

.....→ November 2024, Vol. 30

DFI November Faculty Newsletter

As the autumn leaves change color and the weather turns cool and crisp, we know that Midterms are just around the corner and we would like to share some useful resources for assignment submission, the plagiarism detection tool, Turnitin, and also our instructional guides that can help rethink various course assessments.

If you are looking for a way to spice up one of your course sessions we would like to share details below about the DFI Immersive Learning On-Demand sessions for TC faculty.

We also have some exciting workshops and webinars coming up that you don't want to miss.

We hope you have a wonderful month and thank you for reading!

What's New?

1. Midterm Resources

With midterms coming up quickly DFI is here to support you with a variety of resources.

- **Instructional Guides**
 - [Asynchronous Learning Activities](#)
 - [TC Educator Resources](#)
- **Plagiarism Checker in Canvas**
 - [Create a Turnitin assignment](#)
 - [Other Turnitin resources](#)
- [Canvas Assignment Resources](#)

2. Immersive Learning On-Demand Sessions for TC Faculty

Immersive technology, encompassing Virtual Reality (VR) and Augmented Reality (AR), offers interactive and immersive three-dimensional environments that extend learning beyond the physical classroom to engage students in an unprecedentedly imaginable way.

Faculty and offices/departments interested in booking an on-demand session to integrate immersive technology into their courses/programs should submit their request at least one month in advance. We will meet to discuss the specific needs and attempt to accommodate the request based on our availability.

[Request an On-Demand Session for Your Group](#)

Upcoming Faculty PD



Immersive Experience Club

Wednesday 11/6: 12:00 pm - 1:30 pm
Smith Learning Theater - Russell Hall 4th Fl

This workshop series invites all TC community members to delve deep into the Virtual Reality (VR) world to explore its transformative potentials through hands-on experiences with various VR applications for education and engage in discussions of its implications for teaching and learning. The club will meet three times in the Fall semester on a monthly basis and you can register for as many sessions as you would like to attend. However, since we only have a limited number of VR headsets we ask that you cancel your registration to make room for others if you are unable to attend a meeting.



[Register](#)



Tech Playground: Artificial Intelligence in Education

Thursday 11/7: 11:00 am - 1:00 pm
Russell Hall 5th Fl. Mixed-Use Space

Stop by the Tech Playground on the 5th floor of Russell anytime between 11 a.m. and 1 p.m. to explore "Artificial Intelligence Tools in Education." Discover popular AI tools used by faculty and students at interactive stations, where you can learn more and optionally try them out. Our knowledgeable DFI staff will be on hand at each station to provide assistance and answer your questions. Whether you're an AI enthusiast or have never used AI, this is a great opportunity to see how AI can impact education.

[Register](#)

Seminar/Lunch: The Algorithmic Management of Learning

Friday 11/8: 1:00 pm - 2:30 pm
Russell Hall Conference Room One (RH505A)

Join us for a seminar and lunch with Pieter Vanden Broeck, Postdoctoral Researcher at the University of Modena & Reggio Emilia.

[Read more about this event...](#)



[Email c13584@tc.columbia.edu to register for event](mailto:c13584@tc.columbia.edu)



Masterclass: Enhancing your Course Using Video Engagement

Tuesday 11/12: 11:00 am - 11:30 am
Remote via Zoom

In this 30-minute webinar, join us to delve into how to enhance your course with video engagement. Discover the power of video as a tool to increase student interaction, comprehension, and retention. You will leave this session understanding the benefits of incorporating video into your curriculum and learning practical techniques for creating engaging video content.

[Register](#)

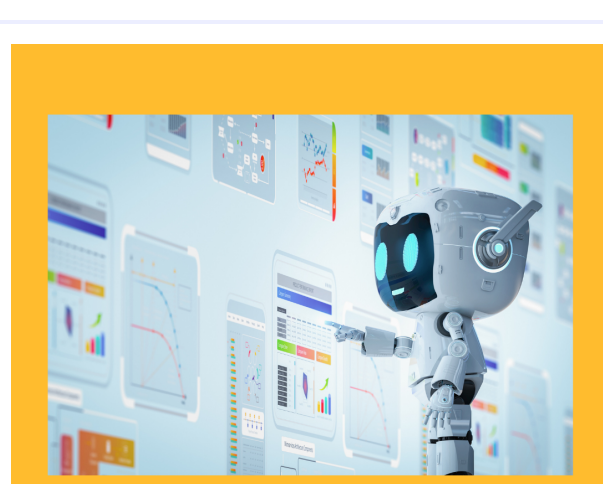
Podcasting: Find your Audience

Wednesday 11/13: 1:00 pm - 2:00 pm
Remote via Zoom

It's a big accomplishment to finish your first podcast episodes - but the work isn't done! Your audience needs to be able to find your podcast for your hard work to pay off. Often we don't think about finding an audience until the episodes are launching and we think wait... how are people going to hear this? And often we don't put enough thought and effort into this stage of the process. This workshop is for you if you want to get started with making a strategy for finding a podcast audience.



[Register](#)



AI Meeting Assistants for Beginners

Thursday 11/14: 12:00 pm - 12:30 pm
Remote via Zoom

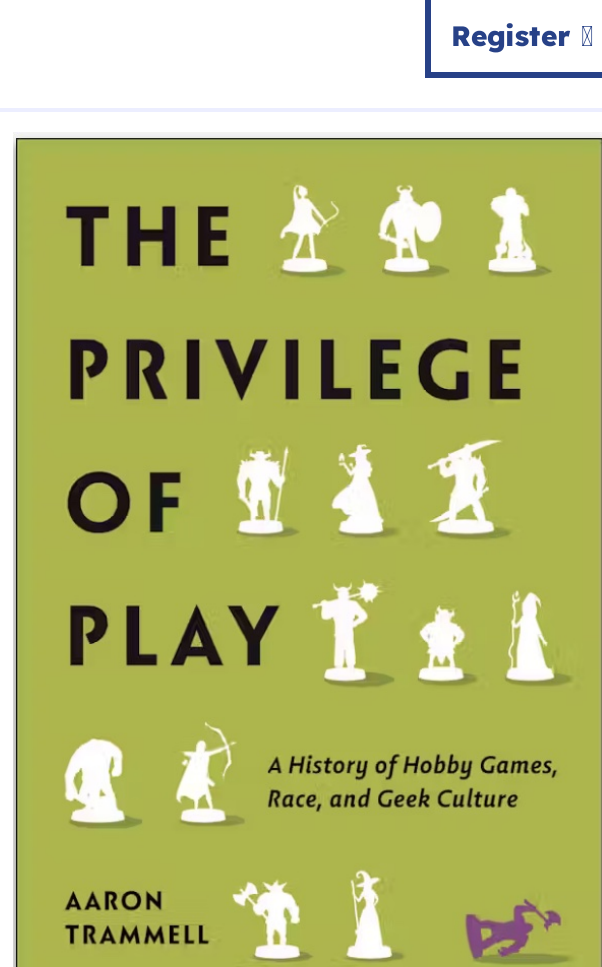
Join us for an informative 30-minute webinar to introduce AI meeting assistants. These tools can automatically record, transcribe, and share content from video conferencing tools like Zoom. While they can be helpful for people who require accommodations, important privacy and legal issues must be considered. Learn how these tools work and how to responsibly manage them in your meetings and ensure compliance with institutional policies. This session aims to foster awareness and understanding of the role of AI meeting assistants in an educational environment.

[Register](#)

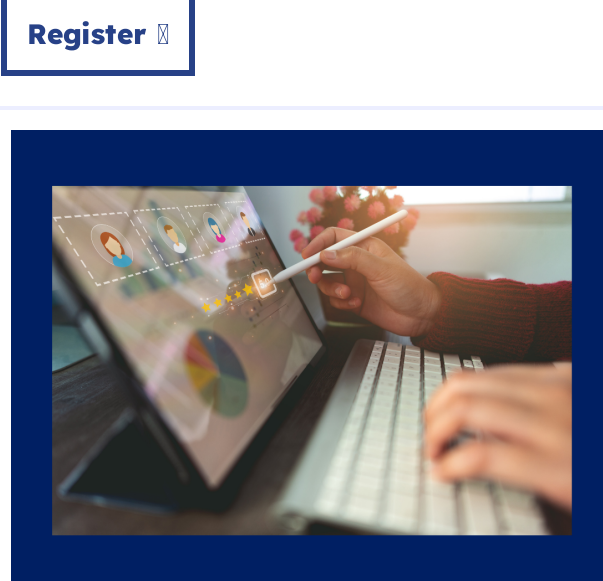
DFI Speaker Series—The Privilege of Play: Connecting Games and Race in the 20th Century

Tuesday 11/19: 4:00 pm - 6:00 pm
Smith Learning Theater

The histories of race and games in the 20th century have long been siloed. Popular histories of games often render invisible the race of the white men that they celebrate, thus inviting readers to take for granted the somewhat homogenous demographics of the games industry. Far from being coincidental, Dr. Aaron Trammell argues that race has been central to the history of games. He will present historical research in this talk that shows how the early leaders of the game industry were able to thrive due to their community ties. Dr. Trammell terms these white communities "networks of privilege" and offers the evidence for how these networks developed during the course of the 20th century and used dog whistles to keep BIPOC people out. Thus, in this talk, he will foreground how the invisible politics of whiteness have shaped the history of games itself.



[Register](#)



Masterclass: Assessment in the Age of AI

Thursday 11/26: 11:00 am - 11:30 am
Remote via Zoom

In this 30 minute webinar we will discuss the effects of AI on student learning and the need for evolving assessment methods to keep pace with these changes. We will discuss adapting assessment practices in response to AI, the idea of creating AI assistant assessments, and innovative approaches to utilizing AI for enhanced assessment.

[Register](#)