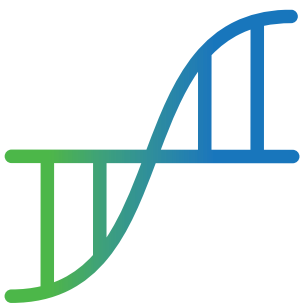


2024 Schedule at a glance | Résumé du programme

Day 1 – June 3, 2024						
8:00 - 9:00	Registration (Mezzanine)					
9:00-10:15	AI and Technology / IA et Technologie	AI and Technology / IA et Technologie	Improving Practice / Amélioration des pratiques	Focus on STEM / Accent sur les STIM	Exploring Breadth / Exploration de la Diversité	Principled Design / Conception basée sur des principes
	IS1: Tools for Design / Outils pour Conception	T1: Issues in Technology-driven Learning Environments / Enjeux des Environnements Riches en Technologie	T2: Digital Strategies in the Classroom / Stratégies Numériques en Classe	T3: Innovation and Accessibility in STEM / Innovation et Accessibilité dans les STIM	IL1: Supporting Accessible Pedagogy / Soutien à la Pédagogie Accessible	IS2: Interdisciplinary Competency Development / Développement de Compétences Interdisciplinaires
	<i>Program Flow: Leveraging CourseFlow for Program Management at Vanier College</i> Aishwarya Nair, Max Salonine	<i>The Link between Feedback and Performance in Multimodal Data: Preliminary Results of a Systematic Review</i> Chenxi Zhu, Yajie Song, Maria Cutumisu	<i>Video Rubrics: the academic and emotional benefits of an interactive editing tool</i> Tim Campbell	<i>Developing an entrepreneurial mindset in engineering students through new modules integrated within existing courses</i> Katya Marc, Zinan He, Amanda Saxe, Michael Avedesian	<i>Supporting Accessible Pedagogy: A Choose Your Own Adventure Technology Workshop</i> Josephine Guan, Ann Gagné	<i>Enhancing Statistical Literacy in Quebec's Colleges through Interactive Online Applications</i> Sandi Mak, Ivan T. Ivanov, Christian Stahn, Kevin Lenton, Quentin Van Ginhoven, Marie-Josée Bolduc, Catherine Cyr-Ganon
	<i>Advancing Inclusive Education: Leveraging Emerging Technologies to Enhance Accessibility and Universal Design in Digital Learning Environments for Students with Disabilities from an Indian Perspective</i> Mathew Martin Poothullil	<i>Policies to enhance online learning in higher education during the post-pandemic era</i> Rasel Babu, Adam Dube	<i>Creating Digital Experiences to Foster Collaborative Active/ Experiential Learning</i> David Hoida	<i>Empowering Faculty for Inclusive STEM Instruction: Insights from a University Initiative</i> Victoria Marie Glynn, Diane Decrief, Charlene Lewis-Sutherland, Andrea Miller-Nesbitt	<i>Crafting Quebec's Portrait of a Graduate: A Collaborative Vision for Our Graduates</i> Avery Rueb	
	Room: H-670	Room: H-405	Room: H-420	Room: H-421	Room: H-625	Room: H-621
10:15-10:30	Break (Mezzanine)					
10:30-11:45	From the Research Side / Résultats de recherche	AI and Technology / IA et Technologie	Improving Practice / Amélioration des pratiques	Focus on STEM / Accent sur les STIM	Exploring Breadth / Exploration de la Diversité	Principled Design / Conception basée sur des principes
	S1: Symposium: ALC Design / Conception de CLAAC	T4: Insights from AI in Education Research / Recherche sur l'IA en Éducation	T5: New Perspectives on Assessment / Nouvelles Perspectives sur l'Évaluation	T6: Issues in Chemistry Education / Enjeux de l'Enseignement de la Chimie	T7: Accessibility through Technology / Accessibilité par la Technologie	IS3: Design considerations / Considérations de conception
	<i>Lessons from a 15-year effort to develop Active Learning classrooms and pedagogical capacity at Dawson College.</i> Chris Whittaker	<i>Developing Student Emotional Literacy through Rehearsals</i> Preeti Raman, Harjot Singh	<i>Rethinking Assessment: Exploring the Potential of Gradeless Learning</i> Yusuf Josiah	<i>Greening Chemistry Labs</i> Kim Silkauskas	<i>A Pocketful of Tools: Mobile Solutions to Bring to the Internship</i> Alice Havel, Susie Wileman, Catherine Fichten, Mary Jorgensen	<i>Designing for Interdisciplinary Education</i> Kevin Lenton, Elizabeth Charles, Annie-Hélène Samson, Selma Hamdani, Mathilde Hiltner, Michael Dugdale, Sean Hughes, Rhys Adams, Karl Laroche, Jean-François Brière
		<i>Bilingual narratives: Probing media literacy in an AI world</i> Noga Broitman	<i>Not just another entry point: Using a podcast to draw connections between assessment for learning and student well-being</i> Margo Echenberg, Jasmine Parent	<i>The Impact of Marginalization and Intersectionality on Post-Secondary Students with Disabilities' Use of Assistive Technology: A Scoping Review of the Literature</i> David Pickup, Evgueni Borokhovski, Richard F. Schmid, Christine Vo, Fichten Catherine	<i>Introducing VIRTmac: an innovative digital platform for biology & biochemistry education.</i> Lorie Mills, John MacLellan, Martha Mullaly	
	Room: H-621	Room: H-405	Room: H-420	Room: H-421	Room: H-613	Room: H-431
11:45-13:00	Lunch					
13:00-13:30	Welcome					
13:30-14:45	Keynote H-110					
14:45-15:45	Poster Session (Mezzanine)					
15:45-17:00	AI and Technology / IA et Technologie	AI and Technology / IA et Technologie	Improving Practice / Amélioration des pratiques	Focus on STEM / Accent sur les STIM	Exploring Breadth / Exploration de la Diversité	From the Research Side / Résultats de recherche
	IS4: Exploring and expanding the use of AI / Explorer et étendre l'utilisation de l'IA	S2: Skills of the Future / Compétences de l'avenir	IL2: AI Best Practices / Meilleures pratiques	IS5: Teaching with technology / Enseignement avec la technologie	IS6: Deepening In-class discussions / Approfondissement des discussions en classe	T8: Insights from Current Research / Perspectives issues de la recherche actuelle
	<i>Enhancing Transversal Skills with AI: A New Path for Collaboration</i> Avery Rueb, Neerusha Baurhoo Gokool	<i>Enriched Learning with 21st Century Transferable Skills</i> Steven Henle, Megan Marcoux, Janette Barrington, Susan T. Dinan, Sandra Gabriele	<i>Best practices for group work, self-, peer-assessment, self-reflection</i> Hélène Nadeau, Sylvia Cox	<i>Plateformes électroniques à distance (PEAD) pour les cours en génie électrique</i> Mamane Moustapha Dodo Amadou, Mustapha Rafat, Lyne Woodward, Richard Al Hadi, Maarouf Saad, Vahé Nerguitzian	<i>Building Class Communities</i> Carolyn Sealfon	<i>Rethinking the makerspace ethos in K-12 educational spaces: Implementing the makingspace to promote active learning</i> Lynda Yearwood
	<i>Enhancing Moodle with Generative AI: Transforming Educational Experiences</i> Rafael Scapin, Cameron Campbell			<i>Bridging Classroom and Co-Curricular Learning with Arduino</i> Joel Trudeau, Andrew Stewart	<i>Designing a faculty learning community to foster equitable, inclusive classroom discussions</i> Jennie Ferris, Mithura Sanmugalingam	<i>An Exploration of Students' Course Interest in EFL Flipped Classrooms</i> Sara Djamää
	Room: H-625	Room: H-420	Room: H-621	Room: H-670	Room: H-431	Room: H-421

Day 2 – June 4, 2024						
8:00 - 9:00	Registration (Mezzanine)					
9:00-10:15	AI and Technology / IA et Technologie	AI and Technology / IA et Technologie	Improving Practice / Amélioration des pratiques	Focus on STEM / Accent sur les STIM	Exploring Breadth / Exploration de la Diversité	Principled Design / Conception basée sur des principes
	IL3: Robotics / Roboéthique	T9: Harnessing Generative AI / Exploiter l'IA Générative	T10: Integrating New Technologies / Intégration de Nouvelles Technologies	IL4: Active Learning in STEM / Apprentissage Actif dans les STIM	T11: Student Well-being, Participation, and Performance / Bien-être, Participation et Performance des Étudiants	T12: From Student-Centered to Program-Driven Approaches / Approches Axées sur les Étudiants et le Programme
	<i>Learn Roboethics: Introducing a non-technical interactive teaching module designed for all</i> Rahatul Amin Ananto, Shalaleh Rismani, Christopher Yee Wong, Lixiao Zhu, Ajung Moon*	<i>Transparency in AI Integration: Sharing AI-Prompts to Enhance Learning</i> Bobby Connolly <i>Using chatbots in a discussion board assignment</i> Elizabeth Hirst <i>Transforming Education in the Age of Generative AI</i> Maha Daoud	<i>Experiential, immersive learning at the Library: Navigating opportunities of course-integrated VR</i> Melissa Rivoecchi, Hélène Brousseau <i>Discord, Modded Minecraft and Pedagogy in the Flipped Classroom</i> Darren Wershler, Bart Simon <i>Virtual Reality as a Pedagogical Tool in Science: Implementation of Educational Games at Dawson College</i> Annie-Hélène Samson, Jean-François Brière, Yann Brouillette, Christine Marquis, Sébastien Wall-Lacelle*	<i>Diving into Interactive Learning: Playing Tailored Educational Video Games in College Physics and Biology Courses</i> Nadim Boukhira, Neerusha Baurhoo Gokool	<i>Benefits of Improved Self-Efficacy in Recreation Activity Leadership Students</i> Heather Martin <i>Champlain College Millennium Certificate Program: Technology Supported Pedagogical Expansion</i> Amanda Perry, Gabriel Flacks <i>The Relationship between Chinese Students' Well-being, Mathematics in PISA 2018</i> Yajie Song, Yimei Zhang, Maria Cutumisu	<i>Enhancing Educational Gaming through Design Sprints: Insights from University Classroom on Collaboration, Cooperation, Growth, and Failure</i> Giuliana Cucinelli <i>Unlocking the connection between motivation, achievement: enhancing students' engagement with STEM education</i> Neil Macintosh, Anila Asghar <i>Using CourseFlow to (Re) vision Programmes Aligning to Professional Competencies: Benefits, Challenges</i> Eva Mary Bures
	Room: H-621	Room: H-405	Room: H-420	Room: H-625	Room: H-421	Room: H-613
	10:15-10:30	Break (Mezzanine)				
10:30-11:45	Keynote H-110					
11:45 - 13:15	Lunch					
13:15-14:30	AI and Technology / IA et Technologie	AI and Technology / IA et Technologie	Improving Practice / Amélioration des pratiques	Focus on STEM / Accent sur les STIM	Exploring Breadth / Exploration de la Diversité	From the Research Side / Résultats de recherche
	IS7: Tools for Deeper Learning / Outils pour un Apprentissage Approfondi	T13: AI Integration in College Education / Intégration de l'IA au Collégiale	T14: Teaching and Learning Strategies / Stratégies d'Enseignement et d'Apprentissage	IL5: Problem-Based Learning / L'apprentissage par Problème	IL6: Designing for Sustainability / Concevoir pour la Durabilité	T15: Connecting Theory to Practice / Relier la Théorie à la Pratique
	<i>La Triade: un projet interdisciplinaire dans le programme Arts, lettres et communication</i> Hélène Rompré, Yvan Têtréault, Marc André Barsalou	<i>Exploring college students' errors in derivatives to construct an AI-based support system for calculus courses</i> Jonathan Morcos, Neerusha Baurhoo Gokool	<i>De la classe inversée à la classe redressée</i> Radhi Mhiri, Faten M'Hiri <i>Innovation within ancient tradition: experiments in Latin teaching</i> Lauren Kaplow	<i>Using socio-constructivist pedagogical approaches to integrate science and health education: empowering youth to promote their wellbeing through problem-based learning</i> Neil Macintosh, Anila Asghar	<i>Integrating principles of environmental and sustainability education into curriculum design</i> Stephanie Leite, Jessica Latus	<i>Using 3D Printing to Foster Self-Directed Learning in Adolescents: Initial Insights from School-Based Research</i> Heather A. Pearson, Adam K. Dubé
	<i>Empowering Climate Change Education with En-ROADS</i> Eric Francoeur	<i>Future-Ready Education: Highlights from Dawson College's AI Curriculum Toolkit</i> Joel Trudeau, Robert Stephens <i>Learning groups with professionals in a community of practice to apprehend the emergence of AI: A case study of the model at the Réseau REPTIC</i> Marco Guilbault, Nathalie Bastien	<i>Skill Bridge: Integrating Rich Skills Descriptors (RSD) into Active Learning for Enhanced Employability</i> Amine Rahj		<i>Enhancing equity across foundational science courses.</i> Martha Mullaly, Iain McKinnell	<i>Analyzing, Addressing Students' Conceptual Understanding of Uncertainty in Experimental Physics Laboratory Courses</i> Rebecca Brosseau, Matheus Azevedo Silva Pessoa, Armin Yazdani, Jack Sankey, Marcy Slapcoff
	Room: H-670	Room: H-420	Room: H-421	Room: H-431	Room: H-621	Room: H-613
14:30-14:45	Break (Mezzanine)					
14:45-16:00	AI and Technology / IA et Technologie	AI and Technology / IA et Technologie	Improving Practice / Amélioration des pratiques	Focus on STEM / Accent sur les STIM	Exploring Breadth / Exploration de la Diversité	Principled Design / Conception basée sur des principes
	IL7: Exploring AI / Exploration de l'IA	IL8: Virtual Reality / Réalité Virtuelle	S3: SALTISE Fellows Symposium / Symposium des Fellows de SALTISE	IL9: Case Studies / Étude de cas	IL10: Classroom Challenges / Défis en Classe	S4: Gamifying Science Education / Gamifier l'Enseignement des Sciences
	<i>Tinkering with AI with Scratch and the Micro:Bit</i> Chris Colley, Christine Truesdale, Lexi Tucker	<i>Jumping the Barrier: Using Virtual Reality to Teach Science</i> Yann Brouillette, Jean-François Brière, Annie-Hélène Samson, Sébastien Wall-Lacelle, Christine Marquis	<i>Supporting instructors teaching en français in multi-level classrooms</i> Beth Acton, Valerie Bherer, Karine Guay, Selma Hamdani, Phoebe Jackson, Nicholas Park, Cathy Roy, Maxim Salomin	<i>Taking case studies to new heights: Empowering students to create case studies as an assessment tool for enhanced learning</i> Laura Pickell, Karina Hamilton, Nicola Leppinen, Kayla Randles, Nalini Broadbelt	<i>Empathy-based Approaches to Dealing with Challenging Moments in the Classroom</i> Naj Sumar	<i>Gamifying CEGEP Science Education: Exploring Tailored Educational Video Games for Enhanced Classroom Learning in Physics, Biology and Chemistry</i> Neerusha Baurhoo Gokool, Nadim Boukhira, Tania Peres
	Room: H-431	Room: H-621	Room: H-670	Room: H-625	Room: H-420	Room: H-421
16:00-17:30 +	Awards & Cocktail					
End of the 13 th Annual Conference - Thank you and have a wonderful summer!						



SALTISE 2024
13TH ANNUAL PROGRAM

EMERGING TECHNOLOGIES IN EDUCATION:
SHAPING POTENTIAL, MANAGING PITFALLS