Concurrent Session 2
Thursday, April 4, 2024
11:20 AM – 11:50 AM

Room 101
**Design Thinking, Cohorts and Skill Building**
Ann Muir Quadagno, IBM

This session will show how to use Design Thinking to define and understand an audience and determine requirements. It will examine how to build a cohort learning journey and the impact of that journey. It will also discuss the use of digital badges to build skills.

Room 103
**Leading by doing - How Amtrak applies Kirkpatrick’s Four Levels of Evaluation**
Sonny Dua, Amtrak

In 2021, US congress signed the largest infrastructure bill in US history. The Infrastructure and Investment Jobs Act (IIJA) provides over $100B to fund the expansion and development of US infrastructure projects. Learn how Amtrak is preparing its workforce to adapt, learn, and apply these funds to large capital programs. This session will walk through the full lifecycle change and learning strategy, which includes all four measures of Kirkpatrick’s evaluation model, and then some.

Room 114
**The use of escape rooms in nursing education**
Ronnie Brewer, Florida State University

Active learning is generally accepted as being an excellent alternative to the more traditional power point and lecture methods of presenting content. Games can be incorporated into active learning which immediately tests students’ understanding of content presented. To meet this challenge, I created escape rooms for the students as a "exam."
Room 115

**Creation and history of the Design and Development competition at AECT**

Dan Schuch, Mission Aviation Fellowship

The presenter created this competition which has been in existence for over 20 years at AECT. He will talk about how the competition was designed, how FSU faculty provided support, and the participation and success of FSU students during these 20 years.

Room 201

**A picture is worth 1,000 words!**

Linda Smith, Florida State University

The use of images can enhance communication and improve learning efficiency. This session will discuss considerations for image selection, demonstrate communication impacts, and show how a common tool can be used to create an image-based learning experience in games and tutorials.

Room 205

**A CTE Professional Learning Community: Lessons Learned**

Michelle Cates, Palm Beach County Schools

Working with colleagues can be tough, particularly when everyone is equal, and nobody is required to do anything. Join me as I discuss how I led a team of colleagues in a professional learning community to develop curriculum for an IT high school course.

Room 214

**How to design learning technologies to increase diversity in STEM fields**

Valerie Shute, Florida State University

The problem I will address involves the need to increase diversity in our country’s STEM-related workforce. An idea/technology that I’ve worked on involves creating well-designed digital games that are very engaging and can accurately measure and support STEM content like physics. Experimental results will be presented.