Title of Session: QuestGarden
Moderator: Bernie Dodge
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Room: Hot Tub Conference

BernieD: Greetings, all!

BJB2 cheers wildly

BJB2: Before we start, a reminder...

BJB2: if you are new to Tapped in, go to the Actions menu in the top right of this chat window

BJB2: and click on DETACH

JohnnieP: Hi you all. Kacy - great job on our meeting of the minds

DavidWe waves to Bernie

BJB2: this will make your chat window larger and easier to read

DavidWe: Good to see you, Prof. Dodge

KacyW: Thanks, Johnnie. Thanks for your input, too

JohnnieP: I'm feeling a little detached right now

BJB2: Bernie, would you like to start with introductions?

BernieD waves to David. Raises fingers to lips to shooosh Kacy and Johnnie.

BernieD: Let's do that. I'm Bernie Dodge, Professor of Ed Tech at San Diego State U.

BJB2: I'm an art teacher in Pennsylvania

CamilleL: I'm a Reading Teacher in the Bronx, New York

CarinaS: I am an education technology student at Dickinson State University.

StephaniSc: I'm an education student at DSU

EmilyW: I am a helpdesk volunteer at Tapped In

JohnnieP: Hi, I'm a fifth grade teacher now - was a first grade teacher last year

KacyW: I am usually a teacher a Science teacher in San Diego, but am currently deployed.

CristinL: I'm an education student at DSU

TannaK: Hi, I am Tanna Kincaid. I teach a technology integration class for Dickinson State University. I also work in technology and assessment at a school district.

CarolSa: I am a software developer in NY

AndreaBe: I am an elementary education major at DSU

JillC: I'm a student at Dickinson State University in the teaching program, I plan on teaching secondary education, namely French and Spanish

AmandaH: I'm an education student at Dickinson state university

DavidWe: I help math and science folks learn more about the Internet and technology. I'm in suburban Philadelphia right now. I've met Bernie Dodge in California

DavidWe smiles

JeriGst3: I'm an elementary music teacher from Bismarck

JeffC: Education Technology Consultant and Tapped In Helpdesk, Forest Grove Oregon.

BJB2: whew! With that, I turn the virtual floor over to our esteemed leader, Bernie

BernieD: Hello again, all. Great to see some new and old faces.

BJB2 . o O (old = familiar   )

BernieD: I'm very glad to be showing off QuestGarden tonight as it has consumed me for much of this year.

BernieD: Yes... familiar. And with character.

BernieD: Can I ask for a show of hands? If you've logged into QuestGarden already, type Yes. If not, type no.

TannaK: yes

JohnnieP: Y

KacyW: yes

CamilleL: Yes.

AmandaH: yes

CarolSa: no

AndreaBe: no

JeriGst3: Yes

CarinaS: no

EmilyW: no

StephaniSc: no

CristinL: no

AmandaH: no

BernieD: OK... some no's, some yes.

BernieD: In order for me to tour you around, we'll all have to log in.

BernieD: This might get a little complicated, so bear with me.

JeffC is logged in... and has started a professional development webquest, but hasn't finished.

BJB2 waits patiently

BernieD: Actually, before we go there, let me prep you a little.

BernieD: QuestGarden is my answer to the problem that making WebQuests takes too darn long.

BernieD: It's an online authoring system and hosting service, and (soon) a community of practice where

BernieD: people make a point of helping each other.

BernieD: I've been beta testing it since February, and on Sept1 it opened to the publick

BernieD: There are now close to 3000 registered users. Pretty fast ramp up!

BJB2 is impressed!

BernieD: Does anyone have any general questions about it before we go in?

BernieD: Not very talkative!

JohnnieP: If we are members, then should we login?

BernieD: In a moment.

BernieD: First, a browser check.

BernieD: If you are using Windows, you're pretty much set.

BernieD: If you're using a Mac, you won't be able to use Internet Explorer or Safari. Does that affect anyone?

BJB2 shakes her head no

BrendaMM: no

BernieD looks around the room, squinting his eyes.

BernieD: OK... looks like we're good to go.

BernieD: Here is the URL. http://webquest.org/questgarden/author/

BernieD: If you're already a member, log in.

BrendaMM: now or later

BernieD: If you need to set up an account for yourself, go and do that.

BernieD: Let me know when you are at the Member Home Page and stay there.

KacyW: logged in and there.

JohnnieP: There

CarolSa: I'm in

CamilleL: I'm in.

TannaK: There

EmilyW: I am there

BrendaMM: there

BernieD: We'll wait here for a bit for the others to catch up.

BernieD: One of the things you saw while getting an account was a Google Map window at the bottom of the page.

CarinaS: Ok. I'm ready!

CristinL: I'm there

BernieD: I'm quite proud of the coding for that, even though it's not central to QuestGarden.

SaraKC: I am there

BrendaMM: yes

JohnnieP: Java?

BernieD: It allows me to see just how broad the user base is.

KacyW: I thought the map was really cool, I enjoyed zooming in as much as possible to find my home.

BernieD: No, it's javascript and html... a combination now called Ajax.

EmilyW: I wasn't able to see the active users on the map

JohnnieP: Sounds like a Greek character in the an epic tale

BernieD: Yes, Emily, unfortunately there's a glitch in Windows Internet Explorer that I haven't been able to work around yet.

BernieD: If you use Firefox on Windows, you'll be able to see who's logged in recently.

BernieD: I'll fix the Windows IE bug soon, I hope.

BernieD: Is there anyone still stuck in the signup process?

StephaniSc: I'm in

JillC: I'm in

JeriGst3: Here

BernieD: OK... before we go in deeper, let me talk about this page.

BernieD: Right now, you see a list of the WebQuests you've created here (if any).

BernieD: In another month or so, there will be something more.

BernieD: You'll be able to search for WebQuests created by others and select as many as you want to bring into your workspace.

AliciaMR: here

BJB2: coolness

BernieD: You can then edit them, tweak them to match your situation, and publish them from your folder.

BernieD: That way you won't need to start from scratch.

JohnnieP: Sweet

CarolSa: V. Cool

CamilleL: Will they be totally new ones or brought in from the Portal?

BernieD: The original authorship will be retained, and on the second line it will say something like "modified by... your name".

JohnnieP: APA

BernieD: They would have to be created here in QuestGarden for that feature to work.

EmilyW: so you can modify one that has been created by someone else?

BernieD: Yup.

BernieD: Big time saver, I think.

BernieD: That's why I'm glad there are so many users here already. The more there are, the more we can build on each others' work.

EmilyW: how do you do that?

BernieD: You can't yet. In a month.

BernieD: I have a long list of features that I'll be adding as time permits. The list keeps growing as new ideas occur to me.

BernieD: It's going to be fabulous here, soon, but it's already pretty good.

BernieD: Go ahead and click on the overview link to, uh, get an overview.

CarolSa: I've heard, can't wait to see.

BernieD: http://webquest.org/questgarden/author/overview.htm

BernieD: Does anyone have any questions or comments?

CamilleL: How will others be able to give you feedback on your Quests?

BernieD: There will be a link on the list of published WebQuests that will allow that.

JohnnieP: Who do we make the check out to? ATM, or cash?

BernieD: No money yet. Probably PayPal.

EmilyW: can you access the webquests on questgarden without logging in?

BrendaMM: so what's this about PayPal...how will that work?

BernieD: Yes... once you publish your work publicly, there's a URL that anyone can get to without logging in.

BernieD: Brenda... in a year I'm going to have to charge a little for this. There will just be a link to PayPal that will let you pay with a credit card. $10 per year.

BrendaMM: oh, I missed that part...only $10?

BernieD: $20 for two years. Since student teachers will be a major user group, I wanted to make sure that they'd have a membership that would last into their first job.

EmilyW: current members will have to pay?

BernieD: Free for everyone for a year. Then pay.

BrendaMM: that's extremely reasonable and very generous.

BernieD: Not trying to get rich. Just trying to get enough to pay for some help and a beefy server.

CarolSa: I just scrolled down to the "Future Development's... can you tells us about the Quiz-game creator?

BernieD: Yes. That's very jazzy!

JohnnieP: Keller would like this - very motivation

BernieD: You'll be able to check for understanding in the early parts of the process before having kids go deeper.

CarolSa: Pass the quiz - go to the next lesson?

BernieD: There will be many options for the quizzes... very game like. Built in Flash with a database back end.

CamilleL: Great service. Especially when you consider the feedback is free as well and there are many opportunities to receive same.

JohnnieP: SCORM like?

BernieD: At the teacher's discretion, it could be like that, Carol. Or just a self-check.

CarolSa: ..so you can tell which user's have progressed?

BernieD: Not so formal as SCORM. That would be cumbersome and this is for real, hardworking teachers.

BernieD: Maybe, Carol. Haven't decided yet.

CarolSa: another thing for the list

BernieD: My son and I are developing it together and we're basing it on research on motivation.

BernieD: So... let's move on.

JohnnieP: Will you bring the quiz-game creator into your 670 class?

BernieD: Let's look at a finished WebQUest.

BernieD: (Yes, Johnnie... starting in 3 weeks!)

JohnnieP: Sweet

BrendaMM: okay, I have a question

BrendaMM: I looked at Internet Safety

BrendaMM: http://webquest.org/questgarden/lessons/01522-050912193058/t-index.htm

BrendaMM: if I wanted to use it with a class, what would I do?

BernieD: Let's all look at that one.

BrendaMM: I'm there

BernieD: As you can see, you can embed images and format the text at will.

BernieD: Authors have complete control over the colors and type styles.

BernieD: If you wanted to use it in a class, you'd just publish it and give out the URL.

JohnnieP: Animated GIFs? Flash animations or videos?

BernieD: What may not be so easy to see is that this layout uses no tables or font tags. It's all good clean CSS.

BernieD: Animated GIF's yes.

BernieD: Flash and videos, at this point you'd have to know how to write the html to embed them, since that's not part of the tool. But it can be done.

JohnnieP: Something to play with

BernieD: The full list of recently published work is here http://webquest.org/questgarden/author/report-recentpubs.php

BrendaMM: I could edit this webquest if I wanted to modify or shorten it for a class

BernieD: And since as far as we know they were all written by humans, there's a range of quality.

SaraKC joined the room.

BernieD: Brenda... yes, once I add the "bring this into my workspace" feature. In a month.

KacyW: Will there be a search feature or a way to organize by subject matter, etc?

BernieD: Yup. It's on the list.

KacyW: cool

BrendaMM: okay, so now, it is as is...that's still pretty darn cool!

BernieD: So let's go ahead now and see what it's like to author a new one.

KacyW: it's a powerful tool and will be a great resource

BernieD: Go here: http://webquest.org/questgarden/author/create-topic.php

JohnnieP: I can see dropping all the recently published quests into a wiki - like our games wiki.

BernieD: You can see that I've broken down the process into discrete steps. You do them one at a time in more or less this order.

BernieD: This first screen doesn't actually end up in your final WebQuest. But it's important to think about your topic and whether it's appropriate for a WebQuest.

BernieD: Click on Title/Authors to see what's second.

BernieD: http://webquest.org/questgarden/author/create-title.php

BernieD: This is where we put in all the stuff that will make it easy for others to find your WebQuest once it's ready to share.

BrendaMM: thanks for putting in the state standards...who can remember all of them by memory!

CarolSa: I love the Development group concept!

BernieD: Notice that you can add multiple authors.

BernieD: Each author has equal access to editing, so you can really distribute the work.

BernieD: You can also tag your WebQuest as being part of a group on this page.

BernieD: I give group codes to teacher educators who want to be able to track what people are doing in their class.

CamilleL: It's a good idea to make reference to "National" as opposed to State standards, which would be different if you "modified" someone else's work.

BernieD: Yes... one modification would be to swap out the standards to meet your local needs.

BernieD: Here's a group report for a class that's going on in Arkansas right now.

BernieD: http://webquest.org/questgarden/author/report-group.php?id=AR59

BernieD: The instructor and all of the participants can see each other's work and (soon) click to comment on them.

CarolSa: we need a logon and PW?

BrendaMM: now, this is a group of teachers in one school district working on webquests together?

BernieD: Yes... to see the group reports you need to be logged in. You aren't logged in now?

BernieD: Actually it's a class for pre-service teachers. Same concept for a team of teachers, though.

BernieD: Here's a group that I led that's further along.

BernieD: http://webquest.org/questgarden/author/report-group.php?id=SDET55

BernieD: These are College of Ed faculty creating WebQuest for use in graduate classes.

BrendaMM: Do you know if there are school districts out there that use this?

BrendaMM: I only ask because the district I work in seems so far behind the rest of the world.

BernieD: There's a group in NYC that's going to start using it on Saturday.

CamilleL: It's probably a group from Columbia University, eh?

BernieD: And there are others in Pflugerville, Texas and another in Millersville PA.

BrendaMM: Millersville is not far from me.

BernieD: No, District 4.

BernieD: No Columbia connection as far as I know.

JohnnieP: I can see a blog where the instructor could work on developing collaborative posts and responses from students commenting on each other's quests

CraigN joined the room.

BernieD: On Friday I'm working with teachers in Lubbock Texas to get started.

BernieD waves northward to Craig!

BernieD: Well... .this is as far as I can take you, I'm afraid. I have a chat with my game development class starting in 3 minutes.

CraigN: Hi Bernie! Sorry I'm late.

JohnnieP: Bernie - it is always a pleasure to have a chat with you.

BJB2 thanks Bernie for a fantastic discussion.

BernieD: Any last questions or comments?

BrendaMM: thanks, Bernie

BrendaMM: that was awesome

KacyW: Thanks for the info. Can you delete a webquest in process?

CamilleL: Thanks, Professor. It would be an honor to have my Quest listed in your Garden.

BernieD: Sure.

CarolSa: you are a tease-----------thanks for the presentation.

JillC: Thank you!!

KacyW: I'll have to check in to that...thanks again, Bernie! Not only for the chat, but for the great tool as well.

JohnnieP: Thanks Bernie

BernieD: OK... gotta go. Good night all! Hope to see your work in the Garden soon.