

## Interaction Tools

### What tools are needed?

Much online instruction contains few activities or the wrong kinds (for promoting deeper learning). In most cases, learners need to be able to *use* the content... not just remember it for a short while! Creative uses of existing technologies allow learners to interact with content and other people so that learning is augmented.

We specialize in developing easy to use, high-impact interaction tools for online instruction, including *Weblinks* and *Enteractivities*.

### **Weblinks™**

Want learners to find good resources? *Weblinks* allows learners to populate and view an annotated resource list. Learners can add links and view them by categories and can search for specific links using keywords. The instructor or moderator can add, edit, update, and remove resource links easily through a separate administrative page. It is currently being used in higher education courses and to provide an easily updated resource list to accompany print materials (books).

**MSPH Teaching with Technology Resource Center | LINKS**

[Links Home](#)   [All Links](#)   [Category List](#)   [Search](#)   [Add a Link](#)

**All Links (by category)**  
Click a link to open the site in a new browser window.

**Course Examples**

<a href="#">Meteorology Education and Training (MetEd)</a>	Meteorology and weather forecasting courses and cases given to benefit forecasters and atmospheric scientists. Part of University Corporation for Atmospheric Research's (UCAR's) Office of Programs.
<a href="#">Seeing Statistics</a>	A very interesting and engaging 'webbook' for teaching statistics. Uses simulations to show statistical concepts.
<a href="#">Annotated List of Online CME</a>	Links to more than 220 online CME sites.

**Copyright Law**

<a href="#">Crash Course in Copyright</a>	University of Texas site contains a copyright tutorial and explains the much misunderstood fair use policy.
<a href="#">Intellectual Property and Copyright Resources</a>	National Education Association's list of copyright and intellectual property resources.

**Online Learning**

<a href="#">EDUCAUSE</a>	EDUCAUSE's "mission is to advance higher education by
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**"We are in the middle of using the activity that you designed. It has worked flawlessly and seems to be a great way to have students work together to pull the information together succinctly. Thanks for doing such a nice job!"**

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### ***Enteractivities™***

Want learners to enter content, thoughts, insights, critiques, or comments? *Enteractivities* allows learners to populate a table, right inside an existing content page. The instructor or moderator can set parameters and enter directions through a separate administrative page. It is currently being used in corporate training, high school and higher education courses, and for professional development.

Group:

Common Values:

Group	Common Values
C	<p>Here are the commonalities we found between our stories:</p> <p>Active learning environments-student/instructor plays active role through real world experiences and meaningful examples.</p> <p>Favorable learning environments-instructor interesting, involved and prepared with current topics and information. Information presented caught/retained student's attention.</p> <p>Challenging learning material-student was challenged by new material and amount of material need to be learned.</p>

### **New tools?**

Our contention is that good instruction *must* contain the types of high impact activities that help learners construct knowledge. Research on tools for interaction shows that existing tools are often intimidating, difficult to use, and do not easily allow the range of interactions that are needed. We know that innovative uses of existing technologies can make these types of activities possible and easy.

We've read the research and are involved in it ourselves (Patti's research won an EDMEDIA 2002 award). We welcome associations and collaborations for building new tools that allow a greater range of instructional interactions.

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