



FOLC FEST 2024

Demo Session 1: March 15 | 8–8:50 a.m.



Math in Motion: A multimedia animation approach to teaching word problems

Math in Motion videos situate learners in scenarios designed to engage them with appealing animations of diverse characters using math to solve problems. Interactive questions embedded in the stories further invite learners to actively participate in practicing math skills. We will present challenges we've encountered and lessons we have learned as a development team composed of individuals with highly diverse skill sets working to produce effective teaching tools with animation.

Presenters: [Marissa Huth](#) | [Carla van de Sande](#) | [Cari Frederick](#)



Sweet Learning Ahead: Harvesting Student Engagement with FeedbackFruits

Discover the transformative power of FeedbackFruits for peer reviews and group member evaluations. This demo highlights its role in fostering engagement and collaboration in higher education. Learn how FeedbackFruits promotes constructive feedback, critical thinking, and inclusive learning environments. With its user-friendly interface and adaptable features, educators can harvest dynamic learning experiences tailored to diverse disciplines. Join us to explore how FeedbackFruits cultivates student agency and enriches the educational landscape.

Presenter: [Brent Scholar](#)



Next Lab - Immersive experiences and digital twins

Our mission is to identify and develop future skills, technologies and mindsets that lead to positive social impact, not just in Arizona but beyond. Come and try out our demos created by a community of future-focused thinkers and creators.

Presenter: [Dan Munnerley](#)



Edson Texting Project – Engaging Students via Text Messages

Edson Texting Project assessed the impact of two-way texting students fun poll questions, motivational messages and course reminders, to improve student course engagement and ultimately, success via the ASU chat bot system. The results demonstrate that half of responding students did so within 10 minutes – suggesting a novel way to communicate with students important, timely course information and foster community among nursing students and their Faculty.

Presenter: [Mary Hodges DNP RN, CNE](#)

Accessibility in Design Education

Explore how we at Arizona State University (ASU) champion accessibility in design education, shaping students into designers who prioritize inclusivity. ASU's curriculum integration and collaborative efforts. Highlight resources aiding in understanding user needs, implementing accessibility guidelines, selecting accessible tools, and crafting user-friendly interfaces. Join us in acknowledging ASU's pivotal role in nurturing designers who create accessible experiences, essential for fostering inclusivity in design.

Presenter: [Poorva Ketkar](#)

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Efficient Access: ASU Library Demo for Scholarly Content Discovery

ASU Library provides the ASU community access to a diverse range of curated scholarly resources and data. During our demonstration, we will highlight the unique aspects of library databases, explore the wide variety of useful content within, and offer a glimpse into the future as vendors and publishers begin to incorporate AI into these tools. Attendees will walk away with shareable tips on how to effectively utilize these licensed collections.

Presenters: [Joyce Martin](#) | [Trilby VanDeusen](#)

Game On: A Collaborative Approach for Designing Engaging Simulations Using E.I. Games

This session presents a first-hand experience using E.I. Games to enhance student engagement and learning outcomes. We will discuss our collaborative approach to designing award-winning interactive story-based games. We'll demo two games currently being used in courses at ASU: a diversity and inclusion game and a cultural awareness game. Finally, we will present several pathways for creating original games to engage students and enhance your curriculum.

Presenters: [Jessica Hirshorn, Ed.D.](#) | [Kevin Allen, Ph.D.](#)

Creative Assessments for Online Students: Delivering Skills-Based Courses via Asynchronous Modality

MCO 375: Podcasting has proven popular with students since its launch in 2021. It's a hands-on, project-driven content-generating course that yields deliverables which students can add to their professional portfolio. This demo covers the course learning outcomes, limitations and opportunities afforded by remote learning, and how ASU continues to blaze the trail in online learning that's meaningful for students in an engaging, career-readying way.

Presenter: [Rodmanned Nikpour](#)

Cultivating Faculty Community: Support Activities and Strategies

Faculty support is key to building a community of learners engaged in critical thinking while advancing knowledge and skill. Join us as we explore ideas to foster faculty community through onboarding and professional development for faculty of all backgrounds and ranks, resulting in increased teaching and learning engagement. This session will provide the opportunity to engage in self-reflection and discussion to examine how to invest in our ASU ecosystem through faculty support activities and strategies.

Presenters: [Melanie O'Neil](#) | [Marcos Martinez](#) | [Elisa Kawam](#)

AI Transcription and Web Accessibility Assistance

Our demonstration presents a comprehensive technical walkthrough of an innovative service we've developed, which leverages AI to accurately transcribe video content into neatly structured HTML files. These files are designed to be WCAG (Web Content Accessibility Guidelines) compliant, ensuring that they meet high standards for accessibility. The entire process is verified using the cutting-edge capabilities of GPT-4, providing a layer of reliability and accuracy. Hosted on a cloud platform, our application is easily accessible from anywhere, by anyone interested in utilizing this technology. Additionally, we've implemented a flexible credit system within the app. This system is devised to manage and limit usage, allowing users to effectively control their consumption based on their needs or preferences. This innovative approach not only enhances user experience but also promotes responsible usage of our tool.

Presenters: [Yash Pachchigar](#) | [Bianca Zietal](#) | [Alejandra Dashe](#)



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Realizing Realm 4: Creating Learning Experiences That “Educate Through Exploration”

Learn how the Center for Education Through Exploration at ASU creates “Realm 4” learning experiences for NASA Infiniscope. These adaptive lessons employ a “learn by doing” pedagogy centered around curiosity, exploration, and discovery through a variety of virtual field trips and interactive simulations with personalized feedback. Come and see how easy it is for you to create your own virtual tour with “Tour It”, then view what you just created through a virtual reality headset.

Presenters: [A. Joseph Tamer](#) | [Ariel Anbar](#)

