Teaching, Learning & Technology

Accessibility and Universal Design for Learning

- Captioning and Transcriptions
- Creating accessible Microsoft Word documents
- Keeping your Course Site course accessible
- Using Scannx station to convert print to accessible digital documents

Course Site (Moodle) - Learning Management System

- Course Site - Introduction and Basics
- Course Site - Start of the Semester Checklist
- Course Site - Backing up and Copying Course Materials
- Course Site - Course Administration
- Course Site - Resources and Content
- Course Site - Activities
- Course Site - Groups
- Course Site - Quizzes
- Course Site - Gradebook
- Course Site Upgrade - Public Release Notes 2018
- Course Site Public Upgrade Notes - January 5, 2020

Online Teaching and Distance Education

- Getting Started Teaching Online
- Delivering Pre-Recorded Lectures Online
- Designing Your Online Course Checklist
- Writing Learning Objectives
- Online Assessment Best Practices
- Video on Assessing Student Learning Online
- Remote Instruction for Lab Courses
- Lecture Annotation in a Screen Sharing Session
- Five Essential Tools for Content, Collaboration, and Communication
- Student Evaluations and University Policies
- Best practices for teaching online
- Interactive Project Based Assignments
- Equipment Recommendations - Online and Blended Teaching
- Remote Teaching: Location, Lighting & Sound.
- RCEAS: Preparing to Teach in Fall 2020
- Zoom or Panopto?
- Free Tools & Tutorials
- Hybrid Teaching: Strategies for Instructors with both In-classroom and Remote Students

Pedagogy

- Creating Effective Presentations
- Gaming and Role Play
- Instructor-Created Video

Streaming Video Services

- Ensemble Streaming Server
- Kanopy
- Swank

Tools

- Audacity
- Google
- Mahara e-Portfolio
- Panopto
- Perusall
- Piazza
- ProctorU
- Respondus LockDown Browser and Respondus Monitor
- Scalar
- Slack
- Socrative
- Visualization Tools
- Zoom

Virtual Reality/Augmented Reality

- Developer Tools for VR & AR
- HoloLens for AR
- HTC Vive for VR
- Oculus Go for VR