

Creating an Interactive & Engaging Classroom

Katie Marshall Holland

This document includes links and information shared throughout the course of the event.

Event Slide Deck

- [Creating an Interactive & Engaging Classroom Slides](#)

Key Reference(s)

- [Tao, S., & Yang, Y. \(2025\). Pop Culture in the Classroom: Associations with Student Learning Outcomes and the Underlying Psychological Mechanisms. Behavioral Sciences, 15\(6\), 731.](#)
- [Yuhas, B. K. \(2019\). *Popular Culture as an Effective Teaching Tool in Undergraduate Instruction: Faculty Uses, Motivations, and Links to Best Practices* \(Doctoral dissertation, \[Bloomington, Ind.\]: Indiana University\).](#)

Example Documents

- [Phish a Fiction Activity Document Folder](#)

Further Reading & Resources

- [📺 The Universal Language of Pop Culture | Casey Covell | TEDxCapeCanaveral](#)
- [The AI Mirror by Shannon Vallor](#)
- [Students are Using AI Already...](#)

Additional Participant Notes/Ideas

- Additional thoughts here.