# Table of Contents

## Session 1

Google-proofing Assignments: Google Tools to the Rescue! ................................................................. 1  
Assignment Calculator: Time + Resources = Better Quality Papers............................................................ 1  
SUNY or Later We’ll All be Embedding Our Metadata ............................................................................. 2  
NCCC’s ADA Compliance Initiative ........................................................................................................... 3  
Open, Online, and On Demand: Making Global Connections Between Learners and Workforce Opportunities ............................................................................................................................................ 3  
Digital Badges for Professional Development ............................................................................................ 4  
FACT\(^2\) Mobile Technology in Teaching and Learning Task Group Report ................................................. 5  
Wild “GooseChase” ..................................................................................................................................... 6  
The Open Media Lab: A Resource for Multimedia Online Teaching and Learning ................................. 6  
FACT\(^2\) Virtual & Alternative Labs Task Group Report ............................................................................. 7  
Supporting Student Success: Implementing a Local Early Warning System to Engage Students and Increase Persistence ........................................................................................................................................ 8  
Creating at the Library: Maker Services Pilot Project at SUNY Oswego .................................................... 8  
Cost-effective Software Solutions for Students ............................................................................................ 8  
How to Transform a Learning Environment through Technology and Furniture ........................................ 9  

## Session 2

Hello from the Other Side: A Journey through the Open SUNY + OSCQR Process ............................... 10  
Revolution in Physiology Education: R.I.P.E. for Change .................................................................... 11  
STEM and Immersive Virtual Reality: Serious Games, Serious Teaching .................................................... 12  
Cheating in Online Courses: What does the research say? .................................................................... 12  
The Impact of a Coursera MOOC with Innovative Pedagogy on Student Learning .................................... 13  
Musical Inventing with Makey Makey and Scratch ................................................................................... 13  
FACT\(^2\) Award Recipients Panel ............................................................................................................... 14  
Problem-based Learning in the Music Classroom: Applications and Issues ............................................. 15  
Monitoring and Evaluating Student-to-Student Interaction in Bb Learn ..................................................... 16  
Manipulation and Physicality in the Understanding of Wave Motion as Inquiry ........................................ 16  
Using Rubrics, Goals, and Evaluation Data to Improve Critical Thinking Skills in an Online History Course ............................................................................................................................................. 17  
The Open Education Research Lab at the University at Buffalo .............................................................. 18
Session 3

AR Magic Book – Connecting digital content with the natural feel of book................................. 18
One Faculty Learning Community’s Journey to Find the Perfect Collaborative Technology.......... 19
A Framework for Open Educational Resources across SUNY: Report of the FACT² OER Task Group ... 20
Creating a Global Learning Environment with Collaborative Online International Learning (COIL) ...... 21
Review and Refresh – How Four Campuses are Ensuring Online Course Quality and Using the
OSCQR Rubric.......................................................................................................................................... 22
Giving Students a Voice .......................................................................................................................... 22
Mobile Technology Idea Exchange ......................................................................................................... 23
Bring Your Own Learning (BYOL): Using MDM to Personalize Learning Environments to Students... 23
SUNY Information Literacy Portal Year Two: Creating and Curating Content ......................................... 24
Strategies of Keeping Students Engaged in Large Lecture Organic Chemistry Class ......................... 24
Online Proctoring Case Study: Success Factors for Anytime-Anywhere Implementation at SUNY Oswego ...................................................................................................................................................... 25

Poster Session #1

Engaging Students in a Collaborative Learning Environment................................................................. 25
#TYPE: Redesigning Typography Education for the Age of Screen-based Media................................ 26
Library Blackboard Integration .................................................................................................................. 27
Alfred State Accessibility Conference - An IITG-funded Initiative .......................................................... 27
OTL Connect - a New Blended Community for Faculty at UAlbany ....................................................... 28
MotionGen: A Multi-touch Android and iOS App for Kinematic Synthesis and Simulation of Planar
Four-bar Linkages.................................................................................................................................... 29
Implementing eTexts in the Classroom .................................................................................................... 29
The Evolution of TOEP as a SUNY-wide Resource ................................................................................ 30
Piloting Open Educational Resources at Brockport .................................................................................. 31
iPad Physics Instruction .......................................................................................................................... 31
Motivating Students through Digital Badging.......................................................................................... 32

SIG’s/BOF’s

Is “good enough” “good enough?” Envisioning the Future Intersection of Libraries and Online
Learning ...................................................................................................................................................... 32
SUNY Faculty Development Community of Practice .............................................................................. 33
Open SUNY COTE Roundtable.................................................................................................................. 33

Session 4

Open SUNY General Update .................................................................................................................... 34
<table>
<thead>
<tr>
<th>Session 5</th>
</tr>
</thead>
<tbody>
<tr>
<td>Engage Students through Active Learning Strategies and PowToon, a Free Video Creation Tool</td>
</tr>
<tr>
<td>Can We Afford Not to Listen? Textbook affordability from users’ perspectives, based on findings from surveys related to textbook affordability and OER on three SUNY campuses</td>
</tr>
<tr>
<td>Ignite Your Everyday Creativity MOOC: The Spark, the Fire, and the Toasted Marshmallows</td>
</tr>
<tr>
<td>Engage, Energize and Empower Your Students with Team-based Learning</td>
</tr>
<tr>
<td>The Power of Pilots: Using the Pilot Process to Promote Innovation and Guide Decisions</td>
</tr>
<tr>
<td>The Impact of ePortfolios on Student Learning in Accelerated Writing Programs</td>
</tr>
<tr>
<td>Engaging Students through VoiceThread</td>
</tr>
<tr>
<td>Setting Up a Lecture Capture Facility</td>
</tr>
<tr>
<td>MOOC Learners are More than Bits and Bytes</td>
</tr>
<tr>
<td>Why is Video in Your LMS So Important to Learning?</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Session 6</th>
</tr>
</thead>
<tbody>
<tr>
<td>Open SUNY Affordable Learning Solutions: An Update on OER Activities</td>
</tr>
<tr>
<td>Bye-Bye Ball and Sticks – A New Way to Learn and Understand Molecular Geometry</td>
</tr>
<tr>
<td>Real World Intercultural Classroom Collaboration via Social Media</td>
</tr>
<tr>
<td>Student Panel: Sharing Learning Experiences in Face-to-Face and Online Classes</td>
</tr>
<tr>
<td>Accessibility: Designing and Teaching Courses for All Learners</td>
</tr>
<tr>
<td>Online Course Development Simplified</td>
</tr>
<tr>
<td>Peer Review Using Google Forms and Sheets</td>
</tr>
<tr>
<td>Attendance Templates in Blackboard</td>
</tr>
<tr>
<td>Online Student Orientation</td>
</tr>
<tr>
<td>Open Source and Open Hardware, and BYOD (Bring Your Own Device)</td>
</tr>
</tbody>
</table>
Master Learning Space Design Planning with FLEXspace and LSRS .......................................................... 56
TeachLivE from New York: It’s SUNY-Wide! Enhancing Pedagogical Practice within a Simulated Environment ................................................................................................................................. 56
The Real World International Social Media Classroom ....................................................................................... 57
Teaching Physics with Blended Learning ........................................................................................................... 58

Poster Session #2
Your Ongoing Digital Fluency: How Far Have You Come? ........................................................................... 59
Development of a Mastery-Learning Open Online Course in Motor Development Analysis ....................... 60
Developing Online Modules for Beginning Instructors of Online Pedagogy: Best Practices and Research-based Methods ....................................................................................................................... 61
Information Technology in Sports Management Curriculum ........................................................................... 62
A Quantitative Assessment and Comparison of Conceptual Learning in Online and Classroom-instructed Anatomy and Physiology ........................................................................................................ 63
Permaculture Mobile App .................................................................................................................................. 63
Tools and Strategies to Engage Learners and Educators in Open Source Environment ...................................... 64
Cloud Technologies for Education .................................................................................................................... 64
Enhanced Student Engagement using Cell Phones and Tabletop Computers or Smart Boards .................... 65
FACT² Mobile Technology in Teaching and Learning Poster Session ............................................................. 66

SIG’s/BOF’s # 2
Academic Freedom: UUP Presentation and Member Discussion ....................................................................... 66

Session 7: Featured Speaker Sessions
Learners First: Coursera’s Approach to the Creation of the Best Learning Experiences ......................... 67
Students’ Perceptions of Technology Needs ..................................................................................................... 67

Session 8
Instructional Technology to Stimulate, Enhance, and Attract Students in the Engineering Technology Field ................................................................................................................................. 68
Introducing the CAIT Matrix - A New Collaboration Process ........................................................................ 68
The Open SUNY COTE Effective Practices Showcase .................................................................................... 68
Engaging Health Professions Students Using an Evidence-based Case Study Approach in Interprofessional Education .................................................................................................................... 70
Challenging Content and Video-based Solutions: Student engagement through YouSeeU ..................... 71
Pathways to Online Readiness – The Institutional Readiness Process and the Enrollment Planning Roundtable .......................................................................................................................... 72
Showcase Yourself in the Cloud – Using Cloud Technology to Create Online Portfolios ......................... 72
Bubblelines, e-Codices and Sankey Diagrams: Creating (and Sharing) Inquiry, Scholarship, Discovery and Innovation ........................................................................................................................................ 73
Exploring Bb Learn’s Institutional Hierarchy.................................................................74
Revamping Library Orientation to Better Support Developmental Students.......................75
Getting a Handle on Blackboard Enterprise Surveys ............................................................75
Using Smartwatches and In Vivo Longitudinal Experience Sampling to Understand Students’ Activities and Affective States ..............................................................76
Integrating Multiple Office Hour Formats to Increase Accessibility for Students in Large Lectures.....76
On the Leading Edge of Faculty Development: Incorporating Gamification, Open Access, and Large-scale Collaboration..................................................................................77

Session 9
Creating Poster Presentations That Make Your Audience Happy ..............................................78
A Pilot Study on Using the Flipped Classroom Model for Engineering Mechanics-Statistics ........78
Engagement On Demand: Capstone Projects in New Platforms..................................................79
Why Teachers Hate IT Workers (or “Why Professors want to throttle the next IT worker who asks about turnit it off and on again.”)........................................................................80
General Education Courses: Building and Using a Blackboard Template for Rigorous and Explicit Learning ........................................................................................................81
Learning How to Learn: Using a MOOC and Cognitive Research to Create a Transformative Environment for Student Learning ........................................................................81