

# Project Details – Team 6

## Project Team

Project Title: Promoting Student Awareness and Success in High Impact Courses Across Campus with the Use of AI and Other Interactive Learning Tools

	<b>Team Lead</b>	<b>Team Member</b>	<b>Team Member</b>	<b>Team Member</b>	<b>Team Member</b>
<b>Name</b>	Dr. Martha Hubertz	Dr. Alisha Janowsky	Dr. Martha Brenckle	Patricia Farless	Dr. Amanda Snyder
<b>College</b>	COS	COS	CAH	CAH	CAH
<b>Department</b>	Psychology	Psychology	Writing and Rhetoric	History	History
<b>Department Chair</b>	Dr. Florian Jentsch	Dr. Florian Jentsch	Dr. Sherry Rankins	Dr. Peter Larson	Dr. Peter Larson

Additional team members who are non-teaching faculty or CDL staff members:

- Sue Bauer
- Joe Lloyd
- Rebecca McNulty
- Dr. Alison Hudson

## Project Details

<b>Course Prefix</b>	<b>Course Title</b>	<b>Modality (see reference above)</b>	<b>Instructor of Record</b>	<b>Semester &amp; Year to be Taught</b>
HIS3600	Professionalizing History Majors	W	Farless	Summer 2024
HIS4150	History and Historians	W	Snyder	Summer 2024

WOH4272	Age of Atlantic Revolutions 1763-1826	W	Snyder	Not scheduled yet
AMH3560	Women, Law and Society	W	Farless	Not scheduled yet
AMH3558	History of American Law	W	Farless	Fall 2024
WHO4273	Revolutions in the Atlantic World	W	Farless	Not scheduled yet
PSY2012	General Psychology	W	Janowsky	Fall 2024
SOP3004	Social Psychology	W	Janowsky	Summer 2023
SOP3742	Psychology of Women	W	Hubertz	Fall 2024
PSY2012	Forensic Psychology	W	Hubertz	Summer 2024
PSY3024	Psychology: Career Readiness I	W	Mottarella	Fall 2024
SOP3723	Cross Cultural Psychology	W	Hubertz	Summer 2024
ENC3311	Essay as Cultural Commentary	W	Brenckle	Not scheduled yet
ENC3373	Cultural Rhetorics	W	Brenckle	Spring 2025
ENC1101	Composition 1	W	Brenckle	Not scheduled yet
ENC1102	Composition 2	W	Brenckle	Not scheduled yet

Technology implemented:

- ⇒ 360 Videos/Immersive 360 Online Activities
- ⇒ Artificial Intelligence (AI BOTs) – possible ICS – beta testing this Summer.
- ⇒ AI-enabled content creation and distribution: *Claude, Chat GPT, Canva, Genially.*
- ⇒ Gamification or game-based learning. Our theme but also includes Materia, genially games, and other tools.
- ⇒ Building interactive open educational resource (OER) content
  - Incorporate pressbooks chapters.

### Additional Comments

*Here is a project update report:*

Project: High-Impact and Experiential Learning Modules Phase 1 Progress Report:

*In the initial phase, the team successfully developed 3 out of the planned 6 modules focused on high-impact and experiential learning practices. These modules incorporate several innovative features to enhance the learning experience for both students and faculty members.*

*Key Achievements:*

#### *1. Incorporation of AI Technologies:*

*The modules leverage artificial intelligence to provide interactive and personalized learning experiences. AI-powered features such as adaptive learning paths and intelligent tutoring systems have been integrated.*

#### *2. Gamification Elements:*

*To increase engagement and motivation, gamification techniques like points, badges, and leaderboards have been implemented within the modules.*

#### *3. Assessment Tools:*

*Robust assessment tools have been developed to monitor student progress, provide feedback, and ensure effective learning outcomes.*

#### *4. Multimedia Integration:*

*The modules feature a rich multimedia experience with videos, graphics, and interactive simulations to cater to different learning styles and preferences.*

#### *5. Potential Chatbot Integration:*

*The team is exploring the viability of integrating a chatbot or conversational AI assistant to provide on-demand support, answer queries, and guide users through the modules.*

#### *Next Steps:*

##### *1. Beta Testing and Feedback:*

*The initial 3 modules will undergo beta testing during the upcoming summer term. Feedback will be gathered from both students and faculty members through surveys, focus groups, and interviews.*

##### *2. Iterative Development:*

*Based on the feedback received, the team will make necessary adjustments, bug fixes, and enhancements to the modules during the summer and early fall.*

##### *3. Expanded Implementation:*

*In the fall term, all 6 modules, incorporating the improvements from the beta phase, will be rolled out and promoted across the campus community.*

##### *4. Campus-wide Adoption:*

*If the modules prove successful and well-received, the team will propose campus-wide implementation, collaborate with relevant departments and faculty, and develop training and support resources.*

Phase 2:

1. ***\*\*Beta Testing (Summer '24 Term)\*\****

- *Implement the first 3 out of 6 modules on a pilot basis*
- *Gather feedback from students through surveys, focus groups, or interviews*
- *Identify areas for improvement, bug fixes, and enhancements*

2. ***\*\*Iterative Development (Summer/Early Fall)\*\****

- *Analyze student feedback and make necessary adjustments to the modules*
- *Refine the content, user experience, and functionality based on beta testing insights*
- *Conduct internal testing and quality assurance checks*

3. ***\*\*Expanded Implementation (Fall / Spring Term)\*\****

- *Roll out all 6 modules, incorporating the improvements from the beta phase*
- *Promote the modules across the campus community*
- *Gather ongoing feedback and continue to make enhancements*

4. ***\*\*Campus-wide Adoption (Spring '25g / Summer '25)\*\****

- *If the modules prove successful and well-received, propose campus-wide implementation*
- *Collaborate with relevant departments and faculty to integrate the modules into curricula*
- *Develop training and support resources for instructors and students*

- *Monitor adoption rates and gather feedback for continuous improvement*

*Throughout Phase 2, it's essential to maintain open communication with stakeholders, document the feedback and changes made, and ensure that the modules align with the project's overall goals and objectives.*

*We have multiple projects with video and graphics over the next year. And we will finish the last 3 areas once we get student feedback on RI.*

*The project team remains committed to delivering high-quality, innovative, and effective learning resources that leverage the latest technologies to enhance the educational experience for both students and faculty members.*

## **Additional Resources:**

### **Videos:**

- HIP Overview - Dr. Kim Schneider - <https://vimeo.com/cdlvideo/review/926917161/89fe9173c7>
- Global Learning HIP (Students) - Dr. Estrella Rodriguez - <https://vimeo.com/cdlvideo/review/927251598/21ba0b1e6c>
- Global Learning HIP (Faculty) - Dr. Estrella Rodriguez - <https://vimeo.com/cdlvideo/review/927677470/8eb81254c2>
- Research Intensive HIP (Faculty) - Dr. Alison Hudson - <https://vimeo.com/cdlvideo/review/928066960/1487a350c4>
- Research Intensive HIP (Students) - Dr. Natalia Toro - <https://vimeo.com/cdlvideo/review/928105504/bac6161f60>
- Experiential Learning Overview - Dr. Quynh Dang - <https://vimeo.com/cdlvideo/review/928581971/919d27a877>
- Service Learning HIP (Students) - Dr. Quynh Dang - <https://vimeo.com/cdlvideo/review/928809065/614ef80b20>
- Service Learning HIP (Faculty) - Dr. Quynh Dang - <https://vimeo.com/cdlvideo/review/928825753/3fdf9fade0>

**Webcourse:** <https://webcourses.ucf.edu/courses/1444297>

## **Tech used to date:**

### **Module:**

Experiential Learning

### **Page:**

*Experiential Learning at UCF Module Overview and Learning Objectives*

- Genially Presentation

*What are considered high impact experiences on campus??*

- This or That Materia

*Circular vs. Extracurricular vs. Co-curricular*

- Genially Monopoly
- Interactive Matching Game Genially
- Guess the Phrase Materia

*9 main co-curricular and experiential learning activities*

- Genially infographic
- QR Code
- Crossword Materia

*Build Your Own Experiential Portfolio*

- Claude AI
- MARSH AI
- Screenpal
- Canva
- Word Search Materia

*Capstone Courses & Projects*

- Capstone Course Board Game Genially
- Sequencer Materia

*Experiential Learning at UCF*

- QR Code
- Claude AI
- MARSH AI
- Screenpal
- canva
- Astronaut Materia

- Thinglink 360 image

#### *Writing Intensive Courses*

- canva Video
- Thinglink
- Canva Infographic
- Guess the Phrase Materia

#### *ePortfolios*

- Canva Infographic
- Genially word search game
- Guess the Phrase Materia

#### *Professional Industry Organizations*

- Genially Infographic
- Astronaut Materia

### **Presentations to date:**

Hubertz, M., Janowsky, A., & Hubertz, E. (2024). Once Waters Start to Rise: Fostering Sustainable and Inclusive Learning Through Educational Technology and High-Impact Practices. Paper presented at the International Conference on Education and New Learning Technologies, Reykjavík, Iceland.

Hubertz, M., Janowsky, A., Farless, P., Brenckle, M., Snyder, A. (2024). High Impact Practices: Awareness and Strategical Design. Presentation at the TOPkit 2024 conference.

Jardaneh, S., Janowsky, A., & Hubertz, M. (2024). Digging into Yellowdig: Rethinking Evaluating Online Discussions. Presentation at the TOPkit 2023 conference.

Hubertz, M. & Janowsky, A. (2024). Can you Hear Me Now? Student Perceptions on the Importance of Connectedness and Engagement in Online Classes. Paper to be presented at the ninth annual IAFOR International Conference on Education in Hawaii (IICE), January 3, 2024, to January 7, 2023.