

Technology Tools for Engagement & Active Learning

Camtasia

Camtasia lets you record a video of what's on your computer screen that can be used for recorded lectures, how-to videos, or demonstrations. You can also use Camtasia to edit Zoom recordings or video taken with a mobile device.

- URL: <https://www.techsmith.com/camtasia.html>
- Resource: [Camtasia Online Tutorials](#)
- Note: Purchase through the MSU Computer Store (<https://cstore.msu.edu/>) for the educational discount.
- Sample: [Veterinary Feed Directive Audits & Questions/Answers](#)
- Sample: [IPM Resources at MSU](#)

Desire2Learn (D2L)

Desire2Learn is a learning management system that staff can use to create online courses to support their programming. Programming options include fully online, blended (online and face-to-face), or supplement to face-to-face programming. Instructors can post documents, online lectures, interactive online activities, assessments and evaluations.

- URL: <https://d2l.msu.edu/>
- Resource: [Desire2Learn Instructor Training Guide](#)
- Resource: [Desire2Learn Student Training Guide](#)
- Resource: [Learning Objective Spreadsheet](#)
- Sample: [Climate Change Academy 101](#)
- Sample: [Purchasing and Owning a Horse 101](#)
- Sample: [Equine Farm Safety Training](#)

MediaSpace

MediaSpace is a free online tool that allows Michigan State University faculty, staff, and students to host and share audio and video files (such as Zoom recordings) with no space limitations.

- URL: <https://mediaspace.msu.edu/>
- Resource: [Storing and Capturing Your Videos in MediaSpace](#)
- Sample: [State of the Monarch Zoom Webinar Recording](#)

Zoom for Active Learning: Polls, Breakout Sessions & Group Messaging

Zoom is a cloud-based platform for video and audio conferencing, mobile collaboration, and simple online meetings. Zoom's web-based conferencing uses high-quality video and audio and is accessible on MacOS, Windows, iOS and Android mobile devices.

- URL: <https://msu.zoom.us/>
- Resource: [Zoom Meeting & Webinar Information](#)
- Resource: [How-To Video: Managing Your Zoom Audio Source](#)
- Resource: [How-To Video: Updating Your Version of Zoom](#)
- Resource: [Polling in Zoom Meetings](#)
- Resource: [Getting Started with Video Breakout Rooms](#)
- Resource: [Managing Video Breakout Rooms](#)
- Resource: [Group Messaging](#)

EMERGING

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Horizon Report for Cooperative Extension 2016-2021

eXtension has been working with the New Media Consortium and the ECOP Innovation Task Force to create a Horizon Report for Cooperative Extension 2016-2021. The report looks at technologies, challenges, and opportunities that sit on the horizon --- from present day to about 3-5 years out. To download the report go to: [NMC Technology Outlook: Cooperative Extension 2016-2021](#). The descriptions of the tools/methods below are from this report.

Mobile Learning

As smartphones and tablets become more capable and user interfaces more natural, old methods of computing seem place-bound and less intuitive. People increasingly expect to be connected to the internet wherever they go, and the majority of them use a mobile device to do so. According to Pew Research Center, nearly two-thirds of Americans own smartphones, increasingly using them as their primary windows to online learning.

- Resource: [Clemson Cooperative Extension Apps](#)
- Resource: [University of Georgia Cooperative Extension Apps](#)

Online Learning (Online, Blended, Flipped)

Online learning refers to both formal and informal educational opportunities that take place through the web. Today, it is uncommon for learning institutions and programs to not have a web presence, and increasingly people expect for that to include learning modules and resources so that new knowledge and skills can be acquired on the go. This is especially pertinent for Cooperative Extension professionals who work outdoors, are learning on the job, or live in rural areas where face-to-face training is not always possible. In this sense, the advent of online learning is also helping Extension programs reach more people than ever before.

- Resource: [University of Wisconsin Master Gardener Flipped Classroom](#)
- Resource: [Oregon State University Open Campus](#)

Makerspaces

Makerspaces are intended to appeal to people of all ages, and are founded on openness to experiment, iterate, and create. In this landscape, creativity, design, and engineering are at the forefront of educational considerations, as tools such as 3D printers, robotics, and 3D modelling web-based applications become accessible to more people. For Cooperative Extension programs, makerspaces are a natural fit because they are hands-on and skills-oriented by nature.

- Resource: [Celebrating Connecticut's Makerspaces](#)
- Resource: [Extension and the Maker Movement](#)

Wearable Technology

Wearable technology refers to smart devices that can be worn by users, often taking the form of an accessory. Smart textiles also allow items of clothing to interact with other devices. The wearable format enables the convenient integration of tools into users' everyday lives, allowing seamless tracking of personal data on sleep, movement, location, social media interactions, and more.

- Resource: [Nebraska's 4-H WearTec Project](#)
- Resource: [Texas A & M: Eye Tracking & Neuromasurement Tools](#)