OPEN 23

connecting for impact

Welcome

Breakout Session 1

VENTUREWELL™
idea to impact

Session Format

OPEN Workshops

OPEN Workshop sessions are highly immersive and emphasize learning by doing. Presenters begin with a brief overview and then dive right into engaging attendees in applying the featured approach or tool(s). Workshops may have up to a maximum of three facilitators; small-group work is strongly encouraged. The goal is for attendees to leave the session with a work product, tools, or approaches they can immediately implement, as well as with new community connections.

Wi-Fi Info

- Check for available wireless signal
- Connect to SSID: **VentureWell**
- Launch a web browser.
- When prompted, enter **open23** and click on "Submit".
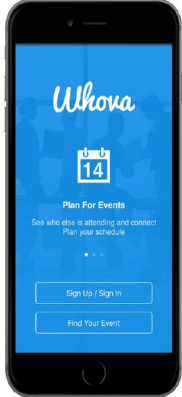- The Westin Alexandria page will display and you can now browse the Internet.

Download Conference App

- Download the **Whova** app

- Search for **"OPEN 2023"**

- If prompted, enter event code **"innovation"**

Get *Whova* for OPEN 2023

Official Event App

- Explore the **professional profiles** of event speakers and attendees
- Send **in-app messages** and **exchange contact info**
- **Network and find attendees** with common affiliations, educations, shared networks, and social profiles
- Receive **update notifications** from organizers
- Access the **event agenda**, GPS guidance, maps, and parking directions at your fingertips

Download Whova and take your event mobile.

Get Whova from the App Store or Google Play.

Please sign up for the app with your **social media account** or **email**

The event invitation code is:
innovation

You will be asked for an event invitation code after installing Whova

Welcome!

An Unlikely Teaching Experiment Led to Our Most Successful Course Ever: 100% Asynchronous I&E Course That's 100% Experiential Learning

ACADEMY FOR INNOVATION & ENTREPRENEURSHIP

INNOVATION.UMD.EDU

* *All workshop materials will be shared at the end of the session*

The University of Maryland
Academy for Innovation & Entrepreneurship

innovation.umd.edu

We help the UMD community and working professionals creatively address complex problems

Dean Chang
Appointed "Dean" at birth

**Interim Chief Innovation Officer
University of Maryland
innovate.umd.edu**

7 Words Describing Me:
last-minute, inclusive, Dad jokes, sports, fun-loving, creative

Brooke Smith
Learning Experience Catalyst
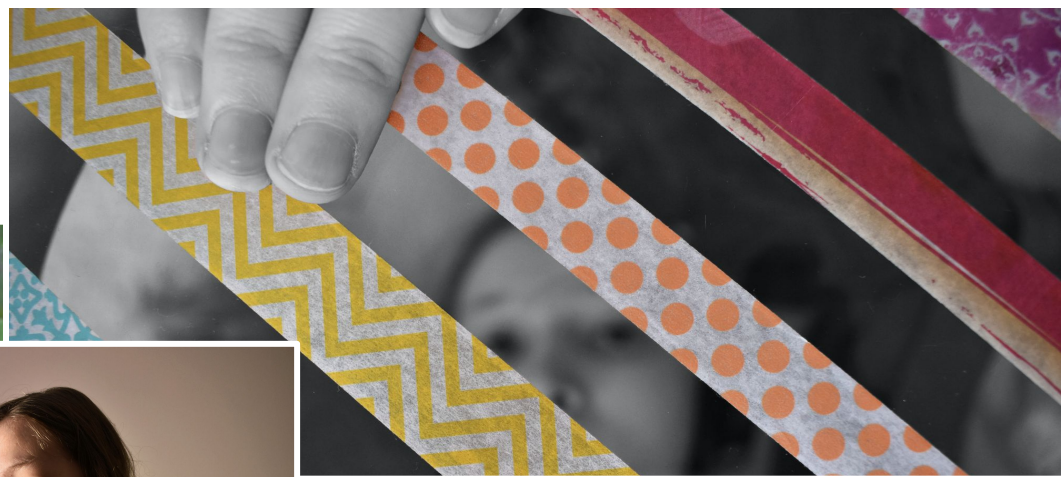## Assistant Program Director, AIE
innovation.umd.edu

7 Words describing me: podcasts, plants, nature, mom, tea, hammock, observer

Sarah Patch
Student at the University of Maryland
IDEA258A Student → TA!

7 Words Describing Me:
composer, writer, nature, puns, photography, daughter, linguistics

Let's play a brainstorming game …

To play, you'll need:

- Something to capture your thoughts either through writing or typing

**Instructions:**

On the next slide you'll see a simple sketch.

Write down as many things you think the sketch could be in 30 seconds. Try to come up with as many ideas as you can! Keep writing until time is up.

BrainSpin is a game created by AIE & UMD alum [Frankie Abralind](#)

NORM #1:

GO FOR QUANTITY
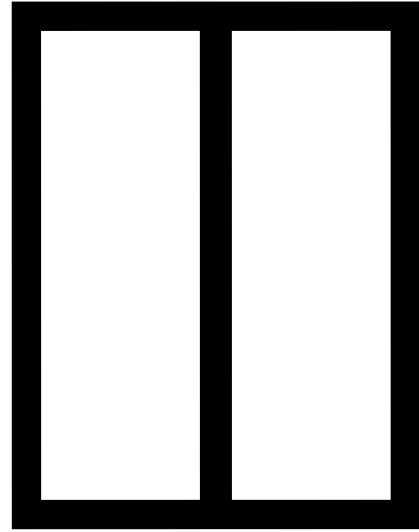
The more ideas, the better
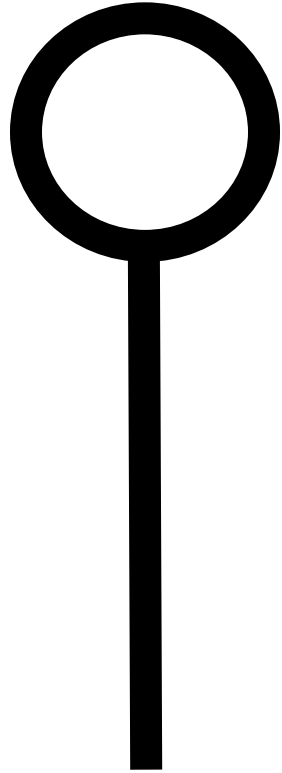*Stuck? Try thinking of fun, intriguing, or really weird answers*
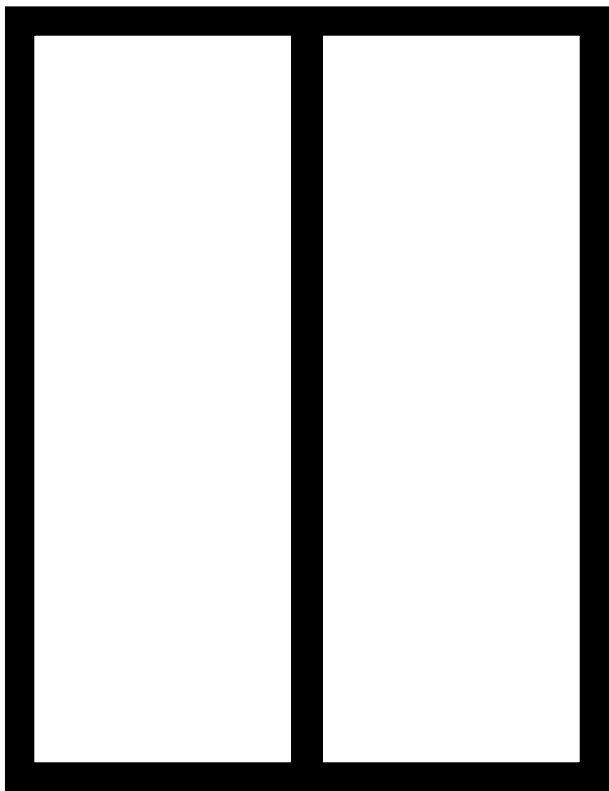
What did you see?

At your table: compare your answers, cross out any that are the same, and share the answers you have left ...
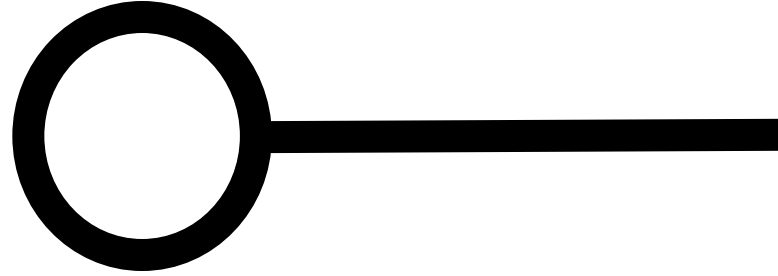
NORM #2:

KEEP AN OPEN MIND

Defer judgment: there are no bad answers when brainstorming! In BrainSpin and in your everyday work, you get more creative and unique ideas when you let the initial ideas flow without judgment
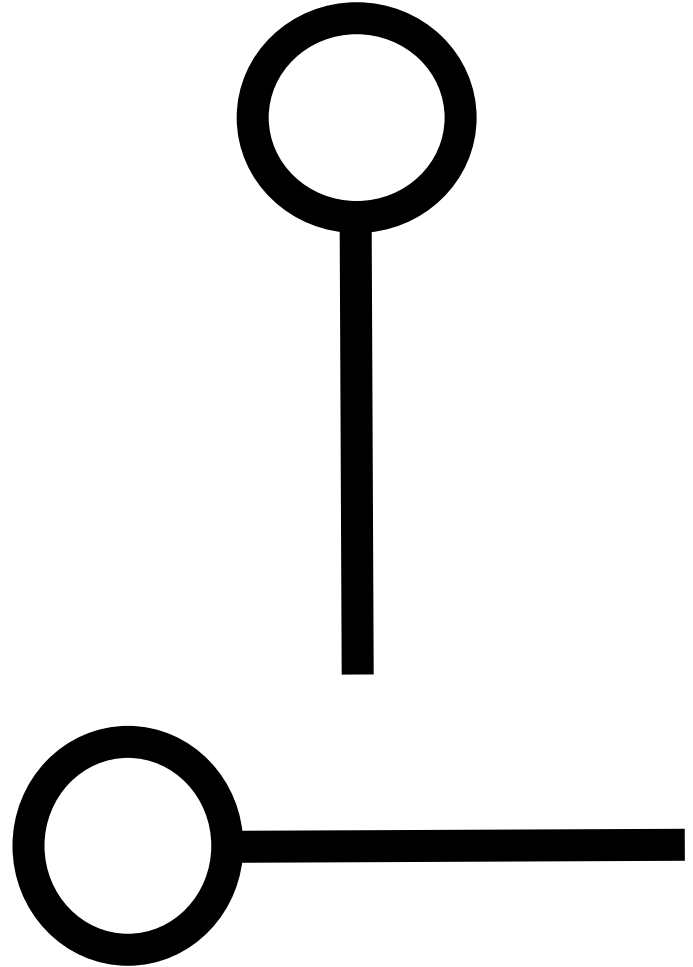
What did you see?

At your table: compare your answers, cross out any that are the same, and share the answers you have left ...

NORM #3:

BUILD ON THE IDEAS OF OTHERS

Try saying "yes, and ..." and build on an idea. And sometimes hearing someone else's idea makes you think of another idea you wouldn't have thought of otherwise

University of Maryland, Office of the President

March 19, 2020

Dear University of Maryland community,

Amidst the uncertainty of an invisible and rapidly unfolding health crisis, I pray that you and your loved ones are safe and well …

Online education
Earlier today, Governor Hogan advised all University System of Maryland (USM) institutions to extend online education for the remainder of the semester. Therefore, all UMD online instruction will continue through the end of this academic year.

- How might we make BrainSpin, a crowd-pleaser ideation activity, work online?

- With growing Zoom fatigue, how might it work async?

What did you see?
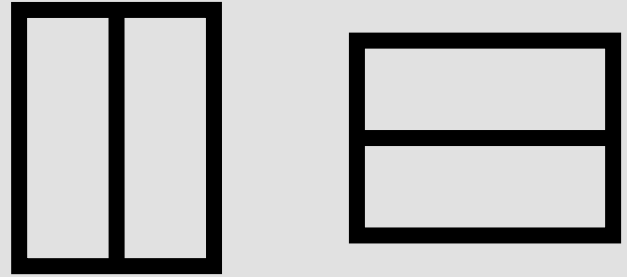
Compare your list to the one below and cross out any of your answers that are the same.

- elevator doors
- window
- Shoji screen
- Roman numeral 2
- lego person legs
- antithetical couplet

- stacked books
- dresser
- bunk beds
- equal sign
- Human Rights Campaign logo
- pause button on remote control

Post your remaining answers in the online Discussion

What did you see?
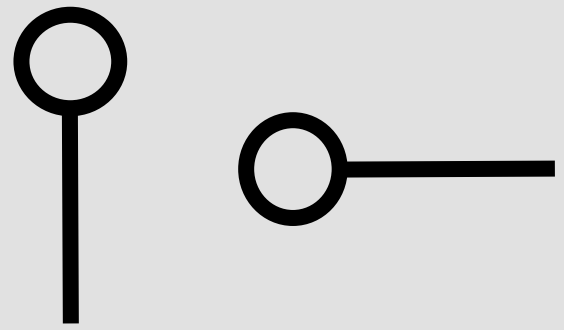
Compare your list to the one below and cross out any of your answers that are the same.

- lollipop
- helium balloon
- bubble blower wand
- quidditch goal
- Star Wars Death Star
- upside down gymnastics rings
- inoculation loop

- push pin
- tadpole
- duck with a long bill
- eye monocle
- Kendama ball
- The Incredibles logo
- stick figure (Bonus point for *Hangman after 2 turns*)

Post your remaining answers in the online Discussion

Student Reflections

ON BRAINSPIN …

- "I really love the games, and seeing what other people answered. I think it's a great way to learn and interact with other students."
- "I loved idea generation and the BrainSpin activity. I really enjoy being creative and out of the box in that regard. It was also an activity that involved/compared people's perspectives which I found enjoyable. "
- "I'd love to see more activities like the Brain Spin activity. It really pushed my brain and it was fun seeing how we all come up with different ideas."
- "I used to think that people generally saw the same thing when they looked at images. However, after … seeing what others came up with compared to my answers, I see just how much difference there is in people's brains when looking at similar images."

Student Reflections

ON BRAINSPIN ... continued

- "My favorite thing so far was the BrainSpin game activity. I thought it was fun. Plus, it was a good way to demonstrate that different people look at the same problems and see different solutions, and that sometimes a change in perspective can open a new realm of possibilities ..."
- "I loved idea generation and the BrainSpin activity. I really enjoy being creative and out of the box in that regard. It was also an activity that involved/compared people's perspectives which I found enjoyable. "
- "I especially hope that we get to play more innovative games such as the BrainSpin game! It could be that exploring wild ideas in itself is just fun, but the turn-in assignment was very engaging and interesting to me too."

Student Reflections

ON ASYNC …

- "Personally, I do love the asynchronous aspect of the class being halfway across the world in a completely different timezone. "
- "I also really enjoy how interactive this class is (even though its asynchronous) and the activites force you to think outside the box which is something I struggle with."
- "I thought the class is motivating and interesting still because of how engaging it can be, especially for an asynchronous class. "
- "I'm personally struggling with my motivation for this semester overall with the lack of human interaction. Online classes seem to highly self taught and I'm use to on-campus support. I like the Brain spin game I would love to more activities like that in this course."

Can an async class **scale experiential learning** without compromising the learning?

Welcome to IDEA258A

Innovation Tools & Mindsets

Quick Links

Syllabus & Instructor Contact Info   Schedule Office Hours

Ask the IDEA258A Chat Bot a question

"I used to think this course would be mostly reading and discussions since I was used to that being the most used teaching method…"

"Now I think the small and fun activities assigned in this course are great methods to keep us engaged and curious about the next module."

- IDEA258A Student, Spring 2023

Shift roles from lecturer to experience creator

PAIN POINT // Creating meaningful interactions between students

Have an experimenter mindset

PAIN POINT // Not knowing what students think of the class

The student experience drives the course

PAIN POINT // Students turn in work late

PAIN POINT // Students turn in work late

Provide radical grading flexibility

PAIN POINT // How to scale this to more students

PAIN POINT // How to scale this to more students

Create a scalable coaching model

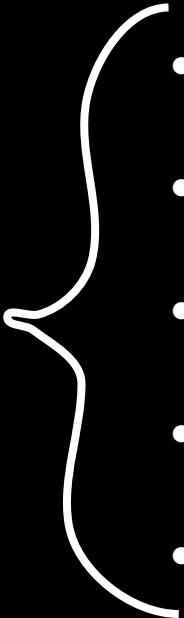What **pain points** are you or your students experiencing?

What **pain points** are you or your students experiencing?

Individually reflect for a moment, then

Discuss what mindset you might try to create an engaging asynchronous learning experience

Consider what questions you want to bring to the larger group

- Shift roles from lecturer to experience creator

- Have an experimenter mindset

- The student experience drives the course

- Providing radical grading flexibility

- Create a scalable coaching model

Takeaways

FOR YOU…

- New colleagues
  - Met some collaborators for your next teaching/learning experiment
- New tools for your toolbox
  - Materials for async BrainSpin
  - Materials for dozens more async activities in
    Innovation Tools & Mindsets Open Learning Training
  - To access all materials, visit *go.umd.edu/learn2innovate*
    Feel free to view, use, customize, take inspiration from, etc. … just
    remember to credit us! :-)

Reminders

- Take 5-question post-session survey.
- Instructions:
    Open the Whova app - OPEN 2023.
    Tap on the agenda icon and find the session.
    Tap on the session to view the session detail page, and then tap
        on the "Rate" button.
- Comprehensive post-conference survey emailed to you on Monday, March 27.

Connecting for Impact

Up Next

- **10:30 - 11:00am**   Networking Break
- **11:00am - 12:00pm** Breakout Session 2

OPEN
Connecting for Impact