

Faculty Showcase

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Teaching with Technology Topic:

Using Camtasia and Atomic Learning to Aid Technology Skill Acquisition and Retention

(Or The Enhanced Syllabus: How Creating a Visual Syllabus Can Refresh Your Course)

What was your Objective?

Provide the background for why you decided to use this instructional technology or service.

My courses are software heavy and when I demonstrate in class, not everyone can absorb at the same rate. Additionally the gap between using a particular technique in class vs on a later project can prove problematic.

Describe the use of this technology helped to achieve instructional objectives.

Camtasia allows me to quickly and easily record my live demonstration and upload it to Blackboard so that students can then review and refresh. Atomic Learning allows me to use already produced tutorials to assign in conjunction with an assignment.

What goals were you seeking to reach to enhance student learning and achievement?

At most universities, the classes that I teach have labs added on to them to teach the technology. These longer additional sessions allow for better individual instruction, especially with students who may feel lost on the first demonstration. In my classes here, this has proven problematic as either I forge ahead and lose some students or spend a lot of class time catching up students that are struggling one at a time. My goal was to eliminate the need for presence for their learning of the technology so that we could focus more on creative application in the class.

What was your Procedure?

Describe the process of designing lessons using Camtasia and Atomic Learning.

With Camtasia, I simply turn it on and record the demonstrations, making sure to keep them short. I wouldn't record the whole lecture for my type of work. Then I upload the demonstration for students to revisit as necessary. They are then assigned and application project that I observe and critique live. If they get stuck they can simply revisit the demonstration on BB.

With Atomic Learning, I assign the tutorials outside of class for them to complete before showing up and then work with them on application of the skills in the classroom setting.

Describe any gains or limitations you faced by implementing your project.

I gained a great deal in terms of all students being able to accomplish the technological goals given to them through both methods. The limitations that I ran into was my desire to create my own tutorials for certain software outside of the classroom. I didn't fully factor in the amount of time necessary nor the limitations of Camtasia in getting this accomplished. I wanted more control over editing my final Camtasia tutorials than was possible.

What were your Results?

What feedback (if any) did you receive from students in regards to your project?

The verbal feedback I received was mostly positive in terms of being able to have the tutorials available at any time to revisit. I did hear some frustration from students about the ability to correctly get into Atomic Learning. The links from BB didn't always work so the only sure way seemed to be through Gateway.

Did you notice any changes related to the learning environment(s) presented to students?

Yes, I was able to spend much more time giving creative feedback in class rather than technological training for those struggling.

In what ways do you believe your project enhanced student learning and understanding?

It added more fun in that they sought to more advanced techniques because they better got the basics down so we got to play and experiment a bit more.

What were your Results?

Describe activities, assignments, & performance tasks that have worked for your courses?

In class they created practice projects under my supervision. The three main practice projects were a Podcast, A flyer about a fairy tale or fable, and a video project. With each they were assigned tutorials or to review demonstrations to prepare them for work in class.

Were there any gaps between current delivery methods and desired outcomes?

Some. Not all of the tutorials were as clear as I would have liked them and in some cases they need content that is not provided so this proves a bit problematic

How can the infusion of teaching & learning technologies enhance your student outcomes?

I believe there is a place to improve all off my courses with these technologies. It allows for the flipping of the classroom in a way that our class time doesn't get bogged down with

lecture and demonstration but rather enhances our feedback sessions to focus more on the bigger issues such as creativity, problem-solving and intellectual aspects.

How do you plan to improve on your project design, implementation, and results?

I need to spend a lot of time creating tutorials on my own for the software/topics that I feel that Atomic Learning does not cover very well. It's almost as if I need to create a complete Online version of the course so that I can pull the necessary items at any point and fully flip the classroom. My ultimate goal would be to flip all the tech out of the class and work on creative execution and feedback the entire class time. This will allow me to give the students a more impactful experience with live feedback and real-world type experience in the field.