Introduction

Wanted to create a more intentional plan for faculty education to supplement just-in-time technology training and classroom sessions.

Cornell College
- Small liberal arts college
- Block plan (one course at a time)

Cole Library: Center for Teaching and Learning
- Library
- Writing Studio
- Quantitative Reasoning Studio
- Academic Technology Studio
- Academic Support & Advising

Instructional Tech
- Instructional Technology Librarian (Brooke Bergantzel)
- Audiovisual Specialist (Matt Zhorne)
- Consulting Librarian for Natural Sciences and Technology (Amy Gullen)

Mellon Grant in Digital Liberal Arts
- Faculty education
- Summer support staff

Mellon Grant Funded Workshops

3D Multi-day Workshop
- Introduce faculty to 3D technologies and help incorporate into curriculum
  - Day 1: Broad overview of 3D modeling and printing with 10 faculty
  - Days 2-4: 5 faculty developed assignment for a specific course
- Led by Bergantzel, Gullen and Ellen Hoobler (Art History faculty)
- Grant funded faculty stipend, 3D printer, and handheld 3D scanner
- Faculty representation from across campus:
  - Art, Art History, Chemistry, English, Geology, Physics, Theatre
- Impacted coursework in:
  - Art History, Physics

Other Mellon Activities
- R workshop led by Isaac Winkler (Biology Postdoc), summer 2016
- Workshop/conference travel for 10 faculty members:
  - Art History, Chemistry, Computer Science, English, French, Sociology, Spanish, Studio Art, Theatre

Summer Workshop Series
- Offered sessions on topics that were of interest in survey distributed to faculty.
- Faculty have time to focus on course development

Summer 2015
- Developed the series alongside the 3D technology workshop and a kickoff event highlighting coursework from 2014-15
  - Workshops covered:
    - Web Publishing
    - CMS
    - Classroom Response Systems
    - Adobe Creative Suite
- Adobe Creative Suite
  - Blended Learning
  - Video Editing
  - Classroom Response Systems

Summer 2016
- Changes from previous summer
  - Added RSVP form and weekly drop-in session
  - Collaborated with IT-expanded types of workshops offered, more staff inclusive
  - Workshops covered:
    - Remote Access/Apps
    - Google Apps
    - Microsoft Office
    - Geographic Information Systems
    - Adobe Creative Suite
    - Blended Learning
    - Video Editing
    - Classroom Response Systems
    - Data Visualization
    - Scaffolding Video Projects

Academic Year Workshops

Digital Pedagogy Inquires Series
- Continue training from summer through academic year
- More faculty on campus at same time
- Friday lunch workshop during the second week of each block
- Focus on specific type of technology and examples from classes
  - Blended learning
  - 3D in the classroom
  - Narrative mapping
  - Scaffolding technology throughout major
- Impacted coursework in:
  - Biology, Chemistry, Geology
- Low attendance due to overbooked faculty
- Focused on discussion rather than hands on time with technology due to time constraints

Future plans

Next academic year
- Continue collaboration with IT
- Workshops over Block Breaks
- Multi-day sessions over winter break

Scaling
- Resource and staff time
- Faculty training generates more work due to more class assignments that utilize those technologies, but have better structured and supported assignments
- Workshops beyond introductory level

Summer Move
- Academic Technology Studio doubling in space
- Dedicated instruction space

Resources

Instructional Technology Blog crnl.co/itech
2015 Survey goo.gl/forms/jicMgFuThWpUpNj53
2016 Survey goo.gl/forms/jycOBXDwapFQxtS2
RSVP form goo.gl/forms/19aE2oLypFKqMpJH2

Acknowledgements

We would like to thank Vice President for Academic Affairs and Dean of the College Joe Dieker, Associate Dean of the College Ben Greenstein, College Librarian Paul Waelchli, and the Andrew W. Mellon Foundation.