



## 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 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

Applying Performance Design: Leading an Education Organization through a Pandemic

Kimberly Barber, Florida State University

Your mission: Figure out what it takes to teach classes in a global pandemic and make it happen. You have a large, diverse organization, multiple campuses and locations, graduate and undergraduate processes, hard sciences, engineering, clinical and arts programs. Your organization has three weeks to figure it out before you convert 50,000 people to a completely remote operation. Go.

### Room 114

The Use of Escape Rooms in Nursing Education

Ronnie Brewer & Chaewon Kim, Florida State University

Active learning is generally accepted as being an excellent alternative to 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, we created escape rooms for the students as an "exam."

## 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.