

WEDNESDAY APRIL 3, 2013

10:00 - 10:45 A.M.

My experience building an award-winning online course
Jordan LeBel EV 6.735

Any online course is an easy A
Karen Herland EV 12.163

Apple Presentation
Teaching with iPad EV 2.260

11:00 - 11:45 A.M.

Chat-Skype-Tweet
Sorel Friedman EV 6.735

Moodle 2.3 Information Session
Reham Mahdi, IITS H-767

12:00 - 2:15 P.M.

PLENARY SESSION –
e-learning, hybrid learning,
new learning
Alan Shepard EV2.260

Online, hybrid & F2F:
The future of learning
Moderator: Arshad Ahmad
Panelists: John P. Anchan, Patrick Blessinger,
Saul Carliner, Rob Cassidy, Denise Stockley

2:30 - 3:15 P.M.

Applications of simulations and games
in e-learning for international relations
Julian Schofield EV 12.163

Moodle 2.3 Information Session
Reham Mahdi, IITS H-767

3:30 - 4:15 P.M.

Online education –
Changes and challenges
Paul Shrivastava EV 2.260

Moodle as a blended learning toolbox
Madoka Gray-Mitsumune H-763

4:30 - 5:15 P.M.

Improve PowerPoint by trashing
the bullet points
David Price EV 2.260

Online teaching - Best practices:
Making it personal, making it real
Robert Soroka EV 2.260

ALL-DAY EVENTS:

Quartier Général
Showcase of video games
created by Concordia researchers EV 7.105
(District 3)

Showcase of Concordia
online courses MB 1.109 Atrium

Apple Mini Workshops
from 1:00 to 4:15 p.m. EV 2.776

THURSDAY APRIL 4, 2013

9:00 - 9:45 A.M.

The unexpected journey from a 60 minute lecture to a MOOC: a librarian's mid-way report
Olivier Charbonneau EV 6.735

E-teaching: My Experiences
Bhuvan Pant EV 12.163

Moodle 2.3 Information Session
Reham Mahdi, IITS H-767

Adobe Presentation (Session 1)
The Connected Classroom EV 2.260

10:00 - 10:45 A.M.

Five ways to adjust teaching from the face to face to virtual classroom
Saul Carliner Virtual

Using Moodle 2.3 in a learner-centered classroom
Walcir Cardoso H-763

Open discussion on e-learning (until 11:45 a.m.) EV 2.260

11:00 - 11:45 A.M.

From the flipped classrooms to MOOCs: Making sense of the new digital models of teaching and learning.
Claude Martel EV 6.735

Using technology to enhance e-learning
Penny Ellison EV 12.163

Teaching as Community Management: Engaging Learners through Online Discussions
Alex Enkerli H-767

11:45 - 12:45 P.M.

KEYNOTE PRESENTATION
Grounded Designs for Preparing Students for Work in the 21st Century
Atsusi Hirumi EV 2.260

1:30 - 2:15 P.M.

An online information literacy course for undergraduates: Some lessons learned
Anne Wade EV 12.163

Adobe Presentation (Session 2)
Digital Publishing & Digital Literacy EV 2.260

2:30 - 3:15 P.M.

Concordia Libraries' streaming media service: integrating audio and video content into e-learning
Jared Wiercinski EV 12.163

Master Class: A Tale of Two Identities (until 4:15 p.m.)
Ken Brown EV 2.260

Moodle 2.3 Information Session
Reham Mahdi, IITS H-767

3:30 - 4:15 P.M.

Online education: Coming of age
Dennis Murphy EV 12.163

Grand Theft Rez: Cultural Expression in Video Game Production
Jason Lewis EV 1.615

4:30 - 5:15 P.M.

Transitioning from in-class to online learning:
An overview for instructors
Patrick Devey & Saul Carliner EV 1.615

The Laptop Learning Project
Fred Szabo H-763

ALL-DAY EVENTS:

Field trip to Black Box for *Einstein Dreams* Presentation (11:00 - 5:00)*
CFI - Hexagram BlackBox, EV S3-845 (2nd basement)

* After the morning presentations, visits are hourly. Conference participants are welcome to join at the below schedule time slots:

3:00 P.M.
4:00 P.M.
5:00 P.M.
6:00 P.M.

Quartier Général
Showcase of video games created by Concordia researchers EV 7.105 (District 3)

Showcase of Concordia online courses MB 1.109 Atrium

Adobe Information Sessions (10:00 - 11:45 a.m. & 2:30 - 3:45 p.m.) EV 2.776

FRIDAY APRIL 5, 2013

9:00 - 9:45 A.M.

What the evidence says about teaching online

Saul Carliner

EV 12.163

Exploring the assignment module as a learning/teaching opportunity in Moodle 2.3

Warren Linds

H-763

10:00 - 10:45 A.M.

Flipping the classroom: Benefits and challenges from the instructor's standpoint

Jean-Paul Rémillieux

EV 12.163

Master Class

InterPLAY: Applying Story, Play and Game to Foster Creativity and Innovation (until 11:45 a.m.)

Atsusi Hirumi

EV 2.260

Designing and Developing courses with eConcordia (until 11:45 a.m.)

Patrick Devey

De Sève

Google Earth Flight Simulation

Luis Rodrigues

H-0011-1

11:00 - 11:45 A.M.

Moodle 2.3 Information Session

Reham Mahdi, IITS

H-767

Google Earth Flight Simulation

Luis Rodrigues

H-0011-1

12:00 - 1:15 P.M.

KEYNOTE PRESENTATION

Technology & Teaching:

Where are we and where should we be?

Ken Brown

De Sève

1:30 - 2:15 P.M.

Messing about with technology in higher education: dispatches from the field

Steven Shaw

EV 12.163

Blending learning: Creating an invitingly sophisticated online learning environment with Moodle and Prezi

Rob Cassidy

H-763

Using Interactive Maps as a Learning Tool

Bill Reimer

EV 3.309

Moodle 2.3 Information Session

Reham Mahdi, IITS

H-767

2:30 - 3:15 P.M.

Social media showcase (until 4:15 p.m.)

Lisa Lynch

(*The ethics and dynamics of social search*),

Jeanette Novakovich (*Incorporating Social Media Into Your Course & Research*)

Philippe Caignon (*Blogs as pedagogical tool: Why and how?*),

Juan Carlos Castro

(*Constructing a Collective Memory in the Classroom*)

EV 2.260

Learning Math Online

Fred Szabo

EV 12.163

You Have to Know

Moodle 2.3 to Use Moodle 2.3

Luis Ochoa

H-763

4:30 - 5:15 P.M.

Teaching the humanities through game design

Mia Consalvo & Student

EV 1.605

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Quartier Général

Showcase of video games created by Concordia researchers

EV 7.105
(District 3)

Showcase of Concordia online courses

MB 1.109 Atrium