

Day 1

November 9, 2018

Morning

ROCKCLIFFE UNIVERSITY CONSORTIUM 2018 CONFERENCE

THE FUTURE PRESENT

TENTATIVE CONFERENCE PROGRAM



**Please note that some times and sessions may be subject to change.*

CONCURRENT SESSION A

CONCURRENT SESSION B

9:00 AM	<p>*OPENING KEYNOTE</p> <p>Learning for the Future: Tinkering with the Schema of School</p> <p><i>Dr. Pamela Redmond, Touro University</i></p>	<p><i>*Available to virtual registrants.</i></p> <p>New tools continuously expand access to information, foster communication and influence our culture. These evolutions in technology and science have reshaped the global economy yet the educational ecosystem has not kept pace. As the marketplace invents new jobs, schools must consider what it is essential to teach beyond content: Cultivating curiosity, knowledge economies, and collaboration. As the needs of learners evolve so must prototypes for learning and models for performance. Re-imagining classroom learning experiences requires a culture shift that can only be cultivated through systematic provocations for innovation and broadening the definition of success. "Tinkering" is foundational to that change and, with an innovator's mindset, failures lead to new thinking and evolved models for learning.</p>	9:00 AM	
10:00 AM	<p>EXPERIENTIAL PLAY</p> <p>Experiential Learning and Mixing Realities</p> <p><i>Dr. Leticia De Leon, RUC, UTRGV</i></p>	<p>This session will engage participants in how the learning experience is influenced by the learning environment. This experiential play session will show how the Future Present was created using mixed reality technologies through the use of mobile apps that layer augmented reality over the real world. Participants will experience creative learning approaches with hands on the physical and augmented world that will take the learner through Kolb's Experiential Learning Cycle. This session will include introductory play and museum experience integration.</p>	10:00 AM	
11:00 AM	<p>WORKSHOP</p> <p>Are Your 1000 Words Worth a Picture?</p> <p><i>Jessica F. Handly, Jessica Sanchez-Barrera, Josefina Stoleson, University of Texas Rio Grande Valley</i></p>	<p>What if pictures could innovate the way we teach? Make over your syllabus with us to practice transforming traditional information into innovative infographics that can be used to support teaching and encourage learning across all levels. Leave with a product and tools you can implement tomorrow.</p>	<p>WORKSHOP</p> <p>Digital Citizenship through Immersive Learning</p> <p><i>Dr. Valerie Hill, Community Virtual Library</i></p>	11:00 AM

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12:30 PM	*INVITED HANDS ON PLAY	<i>*Available to virtual registrants.</i>	12:30 PM
	Achieving Virtually Real Accessibility <i>Leslie Riggs, Rockcliffe University Consortium</i>	Leslie Riggs will begin by identifying the challenges faced by people with disabilities entering virtual environments, with a focus on deaf and hard of hearing individuals. For developers, educational technologists, educators and even family members, the biggest challenge in providing accessibility for deaf and hard of hearing individuals is language, not hearing.	
1:30 PM	*INVITED HANDS ON PLAY	<i>*Available to virtual registrants.</i>	1:30 PM
	Create an Immersive Learning Experience using H5P: All of The Bang None of The Flash <i>George W. Handley III, Roberto Rivera, Anthony Salinas, University of Texas Rio Grande Valley</i>	In this hands-on workshop, we will explore H5P, an open source and community-driven project that aims to allow users to create, share and reuse interactive online content. Participants will have an opportunity to brainstorm and create engaging content that can then be published on a website.	
3:15 PM	EXPERIENTIAL PLAY		3:15 PM
	Experiential Learning at the California Academy of Sciences <i>RUCC Facilitators</i>		
		LECTURE	12:30 PM
		Mobile Technology in Clinical Orientation <i>With Move and Mingle follow up networking.</i> <i>Dr. Hope Bauman, Purdue University Global</i>	
		WORKSHOP	1:30 PM
		Superheroes' Transformative Digital Storytelling <i>Renne Emiko Brock, Peninsula College/hue are you?</i>	

Day 2

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8:30 AM	<p>EXPERIENTIAL PLAY</p> <p>Experiential Learning through a Mixed Reality Game</p> <p>Immersion in experiential learning through a mixed reality game continues with an adventure around Fort Mason. Participants will have choices in exploration, which will be a mixture of scavenger hunt and experience augmented. San Francisco is the game board, and you and your device are the game pieces.</p> <p><i>RUCC Facilitators</i></p>	8:30 AM	
9:30 AM	<p>*VIRTUAL INFOGRAPHICS</p> <p><i>*Available to virtual registrants.</i></p> <p>Virtual Infographic Gallery Showcase and Networking</p> <p>This session will engage participants in an online virtual gallery for all submitted infographics. Participants viewing the infographics will also have an opportunity to take a virtual gallery walk to talk to the various infographics creators about their featured projects, research, or non-profit work.</p> <p><i>Online RUCC Facilitator</i></p>	9:30 AM	
10:30 AM	<p>*INVITED HANDS ON PLAY</p> <p><i>*Available to virtual registrants.</i></p> <p>Addressing Cognitive Dissonance in the Classroom</p> <p>Disruptive innovation has been accelerating to the point where student's learning is outdated before they leave the classroom. This workshop demonstrates how curricula can be refocused on addressing social resilience to cognitive dissonance as a means of preparing students for a modern workplace.</p> <p><i>Kevin Feenan, Rockcliffe University Consortium</i></p>	<p>WORKSHOP</p> <p>The Do's and Don'ts of Digital Design in Teaching</p> <p>Technology has enhanced the way visual and graphical elements are produced and incorporated into the classroom. We will explore basic strategies using and creating illustrations, photography, typography, space, layouts, and color on the usability of course material and on their aesthetic appeal.</p> <p><i>Josefina Stoleson, Jessica Sanchez-Barrera, Jessica F. Handley, University of Texas Rio Grande Valley</i></p>	10:30 AM

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12:30 PM	ROUND TABLE	<p>On Concrete Experience and Augmented Reality</p> <p>This round table will provide all conference participants an opportunity to deconstruct the experiential learning components of the conference, from participation in the museum activities to the asynchronous immersion on the mixed reality game. The discussion will focus on making connections to own learning, extending the concept in alternative ways, and debating existing challenges to technology enhances experiential learning.</p> <p><i>RUCC Facilitators</i></p>		12:30 PM
	WORKSHOP	<p>Instructional Approaches to Utilizing Chatbots</p> <p>Educational chatbots have been used to improve communication, increase productivity as well as coach, reference, complement assessments and provide support. In this session, we will look at creative ways of building chatbots with best practices in mind.</p> <p><i>Jessica Sanchez-Barrera, Francisco Garcia, Jessica F. Handley, University of Texas Rio Grande Valley</i></p>	<p>LECTURE</p> <p>Visual Interactive Study Groups Benefit Learners in an Online Environment</p> <p>A study group can be an effective way to prepare for an exam, however, only if you use smart strategies for forming effective study groups. Organizing study groups in an online environment show to be quite problematic!</p> <p><i>With Move and Mingle follow up networking.</i></p> <p><i>Jennifer Laire, Purdue University Global</i></p>	
2:30 PM	*CLOSING KEYNOTE	<p>To Boldly Go: Education, Technology, and Captain Kirk</p> <p><i>*Available to virtual registrants.</i></p> <p>Few would argue that our dreams of a technologically driven world were, at least, manifest in the popular culture, media, and books of the last 5 decades. But, a detailed look back shows far more connections between science fiction and science fact than previously considered, especially as it relates to education. In fact, education has been one of the primary beneficiaries of our collective creativity. If a half century of text, film, television, and games and research can be our guide, we can make accurate prediction about the future of education. In this presentation, Dr. Haskell (perhaps dressed as a Starfleet officer) will identify trends in information access, technology tools, interfaces, artificial intelligence, describing their proliferation in an upbeat, TED-style and Star Trek themed presentation. He will share research into how these tools and trends have changed education and those major changes on the horizon. Attendees will "Boldly go where no [audience] has gone before."</p> <p><i>Dr. Chris Haskell, Boise State</i></p>		2:30 PM