

# TECHNOLOGY RESOURCES FOR TEACHING

The Center for Innovative Design and Instruction (CIDI) at USU helps teachers create high quality learning environments using effective technologies and methods. This handout highlights several capabilities and technologies available to teachers.

## MANAGE LEARNERS

### Canvas

The Canvas learning management system (LMS) is an online platform for organizing **learning content**, running learning **activities and discussions**, securely sharing **grades and feedback**, and more. To access Canvas, go to <https://canvas.usu.edu>. A shell appears for every course you teach.


For tutorials, visit <http://cidi.usu.edu/tools/canvas/>.

## RECORD AND POST VIDEOS

### Panopto Lecture Capture

Panopto is a lecture capture system installed on most USU classroom computers. It can record **audio, screen capture, and camera video** and play them back in a synchronized manner. Recordings are easy to start, either manually or on a scheduled basis, and are **instantly uploaded to Canvas** upon completion, with options to edit and download recordings. To use Panopto, enable the Panopto navigation option in your Canvas settings.

### Kaltura Screen Capture and Video Hosting

Kaltura provides **unlimited media hosting** and streaming bandwidth, with deep **Canvas integration**, for videos you wish to manage and share online for teaching purposes. It also comes with built-in **screen capture** tools and integration with USU's licensed **captioning** services. Click on your account profile image in Canvas and choose the MyMedia option to view your Kaltura media account. Enable the Media Gallery in your Canvas navigation to share videos with students, or click the Embed Media icon (  ) on a Canvas page to embed a video within your course content.

## Media Recording Services

USU's media production team manages **recording studios** and **video equipment** that can be reserved for teaching purposes. They also provide **on-location** presentation recording and media production services. Visit <https://mediaproduction.usu.edu> for scheduling options and details.

## Licensed Videos

If you wish to use **copyright-protected media content** in your course, check first with the USU Libraries. They manage databases of licensed media content and can assist in obtaining **streaming permission** for videos not in their database. They may help pay for some one-time streaming costs as well. See <https://library.usu.edu/inabs/> and click the Streaming Audio and Video link for databases and details.

## Other Tools and Services As Needed

If a video solution you wish to use in your teaching isn't listed above, CIDI or Media Production can and will still seek to help you. We can also provide training and help with video editing.

## ENGAGE STUDENTS IN CLASS

### iClicker

USU supports the iClicker student response system to assist in obtaining **live feedback** in a face-to-face or broadcast course. iClicker can also be used for **in-class quizzing** and **attendance** tracking and is generally useful for keeping students' attention. See <https://cidi.usu.edu/tools/iclicker> for downloads and tutorials.

### Free Tools

Other free or "freemium" options exist for **in-class polling** and **quizzing**. Some include Plickers, <https://www.plickers.com/>, a print-based alternative to clickers; Kahoot!, <https://kahoot.com/>, which works well for **game-style quizzing** formats, PollEverywhere, <https://www.polleverywhere.com/>, which allows for polling via cell phone and other devices, and more.

### More Tools and Techniques

Often, USU courses extend the boundaries of a traditional classroom via broadcast to regional campuses, web conferencing, online activities, and field work. Some resources you have access to that you should be aware of include:

- **WebEx and Adobe Connect** web conferencing software, for robust, recorded, real-time interaction online. Contact CIDI for WebEx meeting space, or enable the Adobe Connect navigation option in your Canvas course.
- **Smart Classrooms**, with digital touchscreens, multiple room cameras, flexible seating arrangements, document cameras, write-on walls, and more. Visit with your course scheduler to see what classroom arrangements are available for you.
- **Classroom Innovation Lab**, where you can see and try out classroom technologies that are up and coming, plus the best of what is currently available.

## Empowering Teaching Excellence Program

The ETE program provides **Consultation, Training, and Mentorship Opportunities** to USU faculty. Offerings include an ongoing seminar series, yearly conference, e-learning workshop, academic journal, learning circles, and badging program, all designed to connect teachers with colleagues and great ideas. Participate in USU's culture of teaching excellence. Visit <https://empowerteaching.usu.edu> for schedules, resources, and archives.

## ASSESS LEARNERS

### USU Testing Centers and Proctor Network

The USU Logan campus and regional campuses have **testing centers** available to help students take **online and paper-based exams** in a **secure environment**. For students unable to attend a testing center, USU also has an extensive network of vetted and approved proctors. Students can find and arrange for a proctor nearly anywhere in the world. For details, visit <https://testing.usu.edu>.

### Proctorio

Teachers can also allow students to take exams in a **virtually monitored** environment using Proctorio—a **Canvas plugin** that can lock down browser functionality and monitor student exam-taking behavior using the student's webcam, microphone, and keystroke patterns. Proctorio gives students the convenience of taking quizzes and exams at home without sacrificing teachers' ability to enforce a secure assessment environment.

### Outcomes and Mastery

Beyond examination-style testing, assessment in general refers to identifying performance-based outcomes that students are to achieve, prompting students demonstrate their mastery of those outcomes, and measuring and reporting the results. Canvas provides **built-in tools for tracking and reporting** student performance toward identified outcomes. These include outcome repositories at the course and unit level, rubrics and quizzes that can be aligned with outcomes, and a **mastery gradebook** that reports performance on outcomes to students and faculty. Canvas also supports course designs built around a **mastery-learning framework**, in which students must master certain outcomes to progress. Contact CIDI at 435.797.9506 for help with setting and using outcomes and mastery learning approaches in your course.

### Badging

A digital badge functions as a **micro-credential**, providing a lasting and **shareable indicator** of student achievement toward specific outcomes. In other words, in addition to providing a grade at the end of the course, a teacher can provide digital badges for achievement points within the course. Each badge should provide a description of the specifics of the achievement. Students can share badges they have earned on resumes, social media, and more. USU uses the **Badgr** badging system, which **integrates with Canvas**.

## DOCUMENT TEACHING OUTCOMES

### Data Analytics

Educational technologies such as Canvas gather information about the **learning behavior and performance** of students, which can be used to inform teachers about students who need attention and about the effectiveness of various instructional methods. You can work with CIDI to obtain **data and visualizations** related to your course. For details, visit <https://cidi.usu.edu/analytics>. Canvas also provides simple analytics dashboards within your course.

### ETE 10

As teachers engage in **teaching-development activities**, implement new ideas and techniques, and contribute what is learned to the USU community, they can document and report their activities through the ETE 10 program. ETE 10 provides badges that recognize professional development at the **engage, implement, and contribute** levels. **Badges lead to certificates**, which can be included in a faculty member's teaching effectiveness documentation. To learn more and participate, go to <https://empowerteaching.usu.edu/ete10>.

## DESIGN INSTRUCTION AND CONTENT

### CIDI Consultations

CIDI instructional designers are available to help instructors design and develop effective course content and identify appropriate student-engagement techniques for a given learning environment and subject matter. You do not have to work alone as you develop your teaching environments. To set up an appointment with a designer, visit <https://cidi.usu.edu/directory>.

### Accessibility and Usability

USU is committed to providing the same educational opportunities to all of its students, and therefore strives to make all digital learning content **accessible to users of all ability levels**. In so doing, we believe the usability of content increases as well. The university provides services to help you make your content more accessible and usable. For help and information, visit <https://accessibility.usu.edu> or email [accessibility@usu.edu](mailto:accessibility@usu.edu).

## FIND ADDITIONAL HELP

If your learning and teaching objectives require a solution that does not appear on this handout, CIDI will still attempt to help you find something that will meet your needs. Call CIDI at 435.797.9506. Email [cidi@usu.edu](mailto:cidi@usu.edu), or visit our website at <https://cidi.usu.edu>.