

Enhancing Course Accessibility Through Universal Design for Learning (UDL)

Friday, February 9 | 1 - 4 pm | EDUC-2140

Event streamed live at <https://iu.zoom.us/j/263198784>

Do you sometimes feel like something is missing in your teaching?

Universal Design for Learning (UDL) focuses on making learning products and environments accessible for all students, no matter their learning needs, interests, or backgrounds.

In an increasingly digital age, instructors have more demands placed upon them to make their course contents, resources, and activities accessible for all learners.

This colloquium and hands-on workshop will provide you with an overview, offer strategies, and demonstrate new technologies that can be used to support learner variability.

Attend any part of this afternoon session and become more knowledgeable about how you can enhance your course accessibility through UDL.

Special UDL Colloquium and Workshop:

- 1:00** Informal Meet & Greet with Avers Pizza and refreshments
- 1:30** Opening welcome and remarks
Elizabeth Boling, Professor and Executive Associate Dean, and
Curt Bonk, Professor and Chair, Learning and Teaching
with Technology Committee
- 1:35** Colloquium: Designing for All Learners: Practical Applications
of Universal Design for Learning in Higher Education
Susie Gronseth, University of Houston
- 2:45** Break
- 3:00** Hands-on Workshop (Bring Your Own Device):
UDL Design Lab: Implementing UDL Course Design
and Materials
Susie Gronseth, University of Houston
- 4:00** Closing comments
Curt Bonk and Karen Hallett

Questions? Please contact, Curt Bonk at cjbonk@indiana.edu

Pizza and Refreshments
at 1pm

SoE
post until
2/10/18



Extra Graduate Student Bonus Session:
From IU, Around the World, and Back Again:
Learning to Thrive as an Early Scholar in Academia
Susie Gronseth, University of Houston
10 - 11 am | EDUC 2261

Dr. Gronseth teaches courses in learning technologies, educational multimedia, teaching strategies, and instructional design.

Her research interests include use of learning technologies in ways that engage learners, represent content in a variety of ways, and provide opportunities for learners to demonstrate their knowledge and skills.