SEMINARS, DEMONSTRATIONS & WORKSHOPS
for Brick-and-Mortar (On Campus)

As professors of mathematics and English, we appreciate how Internet materials—be they for fully online courses, partially online courses, or fully on-campus courses—can be both constructive and constrictive. Indeed, there is limited agreement between us as to which approach is the "best" for teaching: one of us teaches fully online courses; one of us prefers to teach on-campus or hybrid (partially online) courses. While we do not claim to be knowledgable of all possible approaches for teaching with online materials, we do believe we have a solid appreciation of how some tools can be very useful, as well as how other tools can be absolutely useless. In other words, we love the ways that technology can enhance teaching, but we also appreciate how technology can get in the way of teaching, and we are interested in finding and sharing ways to teach with the best possible uses of technology. We are not interested in selling anything. We are interested in collegial empowerment. Below is a list of currently available brick-and-mortar (on-campus) seminars that we have prepared to facilitate discussions.

SEMINARS

Each seminar is one hour long and begins with a presentation intended to fuel thought and discussion. SEMINAR PRESENTATION REQUIREMENTS: Each seminar requires a space that includes a projector (with a VGA connector or adapter), screen, and Internet access (wireless if possible, ethernet if no wireless). (We'll bring our laptops.)

GENERAL SEMINARS

FACULTY EMPOWERMENT: PROPRIETARY SOFTWARE VERSUS FREE SOFTWARE
In this one-hour seminar, we begin with a discussion of the concepts of proprietary software and free software and the various approaches to online instruction that may be used. We address the issues of creation, control, ownership, and presentation of online course materials. We then turn the discussion over to the audience with the hopes for a lively and helpful discussion.

ACCESSIBILITY AND STUDENT EMPOWERMENT
With the 100% online course structure, it is possible for an increasingly diverse population of students to enroll in college courses. This seminar provides a tour of online tools (Free, Open Source and/or Proprietary) that make online learning accessible to students who are challenged by various barriers to their learning needs—from disabilities, to cultural and linguistic barriers, to even the barriers created by the various forms of accessing technology.

ARTS & HUMANITIES SEMINARS

A TOUR OF AVAILABLE SOFTWARE (PROPRIETARY AND FREE) FOR ARTS & HUMANITIES
This is a tour and discussion of the qualities of Free, Open Source and Proprietary software used for arts and humanities courses—particularly writing, image editing, video editing, simple animations, and web page making.

MATH & SCIENCES SEMINARS

A TOUR OF AVAILABLE FREE SOFTWARE: FOR MATH & SCIENCES
This tour and discussion will pay particular attention to the creation of interactive online course materials for mathematics and science. Examples that use SAGE and MathJax will be presented and the process used to create these examples will be discussed.

WEB CONFERENCING FOR MATH AND SCIENCE
How is it possible for an instructor in a course that uses mathematics to meet and work with students synchronously online? Free software tools that make such web conferencing easy, fun, and effective will be examined in this session. A web conferencing session will be set up using the workshop participants as a class.

CONTACT:
Carol L. Robinson (clrobins@kent.edu) **or** Scott Randby (srandby@uakron.edu)
POLYGONAL PROSE (http://polygonalprose.org/)
THE FREE PROFESSOR (http://www.freeprofessor.org/) ★ **A CYBERGHOST PROFESSOR (http://cyberghostprofessor.org/)**

DEMONSTRATIONS

Each demonstration is two hours long. DEMONSTRATION REQUIREMENTS: Each demonstration requires a space that includes a projector (with a VGA connector or adapter), screen, and Internet access (wireless if possible, ethernet if no wireless). (We'll bring our laptops.)

GENERAL DEMONSTRATIONS

CREATING AND POSTING VIDEOS USING FREE SOFTWARE
The creation of a video for a s class lesson, using free software tools (ffmpeg, Xournal, Linux, etc.), will be demonstrated. Video formats, the HTML5 video tag, and ownership issues will be examined. Participants will be able to view sample videos and HTML source code using either Firefox or Google Chrome.

BEST VIDEO PRESENTATION PRACTICES
What style is your video presentation? How engaging is it? There is an established movie rhetoric and aesthetics that both motion picture makers and motion picture viewers follow (consciously or not), and for good reasons. Filmmakers and scholars have been long aware of the dangers, for example, of "canned theatre" --the boredom that a viewer feels when there is little movement (no editing, little to no movement of objects in the screen, little to no movement of the camera). This is a demonstration of how editing and other presentation techniques can affect even the meaning of your lessons.

MANIPULATING LEARNING MANAGEMENT SYSTEMS
Even the best learning Management Systems have their limitations and flaws, yet they also provide a vital sense of stability and orientation to students. This demonstration explores when it is best to stay within the cyberspace boundaries of the system, and when it is a good idea to break free—including why and how.

WORKSHOPS

Each workshop is two hours long. WORKSHOP REQUIREMENTS: Each participant in a workshop must have a computer which has Internet access. A workshop needs to be held in a space that includes a projector (with a VGA connector or adapter), screen and Internet access (wireless if possible, ethernet if no wireless). (We'll bring our laptops.)

GENERAL WORKSHOPS

BUILDING AND HOSTING A SIMPLE WEB PAGE FOR ONLINE LESSONS
We present a few possible ways to build a simple web page. Everyone builds and hosts at least one web page through one approach, but each person is enabled to decide which method might work best for her/him.

MATH & SCIENCES WORKSHOPS

INTERACTIVE ONLINE MATHEMATICS & SCIENCE
The creation of interactive online course materials for mathematics and science using free software will be explored. Examples that use SAGE and MathJax will be presented and the process used to create these examples will be discussed. Participants will create their own interactive examples on a sample website.

WEB CONFERENCING FOR MATH AND SCIENCE
How is it possible for an instructor in a course that uses mathematics to meet and work with students synchronously online? Free software tools that make such web conferencing easy, fun, and effective will be examined in this session. A web conferencing session will be set up using the workshop participants as a class.

ARTS & HUMANITIES WORKSHOPS

TEACHING AND TUTORING COMPOSITION WITH GOOGLE DRIVE & CHAT
Google Drive is a tool for generating documents, presentations, spreadsheets, forms, and drawings.This workshop is a demonstration of ways to allow your students to easily sign up for online conference appointments and how to exploit several of Google's Drive and Chat features, including a discussion of the benefits of text chat over video cha.

USING ONLINE FORUMS
Forums are usually used to either supplement classroom discussion (for fully on-campus and hybrid on-campus/online classes) or to serve as a means of earning a class participation grade (for fully online classes).   This is a presentation on both the advantages and challenges in using asynchronous, text-based forums for class discussion.

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