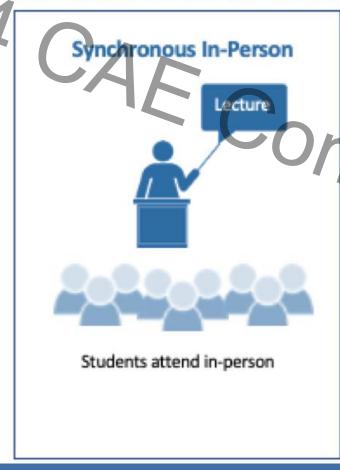




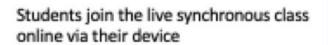


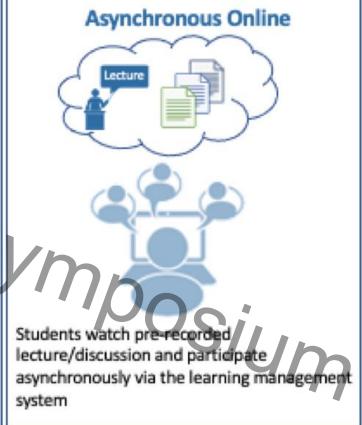
Students choose each week between:





Synchronous Online









The Bad For Instructors

> Increase Workload

Difficulty in Engagement



Balancing Attention

Cohesive Learning
Experience

Technical Issues



Community & Social Interaction

- Create a virtual community space (D2L Forum, Discord)
- Promote Collaboration and Peer Interaction (Kmaps, Projects)
- Host Virtual Office Hours and Q&A Sessions (Study Groups)
- Encourage peer support & mentoring (Team Up Students)





Engagement with Technology

- Exciting Live Presentations (Use OBS, StreamLabs, Bandicam, Camtasia)
- Interactive Plugins for OBS (Move Transition, Audio Monitor, 3D Effects)
- Interactive Plugins for your LMS (Slido, Pollbot, Watercooler)
- Use peer collaboration on discussion boards





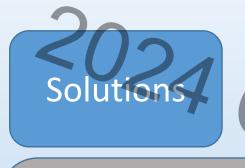


Inequitable Learning & Instructor Overload

- Universal Design for Learning (Detail, Automation, Diverse)
- Accessible Course Materials (Remove Barriers)
- Equitable Assessment Practices (Rubrics, Embedded Quiz)
- Technology Accessibility (HTML5, VDI, MiFi)
- Regular feedback and support (Consistent, Timely, Open)

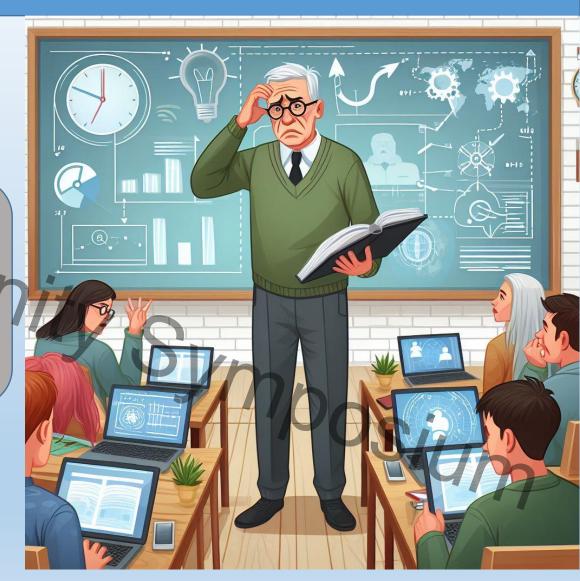






Technical Issues

- Keep it simple!
- Have helpdesk on speed dial
- Use internal resources to help with design
- Offer student support and/or peer support



- **1.UDL Principles** Design for diverse learning needs.
- **2. Engaging Teaching** Interactive, multimedia, hands-on approaches.
- **3.Build Community** Foster connections, collaboration, and support among students.
- **4. Feedback and Support** Provide regular assistance and mentorship.



