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Assignment: WAC Paper

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Class: Intro to Sociology SOC 2000-01

Professor: Candice Flowers-Taylor

Due Date: October 12th

Possible Topic of the WAC Paper: For: Continued use and expand on allowing technology used in a classroom environment.

Thesis Statement:

As education evolves, teachers are looking for ways to keep education interesting and interactive with there students. One way to really help with education and student learning, development, and interaction in the classroom is the use of technology. With our world growing into a more tech involved life, adding technology can have multiple benefits for the classroom and education of its students and teachers as well.

The use of technology can have many positive effects on student learning both in and out of the classroom. One example that technology can help with education and learning in the classroom with the use of capture technology. As stated by Wilson G. from the article ‘The value of capture: Taking an alternative approach to using lecture capture technologies for increased impact on student learning and engagement.’ He explains what capture technologies are, and how they can be used in a classroom and outside of classroom setting for the purpose of helping student education. In the article he defines capture technology as follows “Capture technologies are a combination of software and hardware that will record any combination of audio, video, presentation slides or a computer screen and package them together into one piece of media that can be viewed online, at any time, from any place and on any device”. (1.) Specifically, he takes about the software Panopto. As he states the following “Show that with prerecorded lectures and activities it can give students time to get ahead and be ready for the next class… It’s a means of simplifying the process of recording lectures in class.” (1.)

So, with the use of capture technology in the classroom, it can help students catch up in lecture or get ahead and be ready for the following class day. This also gives the classroom and the students a more interactive environment and allow for the students to be more engaged and learn from the recording in class.

Source List: (Must have Eight)

1. Witton, G. (2017). The value of capture: Taking an alternative approach to using lecture capture technologies for increased impact on student learning and engagement. *British Journal Of Educational Technology*, *48*(4), 1010-1019. doi:10.1111/bjet.12470
2. Maguth, B. M., List, J. S., & Wunderle, M. (2015). Teaching Social Studies with Video Games. *Social Studies*, *106*(1), 32-36. doi:10.1080/00377996.2014.961996
3. Enriquez, A. G. (2010). Enhancing Student Performance Using Tablet Computers. *College Teaching*, *58*(3), 77-84. doi:10.1080/87567550903263859
4. Nelson, N. J., Fien, H., Doabler, C. T., & Clarke, B. (2016). Considerations for Realizing the Promise of Educational Gaming Technology. *Teaching Exceptional Children*, *48*(6), 293–300. <https://doi.org/10.1177/0040059916650639>
5. Cowley, B., Fantato, M., Jennett, C., Ruskov, M., & Ravaja, N. (2014). Learning When Serious: Psychophysiological Evaluation of a Technology-Enhanced Learning Game. *Journal of Educational Technology & Society*, *17*(1), 3–16. Retrieved from <http://ezproxy.libraries.wright.edu/login?url=https://search.ebscohost.com/login.aspx?direct=true&db=a9h&AN=94937813&site=ehost-live&scope=site>