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# Interactive Whiteboard

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## **Interactive White Board** **Thinkfinity Grant Final Report**

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### **Final Project Report**

#### **A. Original Goals:**

##### **Objectives for Faculty Development and WEB 2.0:**

- Assist faculty with the incorporation of emerging WEB 2.0 tools into their curriculum.
- Showcase lesson plans that foster active learning and encourage group-based projects.
- Utilize the benefits of the IWB to engage faculty with interactive tutorials and demonstrations on the use of learning management systems and web resources.

##### **Outcomes:**

We hope that through the use of the IWB technology, we can ease apprehensions of incorporating emerging technologies into synchronous and asynchronous instruction. To do so, we will highlight the ever growing user-friendliness of new web-based software and programs. The IWB will also allow presenters to create more effective and efficient presentations targeting larger groups of faculty for each session. The ability to capture session screens and notes will also act as a great benefit to faculty or attendees for later review. The mobile IWB unit will allow for greater flexibility in planning for faculty training events and conferences.

##### **Objectives for Information Literacy sessions:**

- Increased participant interaction and engagement, as compared to current levels of engagement using existing technologies.
- Increased inclusion of active learning techniques (such as group work, group reporting, student-led portions of sessions) in Information Literacy sessions.
- Students will become familiar with a new technology that they may potentially use in their professional field of study.
- Students will see the librarians as knowledgeable and helpful regarding technology, and will see the Library as a place that supports their use of new technologies.

##### **Outcomes:**

We hope to find that students are more willing to demonstrate their newly learned skills using the new technology, and more enthusiastic about library research and Information Literacy instruction in general. The new technology will only be

available for Information Literacy sessions taught at the Mortola Library - due to room scheduling restrictions we also sometimes have sessions in Willcox Hall, but those sessions will not involve the use of IWBs. Librarians will also identify sessions in which the technology will *not* be used so that a "control group" can be compared to sessions in which the technology is put to use. An added outcome of using IWBs is the ability to capture session screens and notes and then post those to a blog, Blackboard, or the library web site, or email them to students in a class for referral to later.

**Objectives for Pace Community use:**

- Students will become familiar with a new technology that they may potentially use in their professional field of study.
- Promote active learning opportunities through the interaction of student groups using the IWB technology
- Showcase the Thinkfinity web site and resources, as well as other interactive web sites, for better understanding and use by the general community

**Outcomes:**

We hope that by putting IWB tools into the hands of students that it will foster greater interaction opportunities for students. The IWB will allow for students to work more effectively in groups and thus give students more opportunities to be active in facilitating their own learning process.

***B. Progress made towards original goals to date***

**Faculty Development and WEB 2.0:**

The Smartboard has been used for critical faculty training on the use of a soon to be implemented learning management system. The Smartboard has been used for inter-departmental meetings, as well as comprehensive software testing.

**Information Literacy sessions:**

The use of the Smartboard in Library Instruction Sessions was a benefit for both the instructor and the students. The Instructor was able to get out from behind the lectern and it was easier to point to the items of interest on the screen rather than using the mouse pointer. The students who came up to use the board liked that it was easy to use.

**Pace Community use:**

Outreach done to increase student awareness of the Smartboard included a general orientation session in the Spring 2009 and a session in Spring 2010. The Smartboard was used in a session with the Orientation Leaders in Spring 2009 as well.

The Smartboard was brought out regularly in Spring 2010 to solicit general student use. Unfortunately no one contacted us to reserve a time to use it. The Smartboard was also utilized on "Game Nights" in the library. We were surprised in the sense of "community" that was augmented by the use of the technology (see "H" below)

The Thinkfinity web site (along with others) was used in the Spring orientation sessions.

One of our Student Technical Assistants used the Smartboard in Spring 2009 for a class presentation.

***C. Activities completed to contribute to meeting/progressing toward these goals***

**Faculty Development and WEB 2.0:**

Faculty Training & Software Testing: The Smartboard has been used for critical faculty training on the use of a soon to be implemented learning management system. The Smartboard has been used for inter-departmental meetings, as well as comprehensive software testing.

**Information Literacy sessions:**

The Smartboard was used in Library Instruction sessions. It was used with graduate classes as well as an undergraduate ENG 110 class.

**Pace Community use:**

On Game Nights, the Smartboard was used by students to play console games, and traditional board games like Pictionary. It introduced many students to the technology who had not used it previously, and contributed to building community at Pace through the Game Nights.

The Orientation Leaders come to the library to learn about our resources so they can answer new student and parent questions during orientation. Using the Smartboard in their session made them more interested in what other technology is available in the library. (Also see B. Progress made towards Goals above.)

Making the board available for class presentations by students was another means for sharing the technology with the Pace Community .

***D. Activities not completed***

**Information Literacy sessions:**

Planned pre and post session assessment was not completed as the Smartboard was not utilized in enough sessions.

***E. Outcomes***

**Faculty Development and WEB 2.0:**

Positive feedback regarding the training sessions and use of the Smartboard.

**Information Literacy sessions:**

The students who used the Smartboard to report their results to the class reported that it was easy to use and something they would like to use again. Over 90% of the students said that they would like to see it used in other library instruction classes and almost 80% reported that the added technology made them more interested in the session.

**Pace Community use:**

Positive feedback from student users and an increased sense of "community" (see "unintended outcomes" below) The Student who used the board noted that the Smartboard was a good tool and helped tremendously especially

when using features like google world. I would definitely recommend the smartboard for meetings or presentations.

***F. Impact on students. How many?***

**Information Literacy sessions:**

One library instruction session had 14 students in attendance. These students were all first semester first year students and only one student had experienced using a Smartboard before.

**Pace Community use:**

The Open sessions had a total of nine students in attendance. "Game Nights" averaged 30 students attending each session with a total of six Game Nights in fall 2009 and Spring 2010. The Orientation Leader session has 15 students. The student presented to her Political Science class.

***G. Impact on faculty members.***

**Faculty Development and WEB 2.0:**

Approximately 30 faculty members have attended sessions as of this report. Faculty training sessions are scheduled for the duration of the Spring semester, as well as Summer and Fall 2010 semesters.

**Information Literacy sessions:**

The faculty member for the ENG 110 class was interested in the special features of the Smartboard. She reported wanting to see it used more as for instruction sessions.

***H. Unintended outcomes***

**Faculty Development and WEB 2.0:**

CTLT - Numerous faculty have inquired into instruction and use of the Smartboard for their own courses.

**Pace Community use:**

The SmartBoard was used for "Game Nights" The camaraderie of utilizing the interactive board was not expected. Students enjoyed using the interactive technology in the context of playing games with one another. The Orientation Leaders stayed even longer in the library than was required of them. They all wanted a chance to try the board and while they were waiting they asked more about the additional resources available for use in the library.

***I. How outcomes reflect the change or benefit you were hoping to receive.***

**Faculty Development and WEB 2.0:**

CTLT - Use of the Smartboard has exceeded our expected outcomes.

**Information Literacy sessions:**

The increased interest in the library instruction session was something we had hoped would occur. Few students offer to demonstrate their results during a library session. In the ENG 110 class more than one person from each group volunteered to try out the board.

**Pace Community use:**

Somewhat. I was hoping that more students would take advantage of using the SmartBoard on their own for group projects. Because the board needed to be reserved and set up in advance, I believe that this obstacle was what caused students not to use it.

***J. How has your project furthered the Thinkfinity Cornerstone you selected?***

The use of the Smartboard in the library has allowed faculty and students from many different schools and departments to experience a new technology. It is available to be used in many different settings; faculty training, class instruction sessions, and even as a possible open virtual lab within the library.

***K. Describe your future plans for sustaining the program or project.***

**Faculty Development and WEB 2.0:**

We will be designing future training sessions around the capabilities and strengths of the Smartboard technology in order to maximize effectiveness.

**Information Literacy sessions:**

Utilizing this technology for additional classes will allow the students to see technology that they will encounter in their work.

**Pace Community use:**

Continue to make the board available for students. Try and have it already set up at key times during the semester so that no advance reservation or setup would be needed.