



**What is Web 2.0?** “The term "Web 2.0" is commonly associated with web applications that facilitate interactive [information sharing](#), [interoperability](#), [user-centered design](#), [1] and [collaboration](#) on the [World Wide Web](#)... Users can own the data on a Web 2.0 site and exercise control over that data.” - Wikipedia, a Web 2.0 tool.

Advances in computer-supported collaborative learning, multimedia/hypermedia, and experiential simulation offer the potential to create shared “learning-through-doing environments” available anywhere, any time, on demand. - Chris Dede



## Faculty Inquiry Group (FIG) presents Using Web 2.0 Tools for Student Generated Content: LEARN how to use Web 2.0 tools to amplify your learning environment - Hands-On Training (Flex Credit)

### Session 1: Collaborative Essay Writing

Tool: Etherpad - When multiple people edit the same document simultaneously, any changes are instantly reflected on everyone's screen. The result is a new and productive way to collaborate on text documents, useful for meeting notes, drafting sessions, education, team programming, and more.  
Thurs. 4/22 12-1 - SG 139

### Session 2: Comparative Analysis

Tool: Xtranormal - Unleash your inner Spielberg, and leave the animation work to Xtranormal. Xtranormal's easy-to-use toolkit of commands and its endearing cartoon people give it the feel of a big Lego set for adults while developing comparative skills.  
Thurs. 4/29 12-1 - SG 139

### Session 3: Investigative Writing

Tool: Screenr - With the simplicity of Screenr, you can create screencasts with an academic flare. Ignite your reports through a media-rich presentation style that can compete with MSNBC.  
Thurs. 5/6 12-1 - SG 139

### Session 4: Special Addition PODCASTING 101

Tool: Garage Band (Macintosh Application)  
Learn how to use Garage Band to produce creative visual podcasts for your learning environment. Bring your Mac or use one of ours.  
Thurs. 5/13 12-1 - TBA

FIG Facilitator, Fabiola Torres (Dept. of Ethnic Studies), highlights the transformative effect of emerging “learn-by-doing” environments in higher education.