

「數位教學工作坊」



To dear teachers ~

- 多設計師生與生生 **互動** 活動
- 多 **注意** 課堂開始、休息與結束時間
- 多使用多 **熟悉** 多了解創新教學模式
- **(sorry)** 網路速度、聲音/畫面品質無法控制
- **分享螢幕**：僅分享視窗，**避免全螢幕**，以免揭露帳密
 - 學校政策改變，才有機會鼓勵教師將講述投影片課前錄音上傳moodle
- **實驗課**：軟體選擇、人機互動設備多元，皆應看重CP值
- **討論課**：可開啟多個視窗，但是教師畫面只給一個視窗聲音(影像)

[助教不在身邊，
自己上課常用的對話可以先打字，
直播上課時直接複製再貼上即可！
以下是舉例：]

請大家打開聊天室！
有聽得到聲音嗎？
有看到投影片嗎？
畫面分享有看到嗎？
講到這邊都了解了嗎？
有沒有問題？
有問題可以直接打字在聊天室？
現在開始分組時間，請在3:30回到直播
大家都回來了嗎？請在聊天室喊一聲！
請各組派代表(或組長)張貼初步討論結果於聊天室
好，課程結束，下次線上見！Bye~

To dear TA and ST ~

現場學生(助教)

- 全部電腦要關靜音(影像)
- 可以看到教師已分享畫面
- 助教跟著教師在現場較好
- 助教與教師能保持默契較好
- 助教在聊天室打字快較好
- 確認不可錄影(智慧財產權、其他網路學生肖像權)

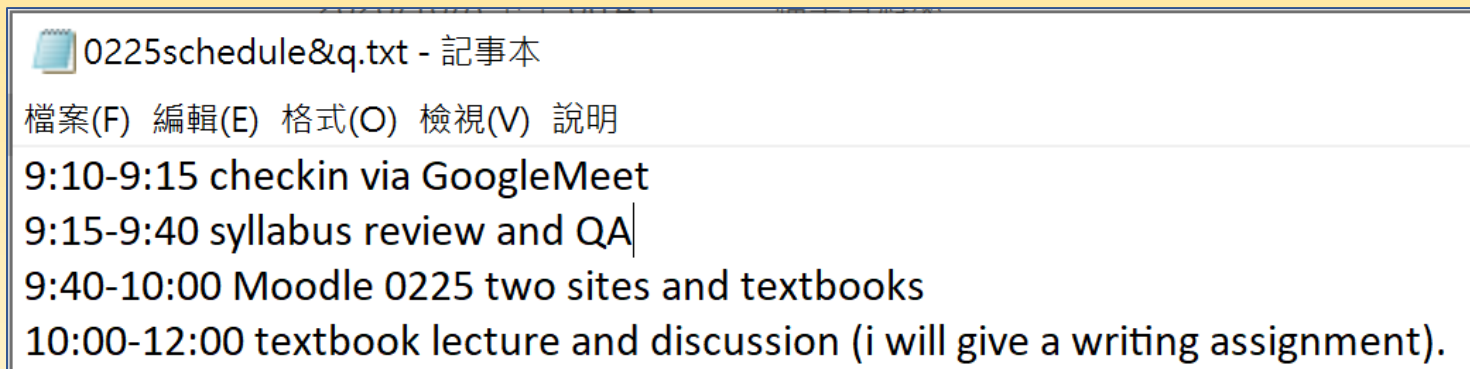
網路學生

- 打開email、LINE、FB messenger或其他通訊軟體(作為課堂中有必要時直接聯繫的管道)
- 課前至少5分鐘測聲音(影像非必須)，另可能點名非必須
- 確認不可錄影(智慧財產權、其他網路學生肖像權)
- (sorry) 網路速度、聲音/畫面品質無法控制

使用工具前中後的步驟(1/2)

使用前 -

- Moodle準備好 (助教可協助後製投影片錄音，也協助上傳教材)
- 教學進度公告 (每周上課前發布，讓學生知道每個時間點要做甚麼~)



- 連結網址正確 (不需每周更新，行事曆增加直播固定連結，一直用都行!)

Create

April 2020 < >

S	M	T	W	T	F	S
29	30	31	1	2	3	4
5	6	7	8	9	10	11
12	13	14	15	16	17	18
19	20	21	22	23	24	25
26	27	28	29	30	1	2
3	4	5	6	7	8	9

Meet with...
Search for people

- My calendars
- 謝佩璇
 - Birthdays

SUN	MON	TUE	WED	THU	FRI	SAT
19 穀雨	20 廿八	21 廿九	22 三十	23 四月	24 初二	25 初三

GoogleMeet-IST
Wednesday, April 22, 2020 · 9:00am – 12:00pm
Weekly on Wednesday, until Jun 24, 2020

[Join with Google Meet](#)
meet.google.com/qs-z-osgh-uzd

[Join by phone](#)
(US) +1 402-866-0094 PIN: 367 314 771#

GoogleMeet-IS... GoogleMeet-IS...

10 minutes before
謝佩璇

GoogleMeet-IST
9am – 12pm

因為已經在行事曆加入GoogleMeet連結
這個連結至今仍然有效可以直接使用上課!

使用工具前中後的步驟(2/2)

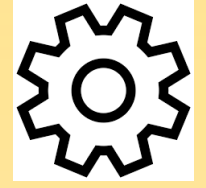
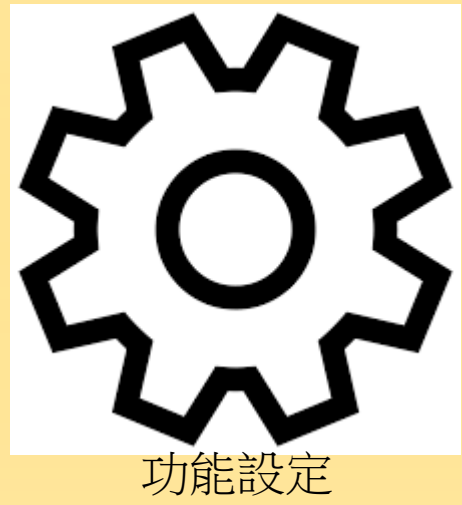
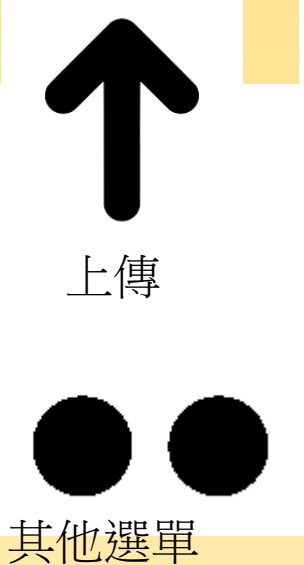
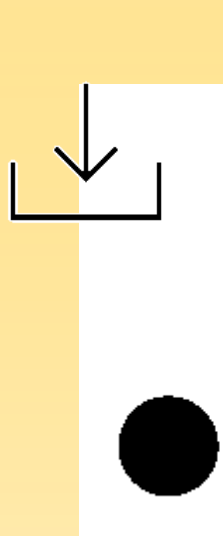
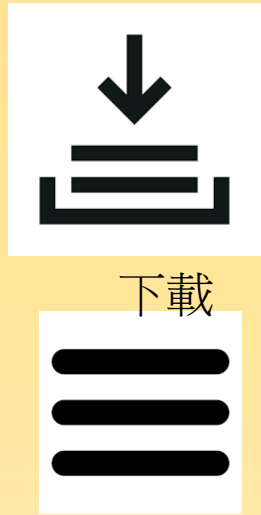
使用中 -

- 聊天室先打開
- 能聽到聲音 (音效設定，影片依頻寬決定是否全體整場採用)
- 學生本人出席確認 (聲音或影像)
- 教學過程要隨時有 **互動** (舉手、投票、口頭或文字訊息，分組討論、QA)
- 中場休息次數與時間 (依狀況可長可短，一定要休息，也要“回來”的時間點)

使用後 -

- 影像畫面擷取 (若需錄影存檔以發展研究主題須取得知情同意)
- 評量方式調整 (依教學內容與活動安排提供多元指標)

大同小異的功能按鈕圖示

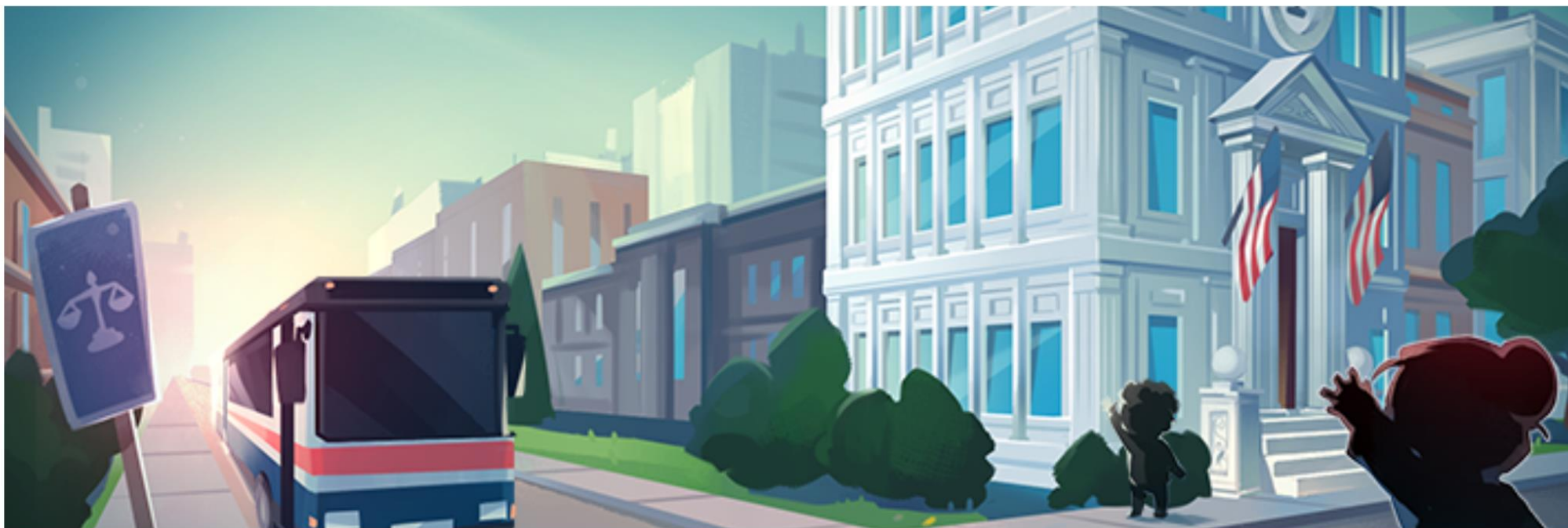




play

teach

about



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Navigate our court system and guide citizens to the right place.



Pop Culture

Game theory in film, music, and fiction.

view pop culture

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Game theory in film

Each film contains a brief synopsis, highlighting its relevance to game theory. Some films contain links to reviews, discussion, as well as links to the film's page at Amazon.com Some movie clips (🎬) and sound clips (🔊) are also available.

	Film	Description	Clips (more info)	Reviews	
	Princess Bride	An exceptionally-told fairy-tale. One scene humorously highlights both strategic manipulation of the rules of the game and the unrealistic assumption of common knowledge. >> read about how this relates to game theory (Comedy, 1987) Script, Roger Ebert's review, Washington Post's review Movie scene: "You have a dizzying intellect ..."		READ MORE	
	Dr. Strangelove	Kubrick's cold war dark comedy. One five-minute scene explains credible commitment, highlighting the importance of clarity, irreversibility, and public knowledge. (Dark Comedy, 1964) Roger Ebert's review Movie scene: "Deterrence is the art of producing in the mind of the enemy the fear to attack ..."		READ MORE	
	The Good, the Bad and the Ugly	A truel in the final scene, a game set up so that it cannot be lost, and can we really trust Clint Eastwood? >> read about how this relates to game theory (Western, 1967) Roger Ebert's review Movie scene: The truel		READ MORE	
	Memento	The main character's short term memory loss calls into question one of the most common assumptions made by game theorists - that players have perfect recall. >> read about how this relates to game theory (Thriller, 2001) Movie web site, Roger Ebert's review Movie scene: "OK, so what am I doing? I'm chasing this guy... No. He's chasing me."		READ MORE	
	Murder by Numbers	Two murderers are likely to go free. Each is confronted with the prisoner's dilemma when placed in separate rooms and threatened with the death penalty. "Just think of it as a game," the detective tells us. "Whoever talks first is the winner." (Thriller, 2002) Movie web site, Roger Ebert's review Movie scene: "You think they'll keep talking with out an attorney present... They want to prove they're smarter than we are."		READ MORE	

[https://en.wikipedia.org/wiki/A_Beautiful_Mind_\(film\)](https://en.wikipedia.org/wiki/A_Beautiful_Mind_(film))

- Game theory in film

<http://www.gametheory.net/popular/film.html>

- The 10 Best Movies About Game Theory

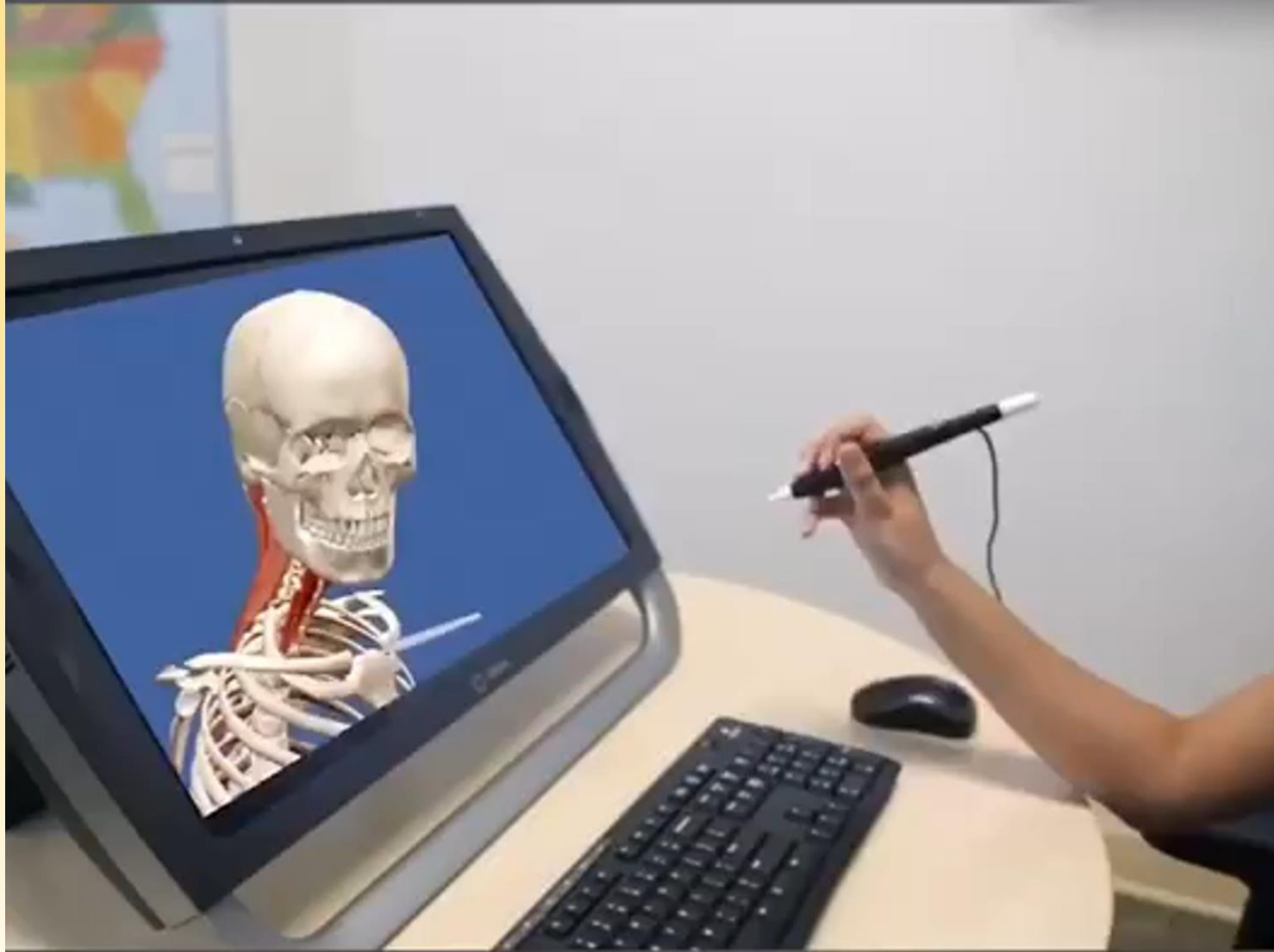
<http://www.tasteofcinema.com/2016/the-10-best-movies-about-game-theory/>



Participatory Theater

<https://globalcompactrefugees.org/article/acting-project-theatre-and-refugee-integration-greece>

<https://www.frontiersin.org/articles/10.3389/fcomm.2020.00040/full>



<https://zspace.com/videos/zspace-intro>



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Outreach



 [Coronavirus Update](#)

Teaching & Learning Technologies

<http://www.kumc.edu/information-resources/teaching-and-learning-technologies/second-life.html>

Information Resources > Teaching and Learning Technologies > Second Life

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TLT-EdTech

Virtual Worlds with Second Life

TLT has been exploring and researching the educational possibilities of user-created virtual worlds, like Second Life, since 2004. KUMC has our own private Second Life island, called KUMC Isle. With this island, approximately 16 acres of virtual space is available for teaching and research projects.

- Provide a new way to interact and socialize with students and other faculty in a 3D environment.
- Give students a more game-like experience for major assignments or projects.
- Hold virtual presentations or guest lectures in the KUMC Conference Center when you are unable to meet in person.
- Have students build or interact with 3D objects or spaces for learning.

What are some exciting and useful capabilities of Second Life?

- Welcome Center
- Hospital and office spaces
- Conference Center for guest lectures or social gatherings
- Poster Pavillion for student presentations



Owner
Hsuan Lavendel

Fly ? - x

↑ ↓ ← → ↻

Stop Flying