

Teaching in Virtual Environments

APRU Global Health Program at the University of Southern California

in collaboration with

Global STEM Education Program at the University of Oregon

August 27/28

Creative Ideas for Online and Remote Assessment Eleanor Vandegrift, University of Oregon Victor Hoe, University of Malaya

September 3/4

Authentic Experiential Education Eleanor Vandegrift, University of Oregon Vivian WY Lee, Chinese University of Hong Kong

September 10/11

Building Community in Remote Classrooms
Eleanor Vandegrift, University of Oregon
César Alberto Lucio Ramírez, Tecnológico de Monterrey



USC Institute on Inequalities in Global Health



Welcome and Introduction

Goals for today:

- 1. Provide pedagogical, technology, and peer support to faculty across the APRU network teaching remotely.
- 2. Create opportunities for APRU affiliated faculty to connect and share resources and experiences to create authentic experiential education experiences for students even when they cannot meet in person.

Format







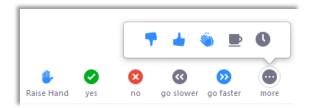
20-30 MINUTES EXPERT PANEL

30 MINUTES SMALL GROUP DISCUSSION

30 LARGE GROUP DISCUSSION

Interactions

Handraising and Feedback



Text on slide



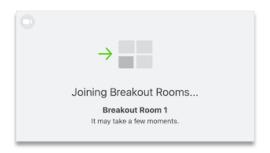
Writing



Video and Audio



Breakout Rooms



Chat



Chat: How do you define "Experiential Education"?

Chat: What makes an experience "authentic"?

Chat: What type of experiential education do you typically provide for students?



Experiential Education

Active Learning
Integrated Learning
Project-based Learning
Community-based learning

Roberts, J. W. (2015). Experiential education in the college context: What it is, how it works, and why it matters. Routledge.

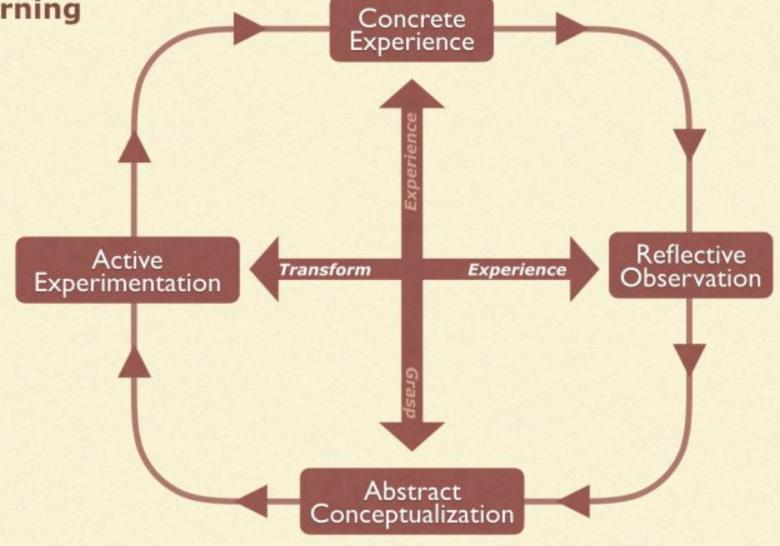
Cycle of Experiential Learning

Concrete Experience
 Doing or having a novel experience.

2. Reflective Observation

Review and reflecting on experience with focus on understanding and identifying gaps in understanding.

- 3. Abstract Conceptualization Identification of what was learned from the experience. What could be changed to improve future experiences?
- Active Experimentation
 Planning and/or applying new learning.
 - √ Constructivistic Pedogogy
 - √ Student Centered
 - √ Dialectics Drive Motivation
 - √ Cyclical Process Reinforces Progressive Learning



Global Leadership Challenge

Elly Vandegrift, University of Oregon

University of Oregon Global Leadership Challenge



Led by Grace Honeywell and Will Johnson, Division of Global Engagement

Program designed as experiential education







INTEGRATED



PROJECT-BASED



COMMUNITY-BASED



REFLECTIVE PRACTICE



ABSTRACT CONCEPTUALIZATION



CONCRETE EXPERIENCE



ACTIVE EXPERIMENTATION

Breakout Room Questions (30 minutes)

Introduce yourselves (Name + Institution)
Select a Discussion Leader, Reporter, Recorder, Time Keeper
Questions. Thinking about Big or Small ideas....

- 1. How can you bring in active, integrated, project-based, or community learning to your remote/online teaching?
- 2. How can you build in reflective practice, abstract conceptualization, concrete experience, or active experimentation for students?



Group Discussion

Report out

Chat #Ideas

What one idea from today would you like to try out in your course(s)?

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