Stevens, DePaul University

Faculty in an online and f-2-f masters degree asked students to share their perception of what graduate level learning means. The findings suggest that designers need to consider specific aspects to set the stage for students to go above and beyond the requirements of the course and points for a grade to bring in new learning, and master their learning and application. In this session we will discuss the findings and share our recommendations for design.

How Student Perceptions Influence the Instructional Redesign of Online Learning Components *Shannon L Cooper*, Indiana University; *Matthew Holley*, Indiana University; *Hayley Mayall*, Northern Illinois University; *Scott Renshaw*, Indiana University; *Daniel Felix*, Indiana University School of Medicine

This session will demonstrate how student perceptions of learning directly can be used to influence the formative evaluation and subsequent revision to a "choose your own adventure," online learning component in a medical school curriculum. The presentation will describe the initial development of this specific learning component, evaluation tools used by students, and the implementation of changes using best practices in teaching and learning, adult learning, and instructional technology.

218. D&D 38: Instructional Design
8:00 am to 9:00 am
Hyatt Regency - 3rd: Cosmopolitan A
   Facilitator:
   Megan Conners Murtaugh, *Post University*
   A New Mobile Application to Teach Standard Error and Its Relation to Sampling Distribution *mehmet oren*, Texas A&M University; *Namik Top*, Texas A&M University

Understanding sampling distribution and its relation to standard error is a crucial step to advance in many statistical methods. Therefore, this paper introduces a tool to help statistics learners perceive the essence of sampling distribution and standard error, and to teach understandably the influences of various parameters and statistics on sampling distribution and standard error. This paper also provides an outline of these important concepts to help students understand and ponder these concepts logically. Keywords: teaching sampling distribution, standard error, NHST, sample size, mobile learning

Use of Technology in Teaching Daily Living Skills to Individuals with Intellectual Disabilities *Kursat CAGILTAY*, Middle East Technical University; *Necdet Karasu*, Gazi University; *Ufuk Ozkubat*, Gazi University; *Meryem Demirkaya*, Gazi University; *Hasan Çakır*, Gazi University; *Goknur Kaplan Akilli*, Middle East Technical University; *Omer Faruk*

ISLIM, Middle East Technical University; *Filiz CICEK*, Middle East Technical University; *Ersin KARA*, Middle East Technical University

Special education has been generally ignored or studied very little in the educational technology field. This study aims to design, develop and evaluate innovative instructional technologies to teach daily living skills to individuals that have intellectual disabilities and autism spectrum disorder (ID/ASD). Results have shown evidence that use of educational technology in teaching daily living skills to such individuals have several advantages.

219. D&D 41: Technology Integration
8:00 am to 9:00 am
Hyatt Regency - 3rd: Cosmopolitan C
   Facilitator:
   Rob Nyland, *Brigham Young University*
   Design and Development of WikiTalki Application to Promote English Speaking Practice in K-12 Context *Eunhye Ko*, Ewha Womans University; *Kyu Yon Lim*, Ewha Womans University; *Si Won Kim*, Ewha Womans University

The purpose of the study is to design and develop mobile application WikiTalki according to design-based research (DBR) approach to promote and enhance participation in English speaking classes in K-12 school setting. Iterative studies were conducted for 21 month period, and proceeded design, development, test, refinement, and implementation. WikiTalki, consists of 4 steps: recording and uploading- peer feedback by 3 random students within the class - confirmation of the feedback - rerecording.

My Adventures in Creating and Using the First Multiplatform Interactive Digital Textbook on Educational Technology *Gregory Francom*, Northern State University

For teachers and higher education faculty who wish to create a digital textbook, there are many difficult questions to be addressed. Over the past years, I have been navigating these questions and options as I created the first ever multiplatform interactive digital textbook on educational technology; Educational Technology for Teachers. The proposed presentation will present issues and ideas for the future of digital publishing along with current tools and applications from my experiences.

220. D&D Panel Session (4)
8:00 am to 9:00 am
Hyatt Regency - 3rd: Cosmopolitan B
   Facilitator:
   Charles E Stamper, *Morehead State University*
   Nurturing Civic-Minded Instructional Design and Technology Professionals: The Impact on IDT Research, Training and Practice *Ana-Paula Correia*,