materials everywhere

- Semaphore Press offers digital casebooks for download, for the suggested price of $30.
  - But students pay what they choose
  - "We ask that you pay the suggested price either with a credit card (by clicking the appropriate link on our page), or by sending us a check, and then download a digital copy of the casebook. Note that if your professor has assigned, e.g., only 10 class sessions of material from a Semaphore Press book, then we suggest that you pay $10."
- The eLangdell Bookstore – Modest collection of free legal publications, produced by CALI
- Bookboon – small collection of free law books
- Gumroad – self-publishing platform with low costs and Paypal compensation

Publish your own – Improve everyone's content

- Wikipedia's PediaPress collects Wikipedia stories into PDF or print volumes
- Update and improve articles, then print your own

Quizzes and assessments

- The CALI (Center for Computer-Assisted Legal Instruction) lessons are a collection of more than 600 exercises written by law faculty and used in the law school curriculum.

- Google Forms/Flubaroo http://www.flubaroo.com/

Many more quiz tools

http://www.educatorstechnology.com/2014/02/10-useful-web-tools-for-creating-online.html

1- Socrative | Student Response System - Socrative is a smart student response system that empowers teachers to engage their classrooms through a series of educational games and exercises via smartphones and tablets.

2-Google Forms + Flubaroo - See prior slide

3-ThatQuiz - It's a free online non-commercial resources for teachers and students, allows educators to make their own tests covering any subject and set of questions. It allows for multiple languages.

4-ExamTime Quizzes - Have you tried quizzes to spark your study and get better results? ExamTime have study tools to help you study. Build your quiz today and get learning.

5-PollEverywhere - For class sizes of 30 or less it is free and unlimited. It's the favorite tool of many teachers for creating polls.

6-Testmoz - Generate automatically graded online tests with 4 questions types. Great for professionals and K-12! No need to register to create tests.

7-Gnowledge - The features include sharing tests and results with social network, tracking progress, rating a test, searching a test by subject or grade level.

8-Online Quiz Creator: Play or Make a Quiz for Free! - With our online quiz creator it's easy to make a quiz, exam or assessment in less than five minutes.

9-ProProfs (Quiz Maker) - Its free version offers unlimited quizzes, questions & quiz takers. The paid version offers student tracking, privacy settings, and others.

10-Quibblo - Quibblo online quizzes: Take fun quizzes, create quizzes, fun surveys, polls & personality quizzes. Make your own quiz for your blog, Facebook, or MySpace!

11-Zoho Challenge - Its free version offers 100 Test Papers / Month,Open Tests (always public),1 Question Bank.

12-GoToQuiz.com - It's a very simple site for creating a quiz that generates a unique URL for others to take.

13-ClassMarker - The ClassMarker online testing website, is a easy to use, online quiz maker that marks your tests and quizzes for you.

14- QuizStar - QuizStar is a free, online quiz maker that allows you to manage your classes, assign quizzes, and generate reports of quiz scores and student performance.

15-Quizinator -Teacher Resources to Create, Store, and Print worksheets, studysheets, exams and quizzes online.

16-Twtpoll - From Simple Twitter Polls to Powerful Web Surveys. Social Media Feedback Tool.

17-Survey Anyplace - Mobile Quizzes and Surveys - Survey Anyplace enables anyone to create appealing mobile quizzes and surveys to engage with audiences on the go.

18- Mentimeter - Interact with your audience - Free of charge and without registration!

19-Survey Anyplace - Mobile Quizzes and Surveys - Survey Anyplace enables anyone to create appealing mobile quizzes and surveys to engage with audiences on the go.

20-Edmodo | Where Learning Happens - Edmodo provides a safe and easy way for your class to connect and collaborate, share content, and access homework, grades and school notices.

Word clouds create interesting stories

WordCloud
Wordle
WordSift
WordItOut
Tagul
TagCrowd
Yippy
WordMosaic
AbcYa
Tagxedo
VocabGrabber
Jason Davies' Word Cloud Generator

Learning management systems

- LMS: An online platform that registers students, provides delivery of content, allows discussions and interactions among students, captures assessments, and more

- PC Magazine: "Blackboard, Canvas, and Moodle top the higher education space, whereas Edmodo—one-part LMS, two-parts social media network—caters to K-12.

  - "Schoology sits comfortably between the higher education and K-12 spaces, pairing a friendly Facebook aesthetic with advanced role creation, custom branding, and detailed analytics. …

  - "Until recently, Blackboard dominated that space.

  - "Canvas and Moodle have cracked that lock, and Blackboard now faces competition from Brightspace and Sakai …."

Many platforms, most at enterprise level

LMS Popularity In Terms Of Number Of Users 2

moodle

73.8 million

20 million

Blackboard
20 million

In terms of actual users, Moodle has the most users in the LMS market. It currently boasts an estimated **73.8 million** users. Edmodo comes in second and Blackboard rounds out the top 3, with around **20 million users each** [2].

LMS Popularity In Terms Of Number Of Customers 3

Satisfied customers can give a clear indication of who is successfully building customer loyalty through effective business practices and a winning product [2].

Edmodo has the largest number of customers, an estimated **120k**

moodle

Moodle is second on the list, with **87.1k** customers

Collaborize Classroom

Collaborize Classroom is third, with **48k** customers

Interesting facts on LMS usage

LMS Usage Per Industry 6

LMS usage is not only limited to corporations and educational institutions.
Recent Report [5] shows that the top industries that use LMS software are:

Industry	Percentage
Education	21%
Technology	12%
Manufacturing	9%
Healthcare	7%
Consulting	7%
Software Development Companies	4%
Non-profit Organizations	3%
Real-Estate	3%
Event Management	3%
Governmental Institutions	2%

7 LMS Access

How users access LMSs is another aspect to consider.
A recent survey [4] demonstrated that:

Access method	Percentage
Access LMSs from their desktop computer	89%
From their laptop	76%
From their tablet	25%
From their smartphone	19%

User Satisfaction With LMSs 8

In terms of user satisfaction, 63% of users seem to be very satisfied (25%) or
just satisfied (38%) with their LMS [5]. Other aspects on which users seem to
perceive that LMSs have a positive impact include:

Aspect	Percentage
Higher course completion rates	65%
Cost effectiveness of training	45%
Increase in employee's productivity	37%
Higher retention rates	21%

LMS provide wide range of functions

LMS provide wide range of functions

- Home Page
- Email
- Academic Honor Pledge and Conditions of Use
- Instructor Contact
- Announcements
- What's New
- Syllabus
- Modules (Weekly Assignments)
- Content Market Tool

- Discussion Boards
- Course Messages
- Quizzes/Exams
- My Grades
- Course Evaluations
- Calendar
- NSU Resources
- Online Help Desk
- NSU Libraries
- NSU Bookstore
- Blogs

- Current Student Resources
- Blackboard Help
- Control Panel
- Content Collection
- Evaluation
- Grade Center
- Journals
- Media Gallery
- Live Discussion
- Users and Groups
- Customization
- Help

Live class discussions

- Develop a set of rules and expectations beforehand
- Opt for stories and activities instead of text-heavy presentations
- Refresh their engagement every 5-10 minutes
- Divide students into groups for collaborations between sessions, reported in live events
- Stress interaction; post-class feedback

- Encourage questions; call on students
- Fine tune your tone and pace
- Practice with your tools, mix and match your materials
- Tie the live classroom materials to the materials used during the rest of the week
- Explore features: Polls, whiteboards, chat areas
- Monitor activity of students

Wikis as open-platform classes

- Open-authored systems
- Remain available from year to year, etc.
- Web hosted
- Control writing permissions for students, co-authors, alumni, etc.
- Can create public resources or class activities
- Can set rewards for participation, etc.

Gamification rules apply in class

- Gamification is one of the hottest trends in Learning and Development
- For 2016, over 30% of companies stated that they are currently using it, 12% running trials and 53% hoping to make use of it in the next two years.

- Make learning more personable, tell a story, include emotional engagement and empathy
- Provide a narrative that users can identify with
- Create simple, visually engaging interfaces with a human touch
- Make the interface a pleasure to use so users want to come back
- Design for 'Flow'
  - Show visibility of progress, competition through achievements, levels and unlocking, add in rewards like badges
  - Design so the user feels they have a choice of pathway rather than just a linear one
  - Provide elements to be revealed, discovered or searched for
- Good instructional design 'chunks' learning appropriately, and goes progressively deeper.

- Source: http://elearninginfographics.com/9-ways-to-include-gamification-in-learning-design/, Via: ecomscotland.com