The Faculty Information Technology Committee, Office of Academic Affairs, and Information Technology Division are pleased to announce a call for presentations for our Annual Conference on Information Technology in Teaching and Learning. **The conference will be held Tuesday, May 21, 2024.**

This conference provides a platform for faculty to showcase their innovative use of technology in teaching, learning, and research. We especially welcome presentations that reflect Coppin's accomplishments in the development and implementation of educational technology, as well as those that demonstrate the institution's progress in technology-enhanced learning. We encourage faculty to submit proposals that cover a wide range of technology-related topics, including but not limited to:

- Innovative classroom technologies and their impact on teaching and learning;
- Strategies for integrating learning management systems, multimedia, and collaborative tools;
- Faculty research on the effectiveness of technology interventions;
- Using technology to promote diversity, equity, and inclusion;
- Interdisciplinary approaches to technology integration across different disciplines; and
- Accessibility, universal design, and meeting the needs of diverse learners.

Examples are available on the next page.

There are two presentation options:

1. **20-Minute Lightning Talks**
   - This fast-paced format is designed for delivering impactful insights and innovative ideas quickly.
   - It is perfect for audience members eager to absorb a broad range of topics in a short period.

2. **55-Minute Full Presentations**
   - This format offers an in-depth exploration of topics, allowing speakers to delve deeply into their subject matter.
   - Speakers will engage the audience through detailed discourse and a Q&A session.
   - This is ideal for attendees looking for a comprehensive understanding of the topic.

**SUBMIT YOUR PROPOSAL ONLINE!** Presentation proposals must be sent using the online application. The format of the online application is on page three.

**Click here to submit your proposal.**

If you have any questions, please email them to fitcconference@coppin.edu.

**Deadline for Proposal Submissions: Wednesday, May 15, 2024**
Sample Presentation Topics

Participants are **not required** to use any of the topics. These are ideas and suggestions of potential topic presentations.

1. **Innovative Teaching with Virtual Reality**: Exploring how virtual reality (VR) technologies transformed traditional classrooms into immersive learning environments.

2. **Creating Engaging Study Tools with Respondus Studymate**: Demonstrating how Studymate can transform traditional study materials into interactive learning activities.

3. **Enhancing Student Engagement through Asynchronous Video Content**: Using Panopto’s features to create interactive and engaging video learning experiences.

4. **Customizing Learning Experiences with Blackboard Ultra**: How to use the adaptive learning and personalization features of Blackboard Ultra.

5. **Leveraging AI for Personalized Learning**: Discussing the use of artificial intelligence (AI) tools to tailor educational experiences to individual student needs, abilities, and learning styles.

6. **Digital Assessment Tools**: Showcasing digital platforms and tools that facilitate diverse and inclusive forms of student assessments beyond traditional exams and essays.

7. **Flipped Classroom Models**: Sharing experiences and outcomes from implementing flipped classroom models, where students engage with lecture material at home and apply concepts through in-class activities.

8. **Assessing Learning through PlayPosit**: Effective ways to use PlayPosit for formative and summative assessments.

9. **Educational Podcasts and Video Content**: Demonstrating the creation and integration of podcasts and video content into the curriculum to enhance student engagement and learning.


11. **Collaborative Learning Platforms**: Discussing the use of digital platforms that promote collaboration among students, both in and out of the classroom, through shared projects and discussions.

12. **E-Portfolios for Continuous Assessment**: Presenting the use of e-portfolios as a means for students to showcase their learning progress and achievements over time.

13. **Accessibility and Inclusion Through Technology**: Highlighting technologies and strategies that ensure educational materials and experiences are accessible to all students, including those with disabilities.

14. **Gamification of Learning**: Sharing experiences with using game design elements in educational contexts to motivate and engage students in learning activities.

[Click here to submit your proposal.]

**Deadline for Proposal Submissions**: Wednesday, May 15, 2024
Proposal Format

Below is the requested information you will submit online. Click here to submit your proposal.

Presenter Information
List the name, title, and contact information of each presenter.

Title of Presentation
Write a short, yet descriptive, name for your presentation. Feel free to be creative.

Presentation Abstract (20 to 150 words)
Provide a short description of your session. This should include a brief description, summary, and highlights. Please be concise, accurate, and specific. Should your session be chosen by our Program Committee, this description will be used in the program. Please do not use abbreviations or acronyms in your description. If chosen, the committee reserves the right to edit content for brevity, grammar and clarity.

Presentation Outcomes and Audience Takeaways (20 to 500 words)
Share what audience members will learn from your session. If applicable, list any handouts, resources, templates, etc. that audience members will receive or have access to after your session.

Other Information (Optional)
List any additional details or information you'd like the committee to know regarding your presentation.

Click here to submit your proposal.

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