Making the Most of Mobile Devices and Active Learning for Science Engagement

Jamie Loizzo, Tiffany Rogers-Randolph, Kevin Kent - University of Florida
Jessica Holt - University of Georgia
Presentation Overview

- Active learning
- 21st century science communication
- Mobile video
- 360º Google Tour
- Podcast production
Active Learning

Bloom's Taxonomy

Kolb's Experiential Learning Cycle
- Concrete Experience: Engaging in an activity or experience
- Reflective Observation: Reflecting on the activity or experience
- Active Experimentation: Trying out and testing new skills and abilities
- Abstract Conceptualisation: Gaining knowledge or skills from the experience

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Active Learning
21st Century Science Communication
Mobile Video Production

iographer
LIFE • CAMERA • ACTION
Mobile Video Production

FiLMiC  
Switcher Studio  
Ru
360° Google Tour

Tour Creator
Podcast Production

- Anchor
- SoundCloud
- iPad
- Audio editing software
Questions?

jloizzo@ufl.edu
kevin.kent@ufl.edu
www.streamingscience.com