

- eLearning [Instructional Design Office Hours](#) during the winter break:
 - Instructional Designer support will not be available from December 14th to Dec 25th. During this time, eLearning staff will provide assistance using the [Request Center](#) and [eLearning Email](#).
 - December 7th Friday – Closed
 - December 10th Monday to December 13th Thursday from 11am to 3pm
 - December 26th Wednesday to December 28th Friday - 11am to 3pm
- Instructional designers will be able to assist with migration of content to your winter course sites.
- [Panopto update](#) - On Saturday December 15th, there will be an upgrade to Panopto 6.0. This upgrade will require a downtime of 4 hours starting at 4:00pm Pacific time. During that time your site is offline, you will not be able to access recordings on your server, and any attempts to upload will result in a "Server unable to connect" message.
 - Canvas will release the [Analytics 2](#) feature on December 11th. Two Analytics tools will exist until the features are merged. Read more about the enhanced Analytics tool.
 - Review the [eLearning guides](#) that are available for the various online education tools that integrate with Canvas: Zoom, Panopto, ConexEd, VeriCite, Ally, and others.
 - Use the [Open Education Resources \(OER\)](#) and [Citations](#) guides created by the Faculty Librarians.
 - eLearning department offers [six free online workshops for students](#) on “How to use Canvas” at the beginning of each quarter. Please ask you students to sign-up. Every quarter we have at least 180 students experience the benefits of this workshop. [Here are the student comments!](#)
 - eLearning department thanks the facilitators who assist with these workshops: Katherine Oleson, Karen Peterson, Allison Kang, Lynne Walker and Brian Bergen-Aurand.

New in eLearning: [XR Lab and Studio Q](#)

- Sign up to use Studio Q: Our A/V room with a “Lightboard” which is seamlessly connected to Panopto. Instructional Designers can provide an initial training session.
- [XR Lab](#) has been redesigned with multiple hands-on demo rooms. Stop by during the open lab times to experience a live demo using the various Virtual Reality headsets. Lab will be open from Noon – 4pm from Monday, Tuesday, Wednesday and Thursday.
- [Sign-up for the Virtual Reality for Experimenters](#) workshop. Dates: February 13th, 20th, 27th

Instructional Designer Blog

Backward Course Design: What is Backward Design? Now that students are registering for your Winter courses, you may be thinking about any course redesigns or remodels you want to implement. (Or, you may be thinking about building anew or even starting from scratch if you’ve just been assigned a course you’ve never taught.) [Read the complete blog on the eLearning website.](#)

uMeddle (Thoughts on Course Design): When planning, designing, building, or remodeling a course, it is important to keep every aspect of the architecture in mind. Small changes anywhere can have big effects everywhere, so you want to make sure when you meddle with your course, you keep all the outcomes in mind. [Read the complete blog on the eLearning website.](#)

Posted by: [Brian Bergen-Aurand](#) – who is an Instructional Designer in eLearning and Faculty in Arts & Humanities. He is specialized in questions of [Quality Standards \(QOI, QM\)](#).

Instructional Designers in eLearning:

[Bruce Wolcott](#): Instructional Technologist and Faculty (Business Communication)

[Keith Rowley](#): Instructional Technologist and Faculty (IBIT)

[Betsy Zahrt Geib](#): Instructional Designer and Faculty (Economic)

[Brian Bergen-Aurand](#): Instructional Designer and Faculty (English)

[George Rowe](#): Instructional Designer and Faculty (English)

[Mandie Nash](#): Instructional Designer and Faculty (Math)

[Debbi Griggs](#): Instructional Designer and Faculty (IBIT)

[Walk-in workshops](#), no registration needed.

Our eLearning Instructional Designers and Technologists provide workshops on various educational technology topics in person and online. If you need a customized session or a one-on-one consultation please send a [Request Center ticket](#).

Check-out the [walk-in session times](#) for Winter quarter.

***How to Copy a Canvas Course** | ***Your Syllabus in Canvas** | ***Aligning Your Syllabus with the Canvas Gradebook** ***Knock on my Door: Exploring Cranium Café** | ***Canvas Hacks** | ***UDL for Module Design** | ***Using the online discussions tool to improve student engagement** | ***Zoom for online meetings** | ***Panopto videos**

In-depth 4 to 6 week sessions offered Online:

- **January 7th Monday: [Canvas 101: Teaching with Canvas](#)** [Sign up for Canvas 101](#)
- **January 14th Monday: [Copyright Information for Educators](#)** [Sign up for Copyright 101](#)
- **January 21st Monday: [Accessibility 101: The Basics of Inclusive Design](#)** [Sign up for Accessibility 101](#)
- **January 28th Monday: [Canvas 201: Taking your Course to the next level!](#)** [Sign up for Canvas 201](#)

Canvas 101: Teaching with Canvas

Canvas 101 is perfect for new online instructors, and it is modular so instructors with varied backgrounds and experience can select the order of the modules that best apply to their needs. This online based workshop is intended to introduce instructors to the available tools in Canvas. Canvas 101 is required before you register for Canvas 201. **Earn 22 professional credit hours.**

Start Date: January 7th Monday. **Facilitator:** Bruce Wolcott. [Sign up for Canvas 101](#)

Canvas 201: Taking your Course to the next level!

Learn How to Enhance Your Online Class. Build on the knowledge you gained in Canvas 101, using Universal Design for Learning Principles (UDL) to improve the Canvas experience for all of your students and to increase efficiency of your use of Canvas. We cover a variety of topics, including an introduction to UDL, gain expertise with the assessment tools used in Canvas, Canvas site and module design using UDL principles, following a best practices course checklist when setting up or reviewing a Canvas site and techniques for closing out your Canvas site at the end of each quarter. **Earn 22 professional credit hours.**

Start Date: January 28th Monday. **Facilitator:** Mandie Nash. [Sign up for Canvas 201](#)

Accessibility 101: Principles of Inclusive Design

Participants will learn the language of accessibility, the laws that most impact higher-ed, how to create accessible content, the principles of Universal Design for Learning, and other useful information pertaining to accessible technology and the experience of people with disabilities. Learn how you can make easy changes and additions to your Canvas courses in order to create an inclusive course environment for all students. The online workshop can be completed in six weeks.

The [Course Syllabus](#) is public, so feel free to preview it before joining the course. **Earn 20 professional credit hours.**

Start Date: January 21st Monday. **Facilitators:** Debi Griggs and Betsy Zahrt Geib. [Sign up for Accessibility 101](#)

Copyright Information for Educators

Copyright Information for Educators is an introductory course offered online, for faculty and staff that provides an overview of concepts of copyright and fair use. The course is divided up into six modules: (1) copyright law in education, (2) TEACH Act, (3) Digital Millennium Copyright Act (DMCA), (4) public domain, (5) Creative Commons, and (6) copyright compliance and management. You will learn about copyright and how it impacts content you share with the public and/or integrate into your Canvas courses. This course includes assessments and a guide to creating a copyright management plan. **Earn 18 professional credit hours.**

Start Date: January 14th Monday. **Facilitator:** Faculty Librarian. [Sign up for Copyright Information for Educators](#)

Virtual Reality for Experimenters

The future is here!! Come explore the tools and possibilities of Virtual Reality in education and how to apply that in your classroom, in our [brand new XR Lab](#). The focus of this workshop is to introduce Bellevue College faculty to virtual reality devices and applications with a view to determine how this technology can be used for teaching in a chosen academic discipline. This short course includes demos with a variety of Virtual Reality headsets and applications, as well as a long distance networked immersive world collaboration.

Participants will also have the opportunity to become officially approved to use the VR technology in the XR Lab on their own!

Dates: Wednesday February 13th, 20th, 27th

Time: 1:00-3:00pm

Location: BC Library | eLearning | XR Lab

Facilitator: Bruce Wolcott, Faculty Communications Department

PD Hours: On completion, faculty members will receive 6 PD Hours

The XR Lab is monitored by the eLearning department and is guided by Dr. Vivienne McClendon, Dean of the BC Library & eLearning.
