

Handout: Personalized Loom Video, Scavenger Phrases, and Images in Feedback to Engage and Create Community

Question 1: How do you create community?

According to DeCosta, Palenque, Wakefield, Foy, R., and Walker, (2015) Clear, fun, and interactive content, tools, and feedback supports relationship building and learning. This creates a comfortable "home" and "community."

Question 2: With what tools do you create community? How will you set this up? Where/what intervals?

According to Paquette (2016) when introduced to social presence training, and reminders to implement these methods, instructors felt these discussion additions created happier student communities.

Question 3: How might you use images?

According to Scardina (2017) teachers can use memes to help students express learning and build relationships through pop culture.

Question 4: How might you use scavenger hunts, games, or other technology?

According to Mert and Samur, (2018). Gamification positively influenced students' motivation, buy in, and retention of concept. According to a study by Case and Evens (2011) students were able to take charge of their learning while using Web2.0 and social media tools.

Question 5: How might you use loom and/or other videos like flipgrid?

According to studies by (Borup, West, Thomas, & Graham, 2014) videos help instructors create a presence with positive emotion, better communication, and connectedness, all which improve student perceptions of the instructor and course.