



Guide for Online Interaction: Optional Resources



Please note that in the period of online instruction, only Blackboard, Panopto and Turnitin will be supported remotely by CLT and Tech Solutions office. Unfortunately, we will be unable to support additional resources mentioned below. Faculty who wish to use them may do so.

Interaction with material (reading, videos)

1. If you do a lot of reading and like to discuss specific passages in class
 - a. Collaborative online annotation with Hypothes.is: <https://hypothes.is/>
2. If you watch videos in class (and they are already on YouTube) you can discuss certain segments of them e.g. using Vialogues: <https://www.vialogues.com/>

Interactions among students

1. If you use lots of student writing with peer review
 - a. Google docs with comments
 - b. Turnitin.com peer review (complicated but structured)
2. If you have a small(ish) group of students and want to have discussion (groups up to 12 or so)
 - a. Asynchronous online discussion forums on Blackboard
 - b. Synchronous online discussions with tools like Zoom (see <http://bit.ly/zoom4free> - faculty have AUC subscriptions, students can use free account) OR Blackboard collaborate
 - c. For quick comments, use Slack teams
3. If you have a larger number of students and want to have an online discussion (12+)
 - a. Split them up into groups of 6-10 whether you want to do synchronous or asynchronous online discussions

Teacher-student interaction

1. Online office hours or one-on-one conferences
 - a. Zoom (<http://zoom.us> - handout at <http://bit.ly/zoom4free>)
 - b. Slack team (free) for text conversations with students (www.slack.com)
 - c. Google meet (but recording not currently enabled at AUC)
2. Student presentations (live)
 - a. Zoom (with Screenshare)



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b. Blackboard Collaborate

Grading/feedback on student papers

1. Blackboard assignment feedback
2. Turnitin Grademark
3. Google docs comments

Due to Egypt internet infrastructure being unevenly distributed, the university strategy is to ensure learning is equitably accessible to all students, and recommends that faculty try as much as possible to use asynchronous tools. Real-time (synchronous) interaction requires high bandwidth and should be kept to a minimum (e.g. video conferencing especially in large groups). Asynchronous tools (e.g. email, online discussions) are superior in this situation as they allow students to access content, recordings, etc, at their own pace and allow more flexibility.