## **Conference for Advancing Evidence-Based Teaching**

MAY 3 2016 • SCHEDULE-AT-A-GLANCE



8:30	AM - 9:00 AM		BREAKFAST & REGISTRATION											Raytheon Amphitheatre		
9:00	AM - 9:20 AM		OPEN	G SESSIO	SESSION: BUILDING KNOWLEDGE THROUGH TRANSFER								Raytheon Amphitheatre			
			117 SNELL LIBRARY CLASSROOMS	111 SNELL LIBRARY CLASSROOMS 115 SNELL LIBRARY CLASSROOM							ROOMS		121 SNELL LIBRARY CLASSROOMS			
VIIONS	9:30 AM - 10:00 AM	EARNING	Development & Evaluation of a Virtual Work Skills Curriculum Larson, Kesner, Dias	BOUNDARIES		ograr	ldit in a Large Gradua mming Course	te	z	Alignment of Student Beliefs, E Experience in Introductory Org <b>Oyelaran</b>			MENTORING	Student Co-mentorship Programs: Because No One Gets There Alone <b>Mohiyeddini, Johnson</b>		
RCH PRESENTATIONS	10:10 AM - 10:40 AM	ENTIAL LE	Performance Differences in a Flipped vs. Non-Flipped Intro Computer Science Course <b>Schedlbauer</b>	CROSS BOL	Scientific Pres	p-Presenter for ations h, Hoppmann		MOTIVATIO	Examining Health Students' Motivation for Evidence-Based Practice Hayward		_	Authorship Caught or Taught to Undergraduate Research Students?  Mabrouk, Pattani				
	10:50 AM - 11:20 AM	& EXPERI	Peer-to-Peer Project-Based Community Engagement in Zambia Gardinier, Bonfiglioli	CATION AC	Why Do International Students Hate Online Learning? <b>Lombardi, Huang, Hughes</b>				ES	Can Scaffolding of Standards-t Collaborative Assignments Enh <b>Ho</b>	folding of Standards-based Grading & tive Assignments Enhance Learning?		ES	WORKSHOP		
RESEA	11:30 AM - 12:00 PM	FLIPPED	Iterative Group Project Development to Maximize Communication and Teamwork Mohammed	COMMUNIC	Student Achie	evem	Curbside Consults to nent of Learning Outco rood, Brown, et al.	omes	ATT	MOLECULE: Motivated Online CommUnity for non-Linear Edu Canossa, Seif El-Nasr	ty for non-Linear Education		GA	Improv Engineering: Games to Improve Student Risk Tolerance Hertz		
12:1	5 PM - 1:00 PM	1					NETWORK	NG LU	INC	СН				Raytheon Amphitheatre		
1:00 PM - 2:30 PM KEYNOTE SPEAKER: JEANETTE NORDEN Raytheon Amphitheatre Master Classrooms Stimulate Intellectual and Personal Development and Enhance Experiential Learning																
111 SNELL LIBRARY CLASSROOMS 115 SNELL LIBRARY CLASSROOMS 117 SNELL LIBRARY CLASSROOMS														SNELL LIBRARY CLASSROOMS		
DS	2:40 PM - 3:50 PM	ASSESSMENT	Building Student Confidence & Writing Process Awareness Through Reflective Peer Review Gonso  Scaffolding Students' Thoughtful Conversations Outside the Classroom Goodale, Botelho			D D	Transferring Conce through Service-Lea O'Haver	ugh Exposure to a Desired Future: rst"		S	The Trajectory of Platform Development for Creating Interactive Scenarios  Harteveld					
G ROUN						MULTI-CULTURAL LEARNING	Motivating through "Eat Dessert First" Park			ALIZATION	The Production of Science Comics to Improve Undergraduate Engineering Education Landherr					
HINING			Assessing Self-Assessment & Reflecting on Rev Best Practices for Teacher Feedback in Writing I Walzer	visioi Peda	sion: 'edagogy		Experiential Learnin Qian	g for English Language l		anguage Learners.	IES & VISU	Neuroscience Perspectives on Motivational and Integrative Elements in Game-Based Learning  O'Malley, Waszczak, McElligott				
I9IT			Using Team-Based Testing to Enhance Student Learning, Cohesion and Engagement in a Diverse Setting Bell				Are There Differences Between High- and Low-Performing Students on Culturally-Loaded Assessment Questions? Variawa				GAN	Visualizing Social Change: How Mapping Systems & Networks Influence Students' Decision Making <b>Riccio</b>				
4:00	PM - 6:00 PM				РО	OSTER WINE & CHEESE RECEPTION						Digital Scholarship Commons, 211 Snell Library				
Und	ergraduate Servi	ce-Le	arning Teaching Assistants Support Faculty Develo	opme	ent in Diverse V	Nays	Begley, et al.	Student	Mar	nagement Teams: A Case Study	of Ass	sisting Interna	ation	al Students in the Classroom Capone		

Students' Motivational Orientation & Learning Strategies in a Flipped Classroom Day Experiential Learning & Students' Cultural Competence in Effective Patient-Provider Communication Holloman, et al. Motivating Interest and Learning Through Students' Co-op Experiences and Concerns in Engineering Kimani The Personal Competency Model for Student Self-Directed Learning & Program Improvement Matthews-Denatale

Using Simulation as a Tool to Improve Decision Making Dehghanimohammedabadi

Can Google Glass Improve Assimilation and Speed of Students Learning New Psychomotor Skills? Kiami, et al.

Teaching Inquiry and Sustainability By Inviting Students as Participants in Curricular Redesign Lykourinou, et al. Improving Student Well-being & Academic Experiences via In-Class Mindfulness Interventions Noland, et al.