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Enhancing Presence in the Online Classroom
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Objectives

- Define presence.
- Identify ways to enhance presence.
- Establish personal goals.
What does an online course without presence feel like?

https://todaysmeet.com/NDLA
At its core, "presence" is the feeling that a "real" person is there.
Goals

• Avoid feelings of isolation
• Feel at ease
• Feel at ease with classmates
• Become more than a name (or pixel)
Benefits

- Satisfaction
- Engagement
- Better performance
- Retention
Challenges

• Requires deliberate practice
• Master course model is becoming more popular
What does a course without presence look like?

https://todaysmeet.com/NDLA
No Presence

- Unclear expectations
- Rarely posting announcements
- Viewed only as an academic
- Communication only via assignments
- Never using student names
How do your students know you are "there?"
Discussions

• Examples
• References
• Clarification/Elaboration
• Redirection
Week 2 - Why Integrate?

Posted on: Sunday, January 17, 2011 10:28:44 MEST

Welcome to Week 2 of EDUC 546!

Overall, I am very happy with our progress thus far. I enjoyed reading your Week 1 blog posts on the Edutopia videos. Because the focus of Week 1 was what "effective" technology integration looks like, I wanted to see you specify the level(s) of the SAMR Model observed, as well as the ISTE Standards that were modeled. In addition, per the assignment instructions, I wanted you to explain your statements. Here are some examples:

The level of SAMR modeled integration shown through gaming and technology is Redefinition. This type of learning allows for the creation of new tasks that were not present before. The students design the games from a thought previously only on paper alone. Students are given many choices to come up with a concept. This type of transformation of information allows students to come up with different mediums of interpreting the information learned. One ISTE standard modeled with Quest to Learn is Critical Thinking, Problem Solving, and Decision Making. Students are able to use higher level thinking skills to develop games and solutions to solve problems that players might encounter. Students make decisions on what move to make next which engages players to solve problems. –Lori

In analyzing the SAMR model, the redefinition phase was clearly demonstrated as every student was not only substituting their pencil for typing on the computer (substitution), they were also using creative, unique images in their projects to help describe their story, poem, or tutorial (augmentation). Also, collaborating with other students on their project (modification) was encouraging them to make it the best it could be thus enabling an extremely unique presentation (redefinition). For example, adding audio clips with their voice and the use of personal photos and drawings allows students to take pride in their projects.

I saw most of the ISTE standards for students and teachers modeled in the video through the seamless level of integrating technology. More specifically, I witnessed creativity and innovation being exhibited in both the virtual and face-to-face settings. Not only were the students inspired by their teacher to be motivated to learn, they were encouraged to exhibit ethical citizen characteristics. I could also tell that the teacher knew her subject matter well as she facilitated the class and guided the students in evaluating and analyzing each other’s projects as well as developing a list of websites kids could use to develop and put together their projects. This freedom of choice helps to establish self-confidence in their decisions. –Teresa
Feedback

• Both ways
• Strengths
• Opportunities for improvement
• Just because
• Personalized
Sharing About Yourself
What do your students know about you?
Optional Synchronous Meetings
I wanted to let you all know that the WebEx meeting I had tonight in FL528 went very well. It was well attended, students loved the engagement and live discussion and asked that we do it again.

- Concordia University Faculty
What is one thing you will add to enhance presence in your course?
Education is all a matter of building bridges.

Ralph Ellison