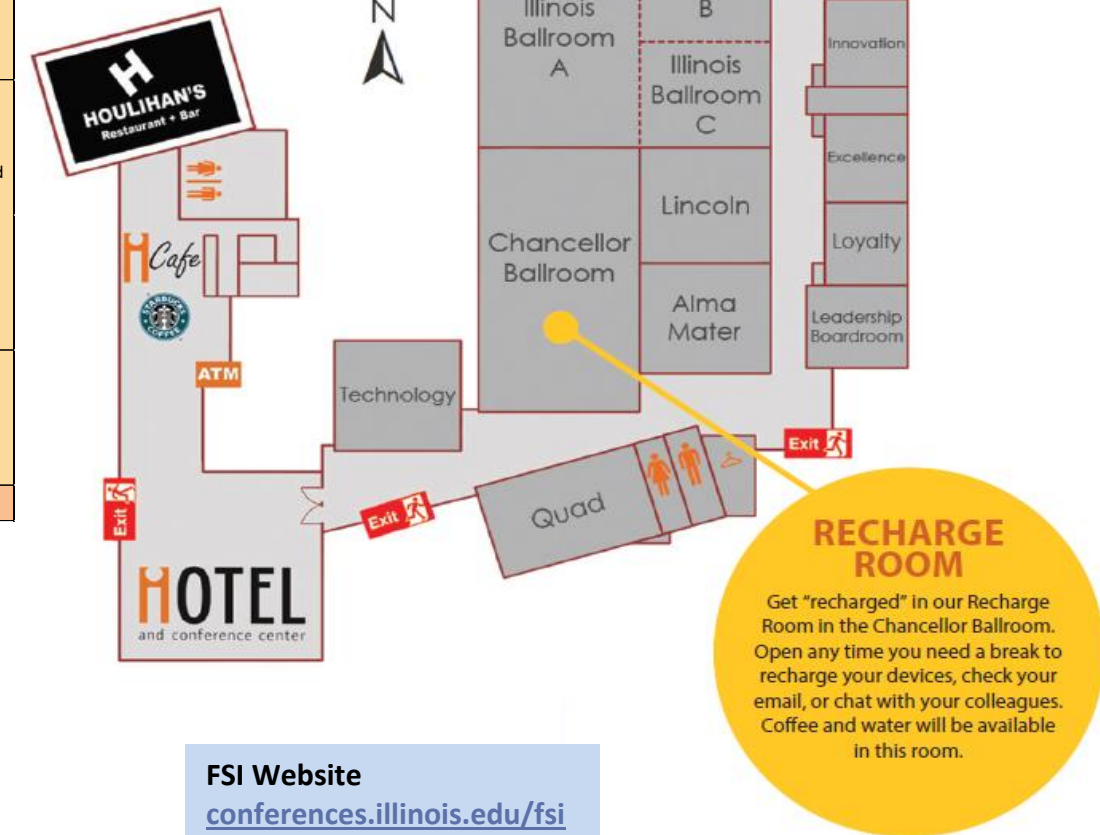


# FSI 2019 | Tuesday, May 21

	Technology Room	Innovation Room	Humanities Room	Alma Mater Room	Knowledge Room
<b>9:00-11:30 am</b> <b>Pre-Conference Workshops</b> <i>Advance registration required</i>	W1. Making Text about Graphics and Symbols for Improved Accessibility (Ilici/Lloyd/Tijerina) <i>Beginner</i>	W2. Creating Role-Play Simulations for Your Classroom (Wedig) <i>Beginner</i>	W3. From Inspiration to Realization: Developing an Active Learning Classroom Initiative on Your Campus (Wolf/Baird) <i>Intermediate</i>	<i>Room available for networking</i>	FSI Committee Pre-Conference Meeting
<b>11:45 am-1:15 pm</b>	<b>Welcome Lunch and Keynote Speaker Dr. Colin Suchland (K1) - Illinois Ballroom</b>				
<b>1:30-2:15 pm</b> <b>Concurrent Sessions I</b>	1. MAKAR 101: Creating Your Own Augmented Reality and Virtual Reality Application for Free (Akpan) <i>Beginner</i>	38. Accessibility Best Practices: Round Table Discussion (Wendt) <i>Beginner</i>	<b>3. Follow-up Q&amp;A with Keynote Speaker Dr. Colin Suchland</b>	4. Getting Back to Basics: Going Low-Tech with High Results (York/Bauer/Anderson) <i>Beginner</i>	<i>Room open for set-up</i>
<b>2:30-3:15 pm</b> <b>Concurrent Sessions II</b>	5. Just Discuss: Leading Educationally Sound Online Discussion Boards (Bellice/Issa) <b>Double Session</b> <i>Intermediate</i>	6. Beyond SETs: Upping Your Teaching Game through Student Feedback (Lamonica) <b>Double Session</b> <i>Beginner</i>	7. Microsoft Excel in the Classroom: Calculating Weighted Final Grades (Rodriguez) <b>Double Session</b> <i>Beginner</i>	8. Tech Enhanced vs. Tech Less: A Reflection on My Teaching Practice through Action Research (Contreras) <i>Beginner</i>	9. Lightboard: Your Whiteboard for Video (Schumacher, et al.) <b>Drop-in Session</b> <i>Beginner</i>
<b>3:30-4:15 pm</b> <b>Concurrent Sessions III</b>				10. The Impact of Approachability: A Study of Online Instructor Dispositions (Fishburn/Laughlin) <i>Beginner</i>	
<b>4:30-5:15 pm</b> <b>Concurrent Sessions IV</b>	11. The AHA Moment – Insight Creation from Data (Ibrahim) <i>Intermediate</i>	<b>15. [Sponsor Spotlight: Adobe] Transform Your Ideas into Stunning Visual Stories and Video Using Adobe Spark and Premiere Rush</b>	14. Sway Your Way To Better Learning (Grissom) <i>Beginner</i>	12. Build Engagement, Raise Expectations, Inspire Independence - Accessibility Included (Jones/Wendt) <i>Beginner</i>	13. From the Classroom to Career: Simulations in Child Advocacy Studies (Goulet/McCarthy) <i>Beginner</i>
<b>5:30 pm</b>	Dinner on your own (Committee will coordinate groups for local restaurants.)				



## POSTERS *View them in the "Recharge Room" (Chancellor Ballroom).*

- P1. Illinois Distributed Museum Interns: Digital Learning and Engaging Public Audiences (Allen)
- P2. Risk Tolerance and Cheap Talk in the College Classroom (Boerngen)
- P3. Guideline to Design Accessible MOOC Materials (Choo/Gosai/Ing/Kelly/Sanauallah/Shepherd)
- P4. ALC & Me? (Dallas/Brantley/Bruns)
- P5. Technology in Healthcare, Research and Education (Dvorkin/Cohen/Shapiro)
- P6. Assessing Opportunities for an Equine Science and Management Program (Earing/Kibler/Camp/Thompson)
- P7. Adapting LAS Education to Meet 21st Century Needs (Rome/Pellegrini)
- P8. Using Wikipedia in the College Classroom to Teach Writing and Editing (Shemberger)
- P9. Building & Leveraging an Educational Technology Community (King/Mock/Yfantis)

## FSI 2019 | Wednesday, May 22

Be sure to complete a survey for each session.

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	Technology Room	Quad Room	Humanities Room	Alma Mater Room	Knowledge Room	Lincoln Room
<b>8:30-9:15 am Concurrent Sessions V</b>	16. Digital Asset Management at the Center for Innovation in Teaching and Learning (Jones/Bianconi/Starr) <i>Beginner</i>	17. Managing Online Course Developments with Quality Matters (Neziroski/Glenn) <i>Beginner</i>	18. Authentic Learning: Experiential & Inquiry-Bases Learning in Online and Blended Courses (Miller) <i>Intermediate</i>	19. Creating Inclusive Documents: Going Beyond the Accessibility Checker (Kinser/Caldwell) <i>Beginner</i>	<b>20. [Sponsor Spotlight: Mersive] Wireless Collaboration with Solstice Half Session</b>	21. Elementals: Using Game Elements to Inform Instructional Design (Wills) <b>Double Session</b> <i>Intermediate</i>
<b>9:30-10:15 am Concurrent Sessions VI</b>	22. Beyond Google: Strategies to Get Students Using Quality Sources (LaJoie) <i>Beginner</i>	<b>23. [Sponsor Spotlight: Blackboard] Blackboard Learn Ultra: How to Engage with Students and Improve Teaching</b>	24. The OER Faculty Fellows Program at UIS (Levin, et al.) <i>Beginner</i>	25. Thinking Inside the Boxes: Interactivity Using HTML5, CSS3 and JavaScript (Mills) <i>Intermediate</i>	26. Critical Thinking for Beginners (Erickson) <i>Intermediate</i>	
<b>10:15-11:30 am</b>	<b>Visit with Exhibitors and View Posters - "Recharge Room" (Chancellor Ballroom)</b>					
<b>11:30 am-1:00 pm</b>	<b>Networking Lunch and Keynote Speaker Dr. Alison Doubleday (K2) - Illinois Ballroom</b>					
<b>1:15-2:00 pm Concurrent Sessions VII</b>	27. Theoretical and Practical Considerations for the Development and Use of Serious Games in Health Professions Education (Stapleton/Bauman/Kachur) <b>Double Session</b> <i>Beginner</i>	28. Keepin' It Fresh: Ensuring Online Course Quality Over Time (Sharp, et al.) <i>Beginner</i>	29. Engaging Generation Z: How Do We Engage the Digital Generation (Cook) <b>Double Session</b> <i>Beginner</i>	<b>30. Follow-up Q&amp;A with Keynote Speaker Dr. Alison Doubleday</b>	31. Education In A Virtual Wonderland (Akpan/Obasanya) <i>Intermediate</i>	32. Teaching with Mersive Solstice Pods (Whittaker/Drain) <b>Drop-in Session</b> <i>Beginner</i>
<b>2:15-3:00 pm Concurrent Sessions VIII</b>		<b>33. [Sponsor Spotlight: D2L] The Power of Rubrics for Online Discussion Assessment Half Session</b>		34. Free Software Tools for Teaching and Learning (Richter) <i>Beginner</i>	35. The Office 365 Experience (O'Leary/Olson/Grimes) <i>Intermediate</i>	
<b>3:15-4:00 pm Concurrent Sessions IX</b>	36. Organizing for Feedback: Student Submissions in Blackboard and OneNote (Russell) <i>Intermediate</i>	37. Virtual Reality Assignments for Non-Programmers (Wilson/Nelson/Wentworth) <i>Beginner</i>	41. "Future of FSI" Committee Meeting (Open to all)	<i>Room available for networking</i>	39. Slack: Using a Startup Work Flow Tool to Organize Transdisciplinary Medical Research (Barrett, et al.) <i>Beginner</i>	40. Maintaining Academic Integrity in Online Education (Thompson/Botts-Posey) <i>Beginner</i>



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