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Collaboration and the 3 Bears Approach to Iterative Development to Improve Learning Outcomes

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PROLOGUE:

Once Upon a Time



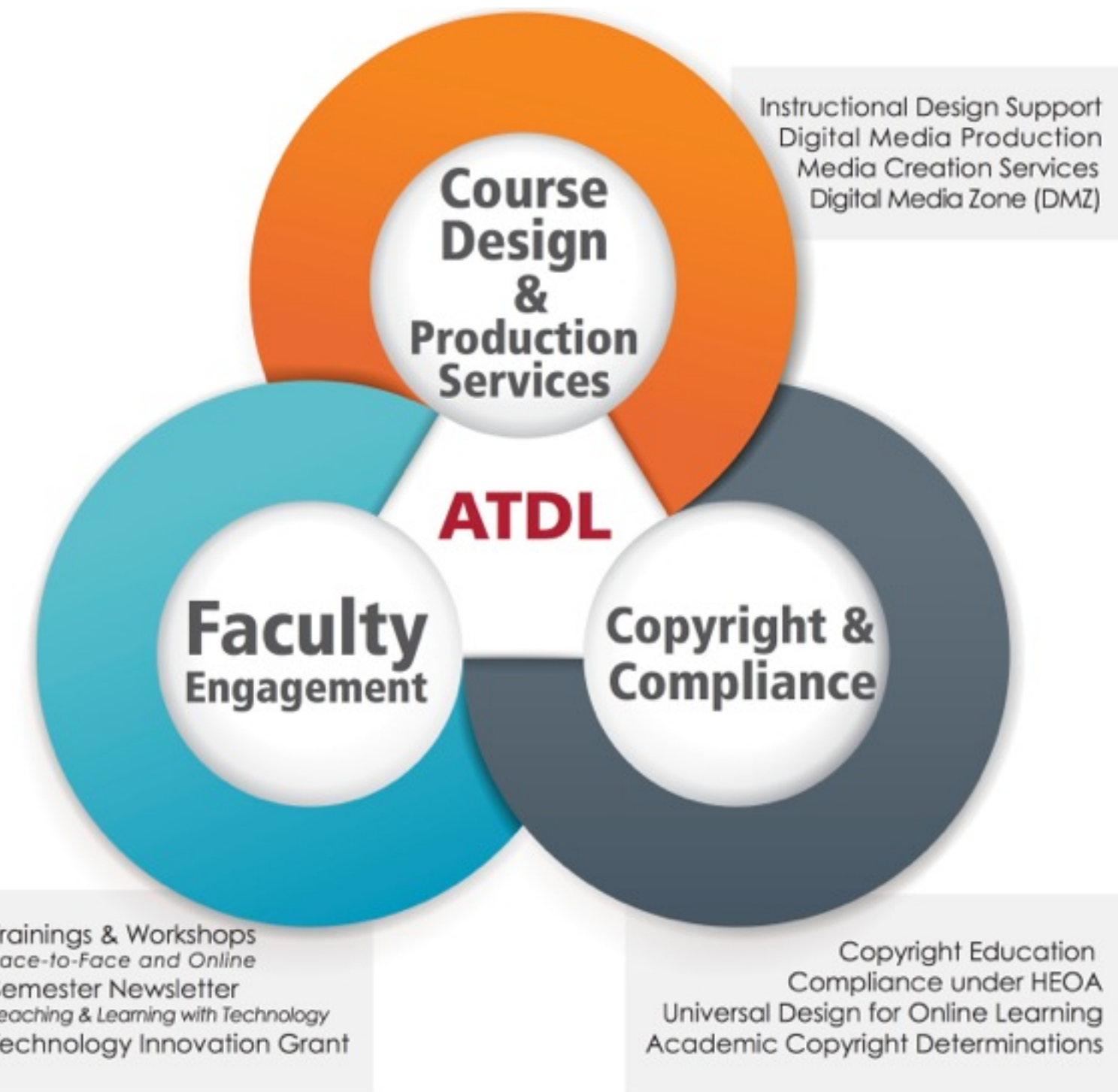
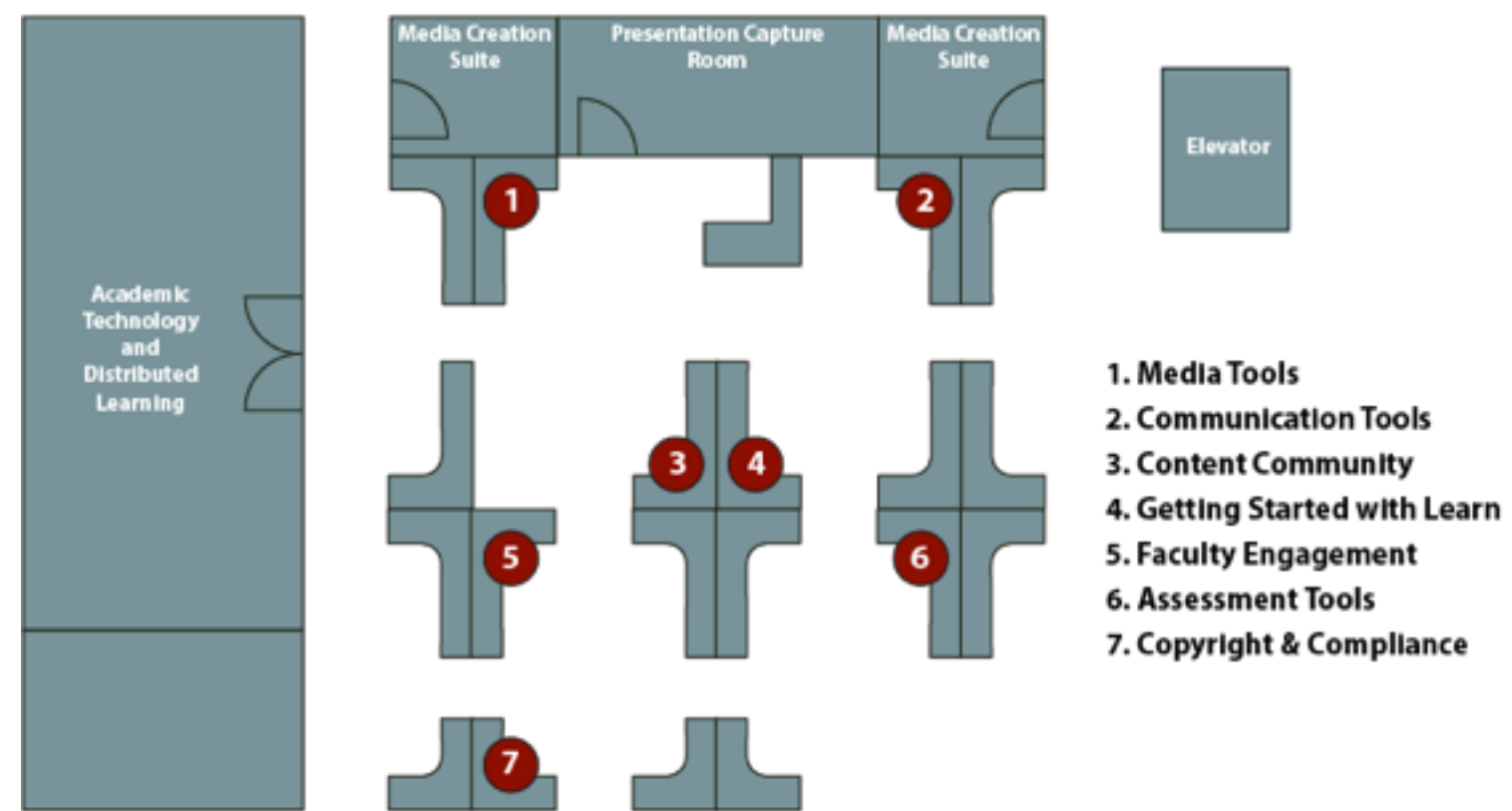
CHAPTER 1:

Finding the Right Temperature



ATDL Marketing

Technology Resource Fair Participant Map



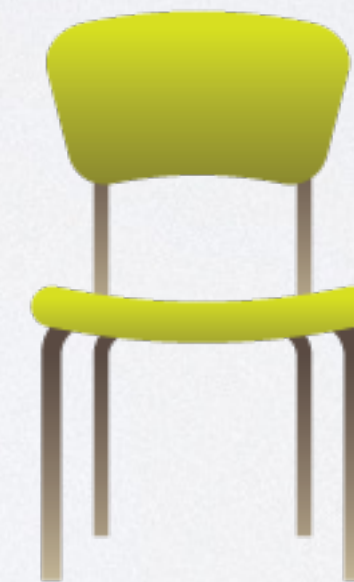
Teaching & Learning Forum

Technology Innovation Fund

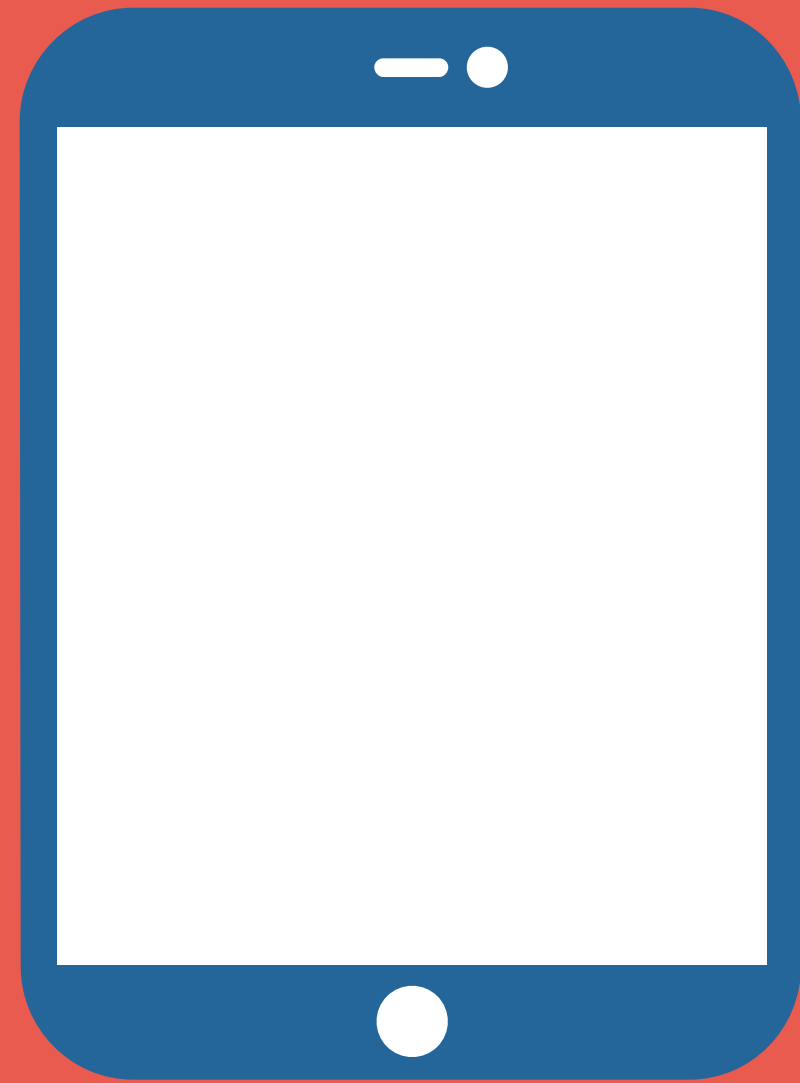
Faculty as EdTech Consumer

CHAPTER 2:

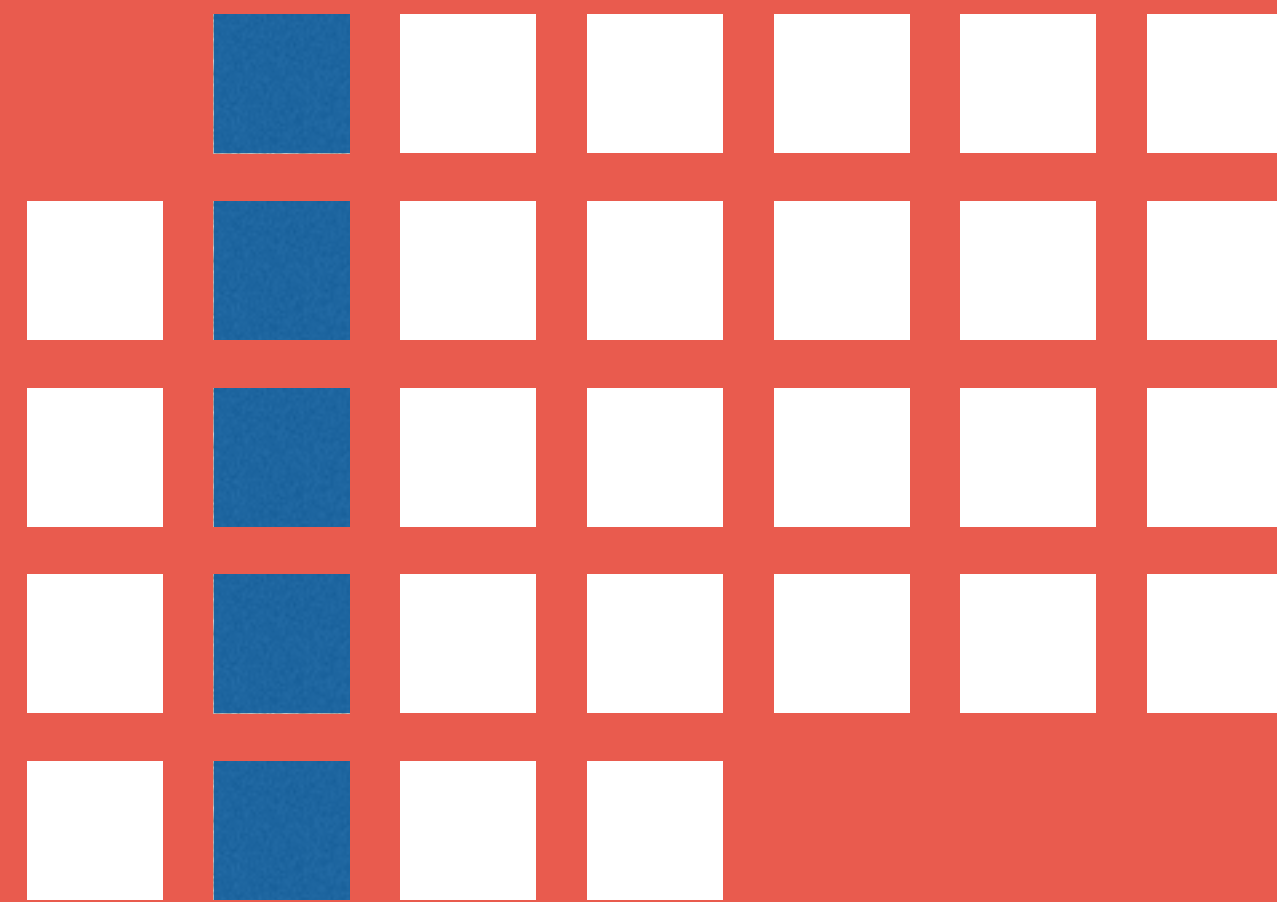
Be Flexible



Brought To the Table



iPads

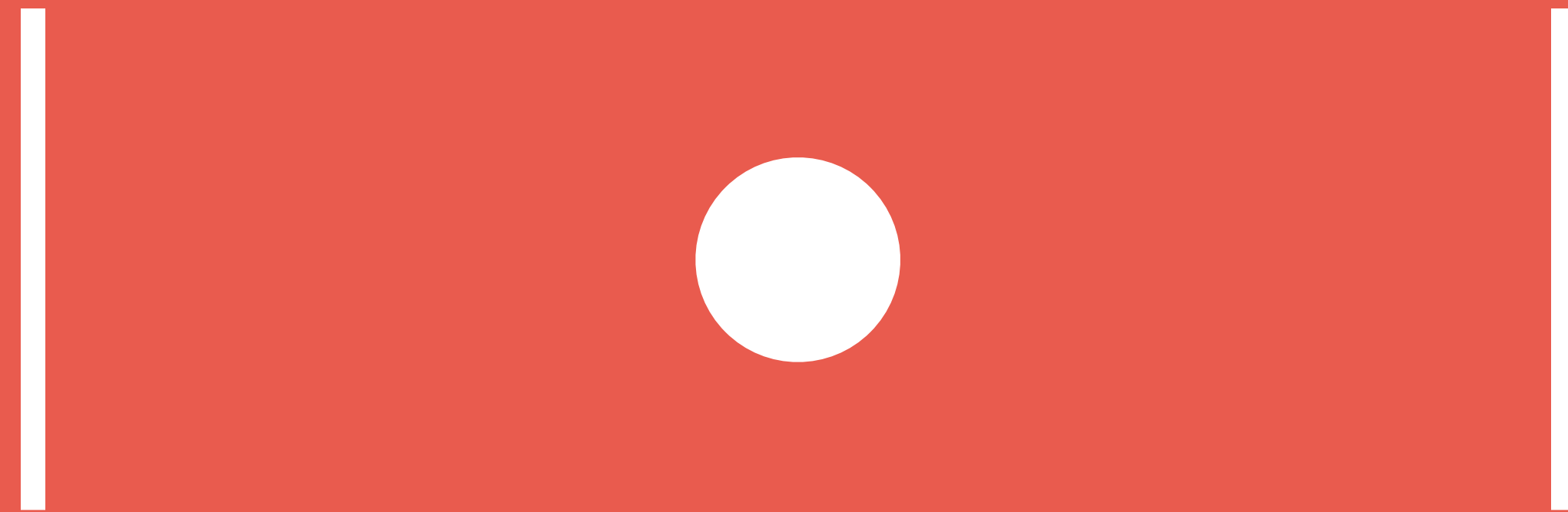


Weekly
Assignments



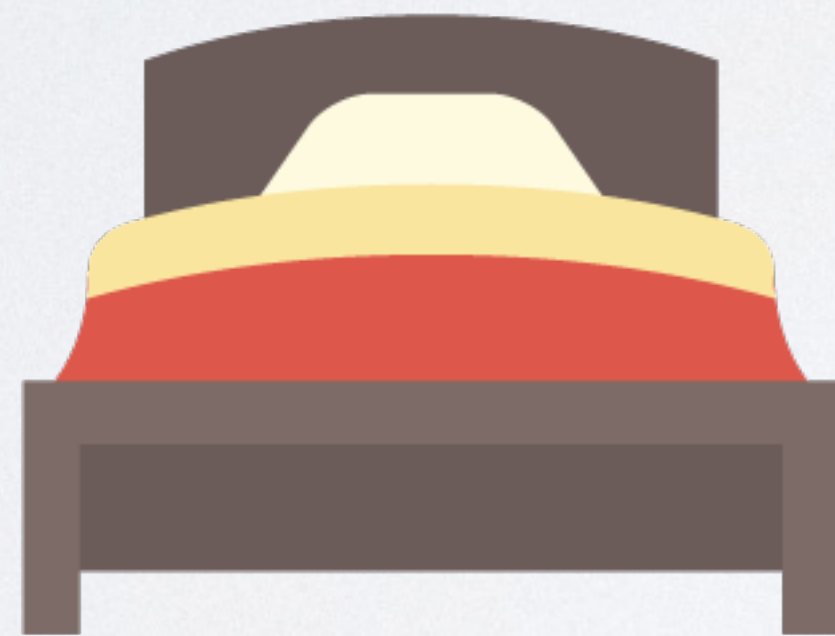
Final
Project

Iterative Dialogue



CHAPTER 3:

Bringing It Home





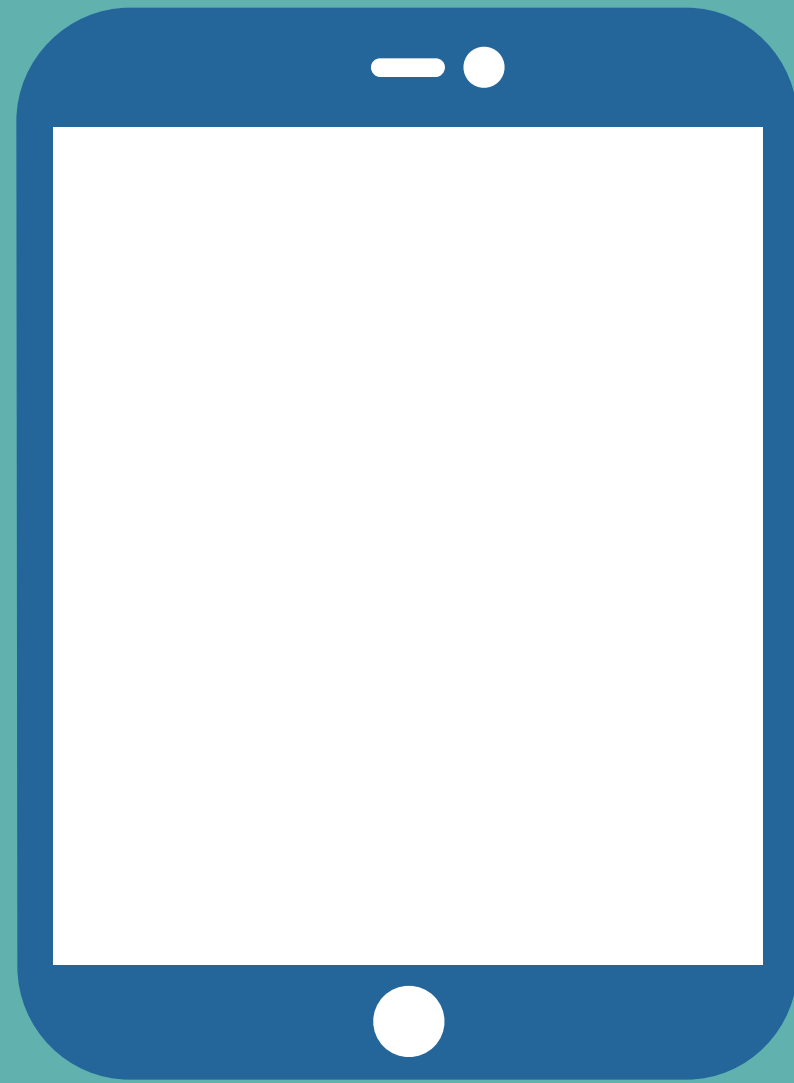
It's Not Brain Surgery!

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2.1

The 3 Bears Approach



Technical Workshops



iPad
Training



Storehouse
Training

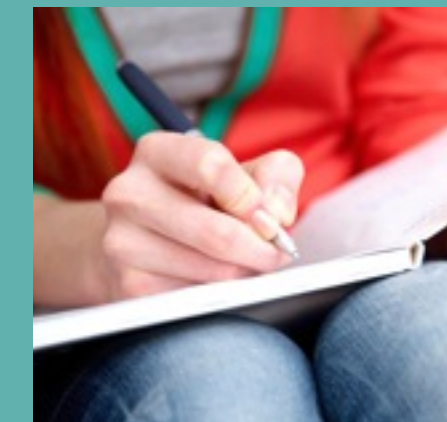


Photo/Video
Tips & Tricks

Creative Workshops

THE SETUP
THE BODY
THE CONCLUSION

Components
of a Visual Story



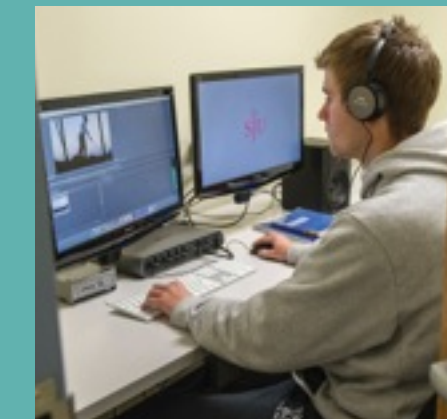
WRITER



PRODUCER



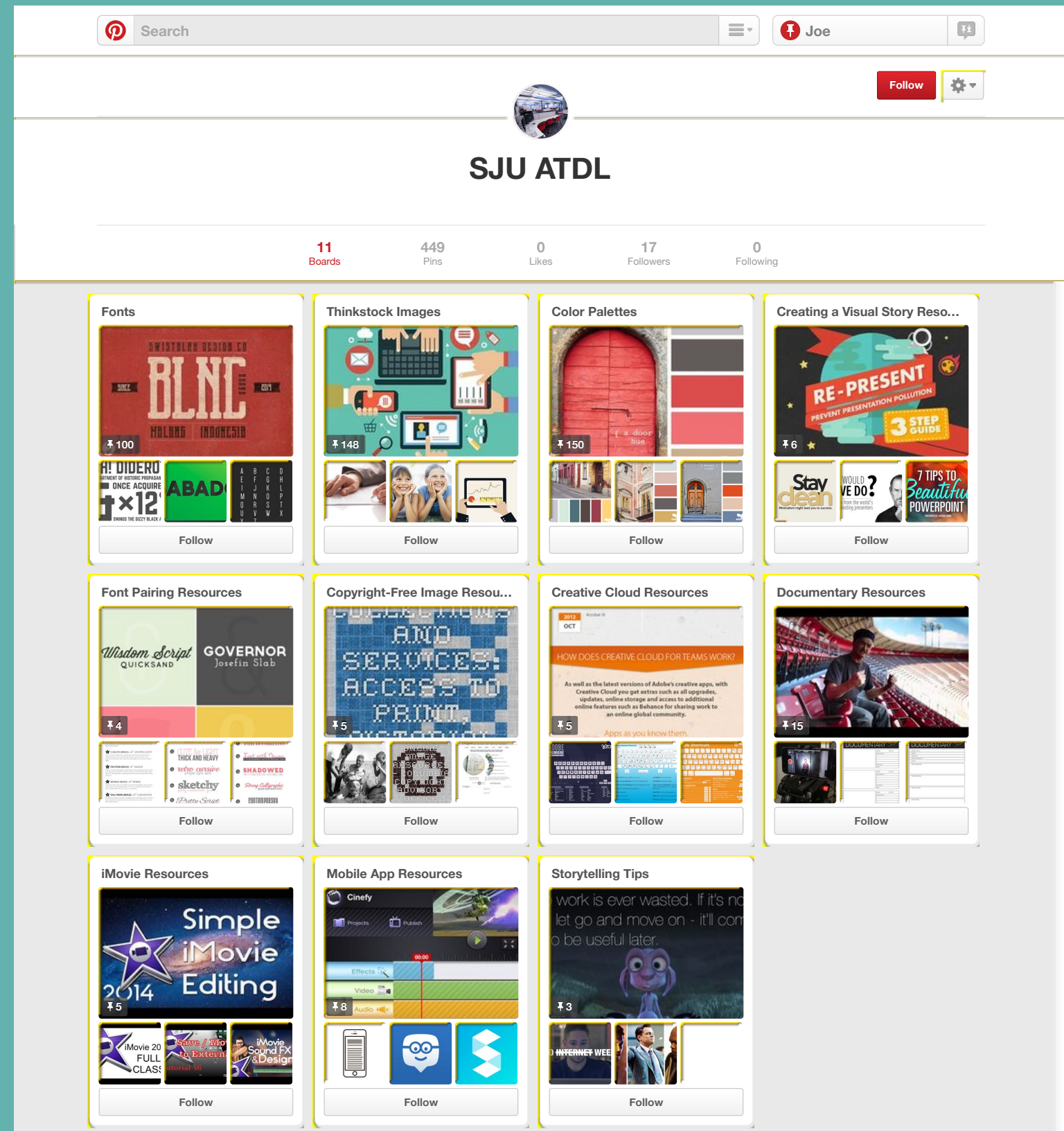
DIRECTOR



EDITOR

The Roles of
Video Production

Student Resources



SJU Students

Students in my behavioral neuroscience course (PSY 206) conducted a semester long research project on the effects of brain lesions on behavior.



High School Students

High School students followed and commented on the weekly posts. They also had an opportunity to visit on one of 3 trips to SJU.



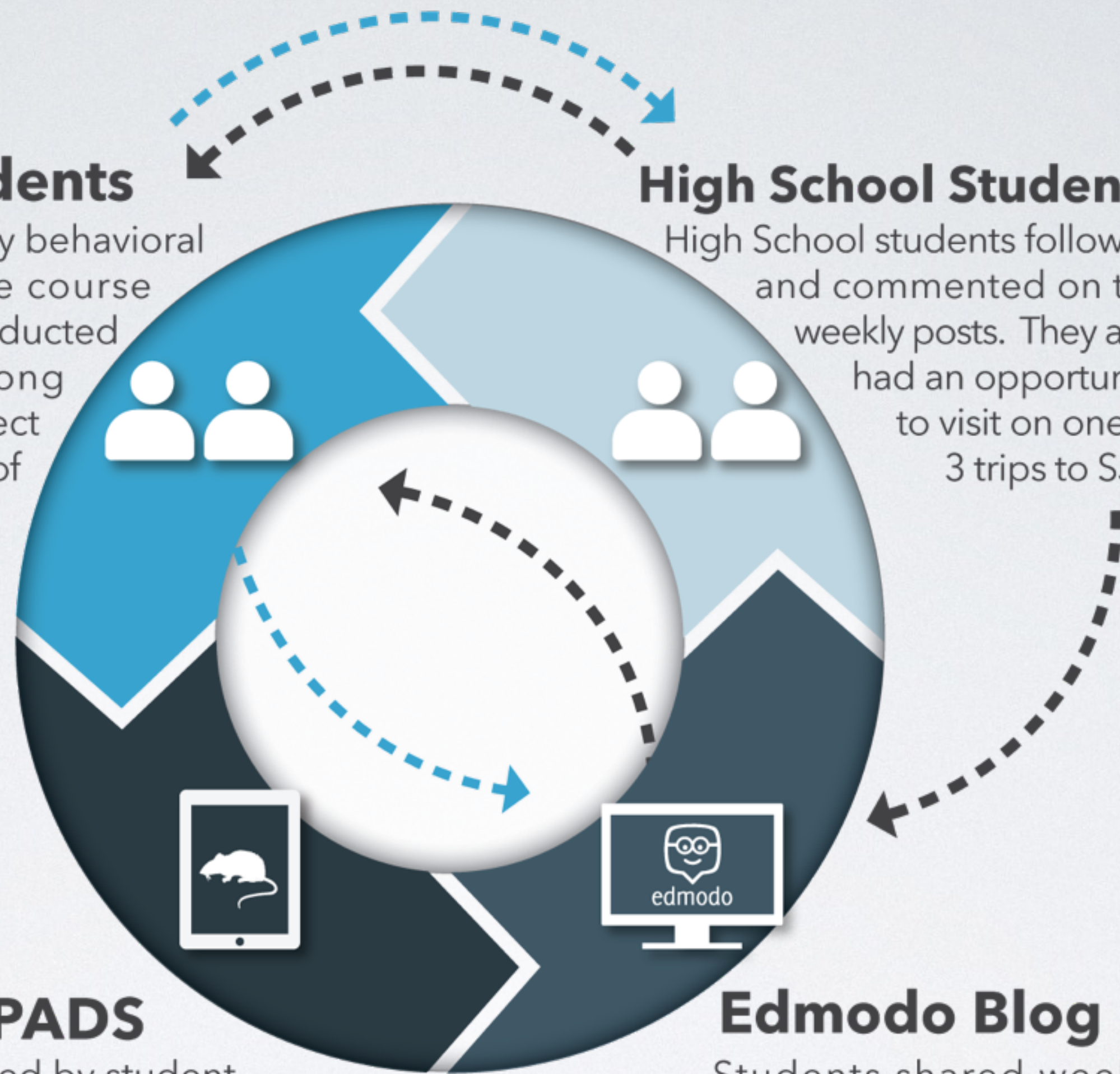
iPADS

iPads were used by student pairs to document their work using videos and photos.



Edmodo Blog

Students shared weekly updates (blog posts) with local high school students via Edmodo.



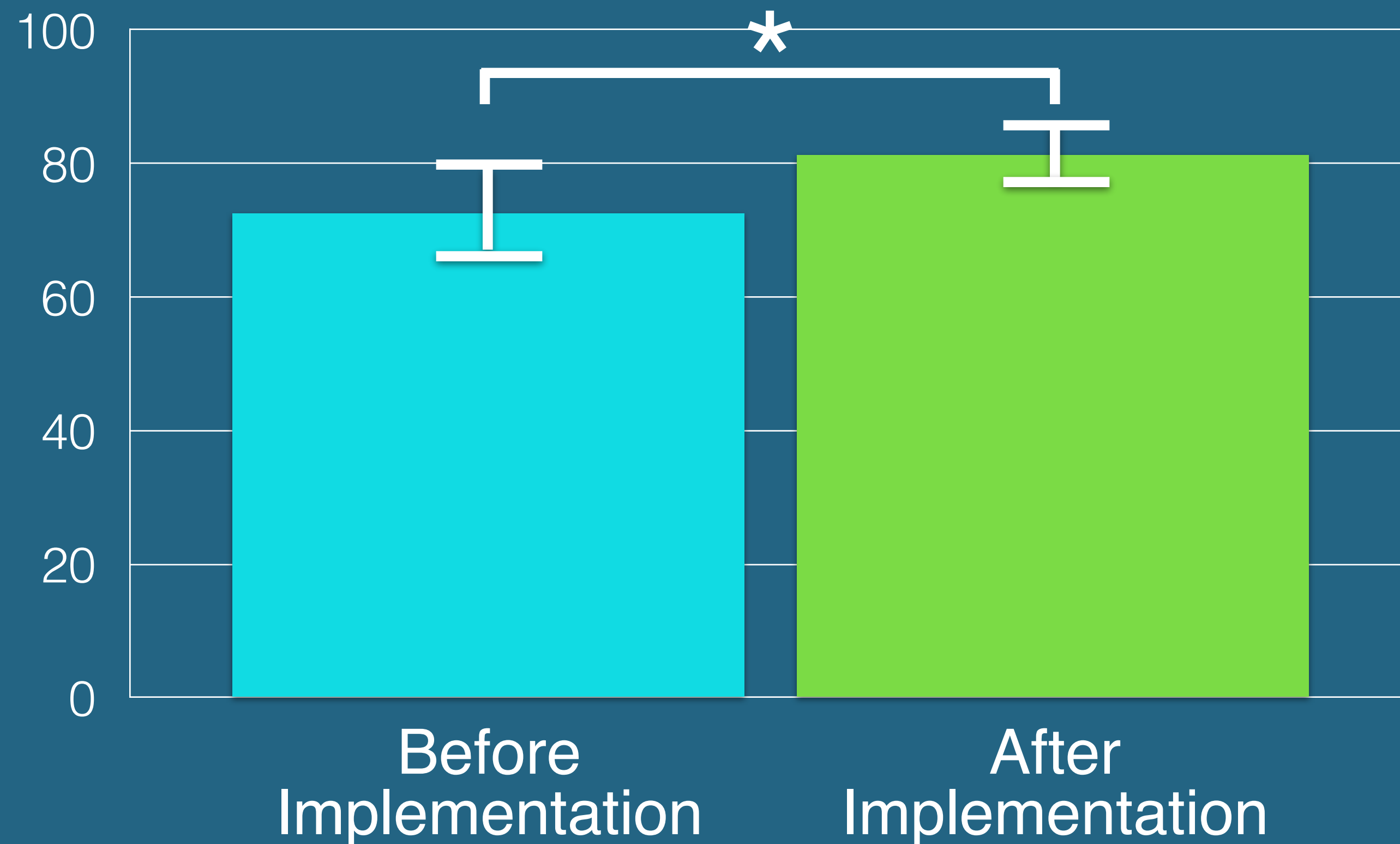
EPILOGUE:

Happily Ever After



LEARNING OUTCOMES

Average Grade on Final Exam



Error bars: +/- 1 SE

12 Students in 2013

12 Students in 2014

$p = .008$

KEY TAKEAWAYS

	Instructional Technologist	Faculty
Finding Each Other	Build internal brand awareness.	If you don't ask, you'll never know.
Be Flexible	Build trust.	Determine pedagogical need.
Bringing It Home	Use just the right amount and application of technology.	Iterate and improve continuously.

THE END

Acknowledgements

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