

FOLC FEST 2024

Poster Session 1: March 15 | 10:30–11:30 a.m.

Introducing OICHE – ASU's Central Hub for Accreditation of Health Focused Continuing Education

We are excited to present OICHE (The Office of Interprofessional Continuing Health Education) to the ASU community. OICHE serves as central hub for accreditation, compliance and planning guidance of continuing education activities offered to the healthcare community. Our focus centers around interprofessional education that promotes active participation of all health professions in patient care. Please join us to learner more about how we can support your educational programs and accreditation needs.

Presenters: [Molly Cohen](#) | [Kathryn Bracamonte](#)

Transforming Higher Education: A Deep Dive into ASU's EdTech Connect

Discover how cutting-edge technologies, integrated by EdPlus and the Learning Technology team, enhance teaching, learning, and accessibility. EdTech Connect fosters collaboration, data-driven decisions, and a searchable web ecosystem, aligning with ASU's Charter for inclusivity and success. Dive into the future of learning with live demos and real-world case studies. Leave inspired and aligned for innovation!

Presenters: [Matt Rhoton](#) | [Lissa Fresquez](#)

zyBooks Data + AWS: Real-Time Student Performance Notifications

The institutions prepared for the future embrace zyBooks is an interactive digital textbook, designed for STEM students. The data generated from zyBooks can be used to help identify those students who are struggling. By making this data available to zyBooks faculty users, they will be able to assist students who may be struggling with assignments. We will discuss the systems necessary to ingest this data and provide analysis of real-time student performance. The AWS workflow will be discussed in detail.

Presenters: [Chris Puddy](#) | [Mrunal Mania](#)

A Brief Introduction of Deep Learning and IoT to Freshman Engineering Students

A recent survey conducted by American Society of Engineering Education Corporate Member Council identified substantial skill gaps in AI and IoT exist in recent engineering graduates meeting the industry demands. To introduce these two important technologies, MATLAB exercises were incorporated in a freshman Introduction to Engineering course. Survey results showed that students were “glad to learn what’s going on in the technological world because [they] were going to be a part of it soon.”

Presenter: [Chao Wang](#)

Integrating FigJam in Educational Contexts: Adapting Corporate Tools for Remote Learning

This poster explores the intersection of student The unexpected transition to remote work in the corporate sector, spurred by the pandemic, necessitated the adoption of innovative tools to continue collaborative and interactive operations. This poster examines the potential of repurposing FigJam, a whiteboarding application originally integrated into corporate workflows, for educational environments. It aims to demonstrate the application's adaptability and effectiveness in enhancing remote learning, a now-essential component of the educational landscape, by allowing enhanced collaboration and interaction.

Presenter: [Matt Betashour](#)

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Faculty Connection in a Virtual Work Environment

"I sent you a zoom link." Many faculty work a hybrid work schedule, switching between remote and in-person work. This study sought to understand faculty experiences, expectations, and perspectives on virtual connections in the hybrid workplace. This exploratory cycle of action research consisted of 6 qualitative interviews of faculty in the College of Health Solutions to understand their view of connecting in the virtual workspace.

Presenter: [Zach Cordell](#)

Enhancing Transfer Students Self-Efficacy and Belonging Through Peer-led Study Groups

Transfer students at ASU take thermodynamics in their first or second term. The course has a high failure rate hypothesized to contribute to "transfer shock," resulting in low engineering self-efficacy and decreased persistence. The project team initiated PEER led, Student Instructed, Study groups (PEERSIST) in thermodynamics to promote student achievement, competence, self-efficacy, belonging and engineering identity – variables linked to engineering persistence. Students have demonstrated statistically significant improvements compared to a traditional recitation format.

Presenter: [Ryan Milcarek](#)

ASU Next Lab - creating what's next now.

Creating what's next, we bridge the gap between imagination and reality, exploring emerging technologies, cultivating future-ready skills, and activating interdisciplinary collaboration.

Presenter: [Dan Munnerley](#)

Delivering Computer Science Class at Scale for Different Modalities: Lessons Learned

Content delivery and assessment in different modalities bring many challenges and opportunities. This poster presentation highlights the lessons learned in developing and delivering computer science and software engineering classes at scale in on-ground, hybrid, and fully online modalities. Specifically, different content delivery and assessment techniques adopted will also be presented.

Presenter: [Janaka Balasooriya](#)

Privacy-respecting and Ethical Development of Learning Analytics

The availability of enormous amounts of behavioral data in learning contexts has inspired research activities to better understand learners' needs and provide personalized assistance. Simultaneously, concerns regarding learners' privacy, safety, and the ethical use of the data are growing. This poster will propose a roadmap for future research in learning analytics considering privacy and fairness of predictive models, and minimizing the probability of unforeseen harm from learning technologies.

Presenter: [Rakibul Hasan](#)

From Concept to Classroom: Accelerating EdTech Innovations

This presentation examines the journey of edtech innovations from initial concept to widespread classroom adoption. It emphasizes the importance of aligning technological advancements with pedagogical needs and the role of accelerators in bridging this gap. By analyzing case studies of successful edtech startups, we identify key factors for success, including market fit, user engagement, and scalable business models.

Presenter: [Philippos Savvides](#)

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Gamification: Gearing Up for Student Success

Game-like systems that include competitive challenges through which students earn tokens, rewards that students could “purchase” using their tokens, and leaderboards have been implemented into core engineering classes to help increase student motivation and success. An example of a challenge is to record a video to explain muddiest points submitted by peers and an example of a reward is to receive instructor feedback on final project report before final submission.

Presenter: [Haolin Zhu](#)

AI Tutorial for Student Research: Demo and Feedback Session

ASU Library is developing a tutorial to support students conducting academic research for course assignments. The tutorial segment for how GenAI can assist students throughout their information search process will be available to review or access through a QR code. We will also be seeking feedback on the ethical issues students should know and understand to be responsible users of AI to inform the development at that segment of the tutorial.

Presenters: [Lisa Kammerlocher](#) | [Mary Ann Naumann](#) | [Sierra Schuman](#)