

## Online Workshop Opportunity

4-week Session

Getting Started: An Introduction to Online Teaching: Session 1: June 3 – June 29, 2008

Getting Started: An Introduction to Online Teaching: Session 2: July 7 – August 3, 2008

### Enrollment limited to 20 participants per session

This online workshop provides an introduction to the design and pedagogy of online teaching. The modules were designed by experienced online faculty and instructional designers in the MnSCU system. There are four online modules (Building Online Learning Communities, Online Course Structure, Assessment Techniques for Online Learning, and Tools for Creating Online Learning). Each module will be available for one week, and is designed to be completed in approximately 3-5 hours.

These modules provide an excellent introduction to online teaching.

Additional in-depth mini-courses for each module topic will soon be available for graduate credit. Watch for further announcements about these additional opportunities.

The workshop provides

- 1 the opportunity to gain experience in e-learning environments
- 2 the opportunity to receive instructional design advice while designing a course plan and constructing an online course module
- 3 a low-risk stepping-stone toward advanced certificate and graduate programs available through the collaborating universities
- 4 an opportunity to earn 1 graduate credit

<b>Module 1: Building Online Learning Communities</b>	Participants will review critical skills for managing, facilitating and nurturing online interaction between learner and faculty, learner and peers, learner and content, and learner and collaborative groups. The module provides opportunities to briefly explore interactive chat, online discussion forums, wikis, and webinars.
<b>Module 2: Online Course Structure and Organization</b>	Participants will review online learning needs, critique a sampling of online courses, review intellectual property and copyright issues, and learn methods for organizing an online course.
<b>Module 3: Assessment Techniques for Online Learning</b>	Participants will review various tools and techniques appropriate for online settings including alternative assessments such as E-Folio.
<b>Module 4: Tools for Creating Online Learning Environments</b>	Participants will be introduced to the functionalities of a variety of software for creating interactive, online course materials. The participants will not be expected to achieve mastery – the idea will be to showcase the capabilities of such products, providing ideas for creating active learning environments. Tools will include: <ul style="list-style-type: none"><li>• learning objects, simulations and tools that create them (Flash, Swish, Raptivity etc.)</li><li>• streaming audio and video applications (Tegrity, Audacity, GarageBand, Captivate)</li></ul>

	<ul style="list-style-type: none"><li>• Survey tools</li><li>• Synchronous delivery tools (i.e. HorizonWimba, Adobe Connect and Tegrity WebCast)</li></ul>
<b>Module 5 (optional): Designing and Implementing an Online Unit of Instruction</b>	Participants design the overall course structure and implement at least one entire unit. They will be encouraged to locate technical support staff in their region or college for assistance with putting the design into practice. Participants completing this module in conjunction with the others have the opportunity to earn one graduate credit.