https://nl.edu/lxd/d2l-training-boot-camps/#d.en.42026



Upcoming Training

D2L Training Boot Camps

Level Up Your D2L Skills!

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https://nl.hosted.panopto.com/Panopto/Pages/Viewer.aspx?id=47ee5a6f-159e-46ec-8ad5-b398016999ff

<iframe src="https://nl.hosted.panopto.com/Panopto/Pages/Embed.aspx?id=47ee5a6f-159e-46ec-8ad5-b398016999ff&autoplay=false&offerviewer=false&showtitle=true&showbrand=true&captions=false&interactivity=all" style="border: 1px solid #464646; position: absolute; top: 0; left: 0; width: 100%; height: 100%; box-sizing: border-box;" allowfullscreen allow="autoplay" aria-label="Panopto Embedded Video Player" aria-description="D2L Bootcamp"></iframe>

Come join the LXD team for a refresher on Brightspace D2L and get ready for the term. Our hands-on sessions will help you streamline course setup. We will cover a range of topics:

- Activating courses
- Posting announcements
- Creating and adding content including multimedia elements.
- Managing assessments and due dates
- Effective use of gradebook
- Simple Syllabus set-up and more!!!

Bring your questions too! Bootcamp sessions are informal spaces to address your instructional needs.

The boot camps are offered at the following dates and times (CT), but if you don't see a time that works for you, please reach out to lxd@nl.edu for an individual consultation.

Learning Experience Design at NLU

- **Thursday April 9** 2:00PM-3:00PM
- **Thursday April 9** 4:30PM-5:30PM
- **Friday April 10** 11:00AM-12:00PM
- **Tuesday April 14** 12:00PM - 1:00PM
- **Wednesday April 15** 4:00PM-5:00PM

Please use this sign-up form to RSVP (link to the session will be sent to the registration email prior to the session)

Your hosts:

[placeholder Ram photo]

[placeholder Kristina photo]

We hope to see you there!

[video script]

Join the LXD team for our hands-on D2L Bootcamp and get ready for a smooth, confident start to the term!

We'll walk you through everything you need to streamline your course setup — from activating your courses and posting announcements...to adding multimedia content, managing assessments and due dates, and making the most of your gradebook. We'll set up your Simple Syllabus and more!

Our bootcamp sessions are informal, flexible spaces designed to meet your instructional needs. Bring your questions — we've got answers!

Sessions are offered at various dates and times.
If you don't see one that fits your schedule, reach out to lxd@nl.edu to set up an individual consultation.

Don't miss out — sign up today using the link below, and we'll see you at the D2L Bootcamp!

NLU Academic Calendar https://nl.edu/academics/academic-calendar/

AY26-27 Professional Development Calendar [TBD]

Fall 2026 D2L Bootcamps (term starts September 21)

- **Tuesday TBD** 12:00PM - 1:00PM
- **Wednesday TBD** 2:00PM-3:00PM
- **Thursday TBD** 4:00PM-5:00PM
- **Wednesday TBD** 4:00PM-5:00PM
- **Thursday TBD**11:00AM-12:00PM
- **Thursday TBD** 2:00PM-3:00PM

AY25-26 Professional Development Calendar

Summer 2026 D2L Bootcamps (term starts July 6)

- **Tuesday June 23** 12:00PM - 1:00PM
- **Wednesday June 24** 2:00PM-3:00PM
- **Thursday June 25** 4:00PM-5:00PM
- **Monday June 29** 4:00PM-5:00PM
- **Tuesday June 30** 11:00AM-12:00PM
- **Thursday July 2** 2:00PM-3:00PM

Spring 2026 D2L Bootcamps (term starts April 13)

- **Thursday April 9** 2:00PM-3:00PM
- **Thursday April 9** 4:30PM-5:30PM
- **Friday April 10** 11:00AM-12:00PM
- **Tuesday April 14** 12:00PM - 1:00PM
- **Wednesday April 15** 4:00PM-5:00PM

Winter 2026 D2L Bootcamps

- **Tuesday: January 6th**, 10-11 AM, 11AM-12PM & 1PM-2PM
- **Thursday: January 9th**, 1PM-2PM, 2PM-3PM & 3PM-4PM
- **Tuesday: January 14th**, 10-11 AM, 11AM-12PM & 1PM-2PM
- **Thursday: January 16th**, 1PM-2PM, 2PM-3PM & 3PM-4PM
- **Tuesday: January 21st**, 10-11 AM, 11AM-12PM & 1PM-2PM
- **Thursday: January 23rd**, 1PM-2PM, 2PM-3PM & 3PM-4PM
- **Tuesday: January 28th**, 10-11 AM, 11AM-12PM & 1PM-2PM
- **Thursday: January 30th**, 1PM-2PM, 2PM-3PM & 3PM-4PM
- **Tuesday: February 4th**, 10-11 AM, 11AM-12PM & 1PM-2PM
- **Thursday: February 6th**, 1PM-2PM, 2PM-3PM & 3PM-4PM

D2L Bootcamp - Advanced Series [planning only TBD]

Come join the LXD team for an Advanced D2L Bootcamp! Our hands-on sessions will help you streamline your work in D2L. We will cover a range of topics:

- Assignments + Rubrics + Quick Eval workflow
- Accommodations and Special Access
- D2L Analytics
- HTML
- Groups
- Conditional Release

The Advanced Bootcamps are offered at the following dates and times (CT), but if you don't see a time that works for you, please reach out to lxd@nl.edu to schedule an individual consultation.

- **Tuesday: DATE** 12:00PM-1:00PM
- **Wednesday: DATE** 5:30PM-6:30PM
- **Thursday: DATE** 2:00PM-3:00PM
- **Friday: DATE** 10:00AM-11:00AM

Please use this sign-up form to RSVP (link to the session will be sent to the registration email prior to the session)

Learning Experience Design at NLU

D2L Training Boot Camps



Happy New Year 2025! We are thrilled to announce that we will be offering D2L Training Boot Camps for faculty who are new to D2L or looking for a refresher. During these boot camps, we will cover basic D2L skills such as:

- Activating courses
- Posting announcements
- Creating & Adding content including multimedia elements.
- Manage Assessments
- Gradebook Structure & Grading students
- Simple Syllabus Set-Up
- Setting up groups, special access and exceptions
- Understand and Manage different types of Dates (Start Date, End Date, Due Dates)

You will also have the opportunity to have your D2L questions answered by a D2L expert.

The boot camps will be offered at the following dates and times (CT):

- **Tuesday: January 6th**, 10-11 AM, 11AM-12PM & 1PM-2PM
- **Thursday: January 9th**, 1PM-2PM, 2PM-3PM & 3PM-4PM
- **Tuesday: January 14th**, 10-11 AM, 11AM-12PM & 1PM-2PM
- **Thursday: January 16th**, 1PM-2PM, 2PM-3PM & 3PM-4PM
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- **Tuesday: February 4th**, 10-11 AM, 11AM-12PM & 1PM-2PM
- **Thursday: February 6th**, 1PM-2PM, 2PM-3PM & 3PM-4PM

Please use this sign-up form to RSVP

We hope to see you there!

Track ideas (mix & match)

1) Brightspace Foundations → "Do more with what you already have"

- Creator+ / H5P basics (interactive checks, accordions, hotspots)
- Assignments + Rubrics + Quick Eval workflow
- Quizzes (question pools, variants, accommodations)
- Content templates & accessibility basics

2) Create & Publish Multimedia

- Lecture-light videos: Kaltura / Panopto / YuJa (capture, auto-captions, in-video quizzes → Gradebook)
- PlayPosit or H5P Interactive Video (branching, reflections)
- Audio feedback workflows (faster grading, higher presence)

3) Assessment & Feedback Modernized

- Gradescope (paper, code, and large-class grading; rubric reuse; D2L sync)
- Turnitin + structured revision cycles (using rubrics + PeerMark/peer review)
- Respondus/Honorlock (when to use, when not to, with alternatives)

4) Active Learning & Community

- Social annotation with Perusall or Hypothes.is (reading to discussion pipeline, auto-scoring)
- Poll Everywhere / iClicker Cloud / Top Hat (attendance + low-stakes checks syncing to Gradebook)
- Harmonize / Yellowdig (richer discussion UX, multimedia posts, analytics)

5) Accessibility & UDL (baked in, not bolted on)

- Ally or YuJa Panorama (course-wide accessibility checks & alternative formats)
- ReadSpeaker / Texthelp (Read&Write, EquatIO) for multimodal access
- Captioning quality, math alt-text, color contrast, document remediation

6) Data-informed Teaching

- D2L Insights / Analytics (at-risk flags, content engagement, quiz item analysis)
- IntelliBoard (if licensed): dashboards for program/instructor insights
- Closing the loop: tweak one thing per week based on data

7) Discipline-specific Enhancements

- STEM: Labster virtual labs; Jupyter/Gradescope; Desmos/GeoGebra embeds
- Languages/Comm: Studio assignments, pronunciation tools, peer-review templates
- Writing-heavy: Turnitin + Hypothes.is for source analysis; rubric libraries
- Business/Quant: Excel/Google Sheets cases, Qualtrics projects (LTI)

8) OER & Course Design Quality

- OpenStax/LibreTexts/Pressbooks inside D2L (deep links + H5P)
- Building module templates aligned to Quality Matters / internal standards

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Ready-to-run session titles (60–90 min each)

- “From Slides to Interactive: H5P & Creator+ in 60 Minutes”
- “Fast, Fair, and Consistent: Gradescope + D2L Gradebook”

- “Make Readings Social: Perusall/Hypothes.is with Auto-Scoring”
- “Video That Teaches: Panopto/Kaltura with In-Video Checks”
- “Quizzes That Withstand Cheating (and Reduce Anxiety)”
- “Accessibility Power Hour: Fix 10 Issues, Improve 80% of Your Course”
- “Discussion 2.0: Harmonize/Yellowdig for Real Engagement”
- “Data to Decisions: Using D2L Insights for Weekly Tune-ups”
- “OER Inside D2L: Faster, Cheaper, Better Learning Materials”

Micro-certs / pathways

- **Silver (4 hrs):** Brightspace Essentials + Accessibility Basics
- **Gold (8 hrs):** Add Multimedia + Social Annotation + Analytics
- **Platinum (12–15 hrs):** Capstone build-out with coaching & peer showcase

Award badges tied to demonstrable artifacts (e.g., one interactive video with quiz, one H5P activity, a rubric-based assignment, an analytics-driven improvement).

Hands-on formats that faculty actually like

- **Build Labs (studio time):** 1 facilitator + roaming TA; everyone leaves with a finished asset.
- **Sandboxes:** Pre-provisioned D2L shells with LTI tools already connected.
- **Clinic Hours:** 30-min bookable slots (rubric tune-ups, quiz pools, accessibility fixes).
- **Show-and-Tell Fridays:** 3 lightning demos from faculty; templates shared.

“Starter kits” you can hand them

1. **Interactive Content Pack**

- 3 H5P templates (Check-for-Understanding, Scenario, Image Hotspots)
- D2L page templates (banner, objectives, instructions, wrap-up)
- Checklist: Publish + Release Conditions + Gradebook link

2. **Assessment Pack**

- Two reusable analytic rubrics (discussion & short-answer), plus a revision cycle flow
- Gradescope onboarding slides + D2L sync steps

3. **Accessibility Pack**

- Ally/Panorama quick-fix guide
- Heading/alt-text/maths cheat-sheet
- Color-contrast testing steps (with free tools)

Integration guardrails (make this a one-pager you hand out)

- Prefer **LTI 1.3** tools with **deep linking** and **Gradebook sync**.
- Map tool grades to **weight categories** in D2L before launching to students.
- Document **privacy/FERPA** and **data retention** for each tool.
- Provide **“Plan B”** if the tool is down (D2L assignment fallback).

- Accessibility check for every new activity (captions, alt text, keyboard nav).

Quick wins you can roll out first

- Swap one PDF reading for a **social annotation** activity next week.
- Convert one passive lecture into a **10-minute interactive video** with 3 checks.
- Add a **low-stakes quiz pool** (variants) to reduce cheating and test anxiety.
- Use **audio feedback** on one assignment to speed grading and boost connection.
- Turn your weekly announcement into a **templated, media-rich** D2L page.

If you tell me which of these tools your institution already licenses (e.g., Panopto vs Kaltura; Ally vs Panorama), I'll draft a semester-long schedule with outcomes, facilitator guides, and faculty artifacts for each session.

Absolutely—Zoom can feel like a studio, not a lecture hall. Here's a toolbox of **interactive patterns** you can plug into any faculty training (works great with D2L-focused sessions).

Fast, high-impact interaction moves (2–5 min each)

- **Emoji Barometer:** "How confident are you with Rubrics? 👍 = solid, ✋ = so-so, 👎 = help." Quick read, adapt pacing.
- **1–2 Polls per segment:** Use a prediction poll; reveal, then demo the feature (accuracy bump = learning).
- **Chat Waterfall:** "Type one pain point with grading—DON'T hit Enter." Count down 3-2-1, everyone sends at once → cluster themes.

- **Spot the Fix (Annotation):** Share a messy D2L page screenshot; ask participants to use **Annotate → Stamp/Draw** to mark problems. Debrief with your checklist.

- **Three-Click Challenge:** “You have 60 seconds: create a rubric row with 3 levels.” Cameras on, timer visible; ask 2 people to screen-share their path.

Breakout room formats (8–15 min)

- **Think-Pair-Build:** 1) Solo: plan a rubric criterion (2 min). 2) Pair: merge & improve (5). 3) Live build in a sandbox shell (5). Bring back 1 screenshot per pair.

- **Jigsaw Labs:** Rooms A/B/C each master one feature (Quizzes, Quick Eval, Release Conditions). Regroup and teach each other with a 2-slide mini-demo.

- **Gallery Walk (Rotations):** Give each room a different D2L page to improve; rotate every 4 minutes. Use a shared slide deck; each team leaves one tangible change.

- **Speed-Demo Carousel:** 3 volunteers prepped to demo a favorite micro-workflow (≤3 min each). Peers vote in chat for the one they’ll adopt this week.

Hands-on studio patterns (make + share)

- **Live Build Lab:** Everyone leaves with one artifact (e.g., H5P check, Gradebook category, analytic rubric). Use a **shared checklist** and a timer; pause twice for “Show & Tell.”

- **Case-to-Click:** Start with a scenario (e.g., “Late-work policy chaos”). Teams must implement the solution in D2L (release conditions + special access). Screenshots = proof.

- **Before/After Sprint:** Provide a “bad” content page; in 10 minutes, teams apply headings, alt text, and Creator+ accordions. Crowd-review on screen.

Discussion that doesn’t die

- **Fishbowl (Zoom edition):** 3 faculty unmute to discuss a prompt while others post takeaways in chat. Rotate speakers every 4 minutes.

- **Debate by Poll:** Vote → argue → re-vote. Use it for tool choices ("Panopto quizzes vs H5P video?").

- **Backchannel Roles:** Assign rotating roles: "Link Hunter," "Timekeeper," "Summarizer," "Accessibility Spotter." Call on roles to report out.

Producer tricks (minimal overhead)

- Co-host/producer runs **polls, timers, renames rooms,** drops instructions in room chats.

- Prep a **"drop kit"** (copy-paste text): breakout prompts, links to sandbox shells, rubric template, checklists.

- Use **Broadcast to rooms** at 5-min and 1-min marks with concrete deliverables ("Post your screenshot on Slide 7").

Accessibility & inclusion (built-in)

- Always **enable captions**; narrate cursor movements.

- Offer **two ways to participate** (voice or chat; annotate or type).

- Share **keyboard-only paths** for D2L tasks when you demo.

- Post **step lists** in chat for each activity.

Sample 75-minute run-of-show (D2L "Assessments & Feedback")

1. **Hook (5 min):** Poll ("Biggest grading pain?") + Emoji Barometer.

2. **Demo 1 (10):** Rubrics basics; **Spot the Fix** annotation on a broken rubric.
3. **Breakout #1 (12):** Think-Pair-Build one criterion; paste screenshots to shared slides.
4. **Share-out (6):** 3 quick screenshares; facilitator names patterns.
5. **Demo 2 (8):** Quick Eval workflow + audio feedback.
6. **Case-to-Click (12):** Late-work policy case → implement release conditions + special access in sandboxes.
7. **Debrief (7):** Chat waterfall: one improvement you'll adopt this week.
8. **Assessment check (5):** Poll: "Where do you still feel stuck?"
9. **Commit & Close (10):** Everyone posts a **screenshot or link** to their artifact; drop a 1-page checklist + office hour booking link.

Prompts you can paste into Zoom chat

- "In 7 words or less: what's 'quality feedback' to you?"
- "Drop ONE student behavior you want to change; we'll map it to a D2L feature."
- "Type 'DONE' when your Gradebook category + weight are set."
- "What would make this 10% easier for you next term?"

Tool-specific interactive ideas (D2L-friendly)

- **H5P/Creator+:** Teams convert one static page section into an accordion + a 2-question check. Vote for the clearest design.
- **Quizzes:** "Cheating-resistant" sprint—each team adds 1 pool + 1 variant; show Item Analysis after a sample attempt.

- **Panopto/Kaltura:** Insert 2 in-video questions; run an immediate export to Gradebook and verify mapping live.

- **Perusall/Hypothes.is:** Annotate a short policy paragraph; require one **question** and one **connection to practice**; pull top 3 threads to discuss.

Logistics checklist (copy this into your facilitator guide)

- Polls pre-built; captions on; **Annotate enabled**; breakout rooms named by task; timer ready.

- Shared deck with **one slide per team deliverable**.

- Sandbox shells pre-provisioned with correct **LTI links + Gradebook categories**.

- Producer assigned; backup plan = D2L Assignment fallback if any tool fails.

Measuring engagement (live + after)

- Quick poll at midpoint (“pace ok?”).

- End with a **1-minute form** collecting links/screenshots to artifacts.

- Offer **15-min clinics** the same week; priority to those who shipped an artifact.

If you want, tell me your next topic (e.g., “Quizzes & Academic Integrity”), and I’ll draft a **minute-by-minute run sheet**, chat scripts, and a slide template you can reuse