



Preconference Workshop

March 8, 2017, 9 AM to 3 PM

Purpose: to provide two hands-on workshops for in-depth treatment of contemporary issues and concepts in experiential learning, led by experience practitioners. Participants will be able to attend both tracks, or go deeper in the track of their choice

Who: led by on Magnuson, Raghu Kurthakoti and Ken Long, the workshops are open to all ABSEL members looking for deeper exploration of 2 timely topics, expanding on last year's successful and popular workshops

What: workshop synopsis

Track One: Applied Flipped Classroom lesson plans. Led by Ron Magnuson and Raghu Kurthakoti. Members will review best practices, sample plans, and then will collaboratively develop their own lesson plans with others. The workshop will be supported with some distance learning webinars before the event, and include scheduled follow-up sessions after the conference to get to closure.

Track Two: Student-designed Games as Pedagogy. Led by Ken Long. Members will review best practices from the ABSEL literature and beyond, and practical insights and worked examples from Ken's professional practice at the Command & General Staff College, inspired by last year's annual conference. Participants will work through an example from Ken's lesson material, and then brainstorm ways in which these techniques may be applied in their own teaching practice. The workshop will be supported with some distance learning webinars before the event, and include scheduled follow-up sessions after the conference to get to closure.

Alternate Track 3: The Use of Visual Research Map to Guide Researchers and Committees: a Review of Five Years of Teaching Practice. Ken will be prepared to present a summary of his initial results from five years of guiding Master's level thesis research through the use of visual research maps, with an opportunity to work through practical examples for researchers and thesis supervisors.

How: Each track will feature a 3 hour morning session. After a delicious lunch together, we will reconvene for an afternoon session where we have the flexibility to go deeper into the work from the morning track, or where participants can opt to cross over to the other track and develop their plans in that set of techniques as well. After registering for the workshop, we ask that you contact Ken with your tentative preferences so that we can finalize our draft designs to meet your outcomes.

Why: Participants will be able to develop detailed plans for implementing flipped classroom lesson plans and game-design pedagogy techniques in their own teaching practices, and establish a virtual professional network of interested collaborators that can work together throughout the year. This kind of synergy is priceless and powerful 😊

Point of contact for more information and to provide your preferences for the track(s), please contact Ken Long at Kenneth.e.long20.civ@mail.mil