

OERxDomains21: #Beyond LMS

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I hope this information can be useful before / during / after the presentation. Scroll on down, or use the quick links here to access the different pages in the document:

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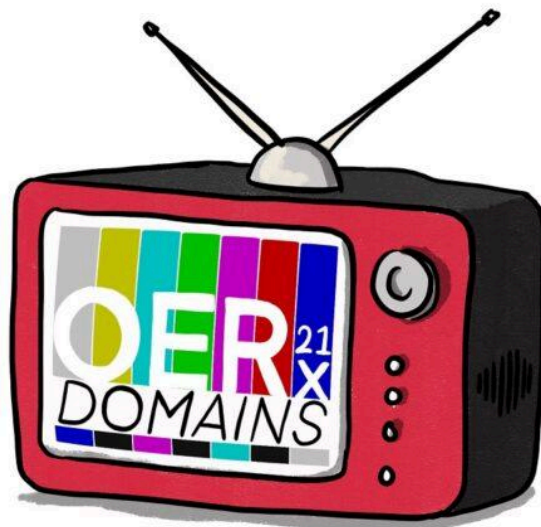
[Text-Only Bingo Cards](#)

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And you can also check out [Domains19: Javascript Randomizers](#) :-)



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The presentation will be ... randomized!

I'm really not sure how that is going to go. But after it's over, I'll write up something about the experiment, based on whether it succeeds or fails or winds up somewhere in-between. :-)

My thoughts about that:

* **No lecture.** I never lecture when teaching, so it wouldn't make sense to do a lecture-style keynote now.

* **Focus on students.** I want to focus on *what the students do*, so the entire presentation will consist of me showing the students' semester projects (websites with their stories inspired by [Myth-Folklore](#) and [Indian Epics](#)), and I will let the conversation be guided by those projects.

* **Slideshow.** I created a slideshow with 250 slides, each slide containing a screenshot of a student project with a link so that you can click and go visit the projects to see what the students did. I hope you will want to visit lots of them! (The ones marked "in progress" are the ones from the current semester, with students still working on them now.)

* **Randomizing the slideshow.** Obviously, I would never have time to talk about all of them, so I am going to randomize the slideshow at the start of the presentation. No one, including me, knows what slides we will be talking about. That's the fun power of randomness! (I stopped adding slides because after 250 the randomizer was starting to slow down.)

* **Bingo.** For more random fun, I have created bingo cards. I used the random function in a spreadsheet to create the cards, and then the cards are displayed at random using a tool called RotateContent.com (that's what I presented on at Domains19; [link to presentation](#)). See below for a [link to the Bingo Card Generator](#) if you want to make your own game.

* **Victoria / Victory.** And for even more random fun, I created a victory badge generator in Latin which displays hundreds of different victory messages for anyone who wins at bingo... or for anyone who feels ready to triumph over the LMS.....

.....because that's the theme overall: to boldly go **#BeyondLMS** where all the good learning is going on. :-)

Links and References

I'll list here links to blog posts, websites, books, etc. for more details about the student projects, the course context, and also the technology. If there is something I mention in the talk that I neglected to link here, let me know, and I'll add the link.

[Student Projects: Semester Process](#). This is the information students use as they develop their projects. (Yes, the wiki is ancient... but I never had the time/motivation to migrate it.)

[Ungrading](#). This is my all-feedback-no-grades approach to ungrading. Be sure to see student comments on [ungrading](#), and also on [creativity](#) and on [freedom](#).

[Feedback Resources](#). Information about creating a culture of feedback.

[Blog Networks](#). A detailed guide to student blogging and class blog networks.

[Randomizers](#). This is a link to my Domains19 presentation about creating randomizers with RotateContent.com (a tool built by one of my students over 15 years ago!).

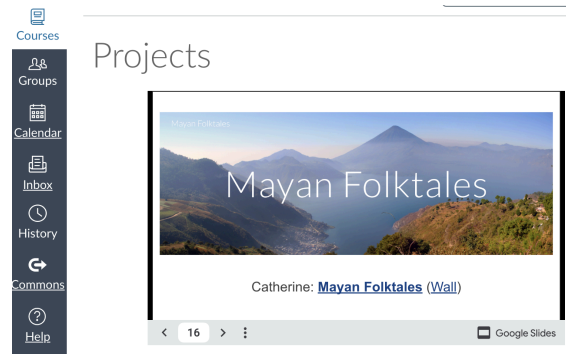
Brief History. My students have been publishing websites since 1999, long before my school got Domains. In 2010, my school deleted past student projects without warning and I rebuilt my archive from scratch, so the projects in the slideshow date from the past decade only. More about OU's history with student and faculty web publishing: [A Cautionary Tale](#).

Canvas Courses: [Myth-Folklore](#) and [Indian Epics](#). Those links will probably cease to work after May when I leave the university.

Slideshow

Each slide in [the slideshow](#) contains a screenshot of the website, and the link below takes you to the project itself. I highly encourage everyone to explore the projects!

The slideshow was created with Google Slides. I create similar slideshows for each class and for both classes each semester, embedding the slideshows in the [sidebar of the class announcements](#), in the [class wiki](#), and also in a [Canvas page](#)



Slideshow Randomizer

To randomize the slideshow, I use a Google Slides add-on called [Slides Randomizer](#).



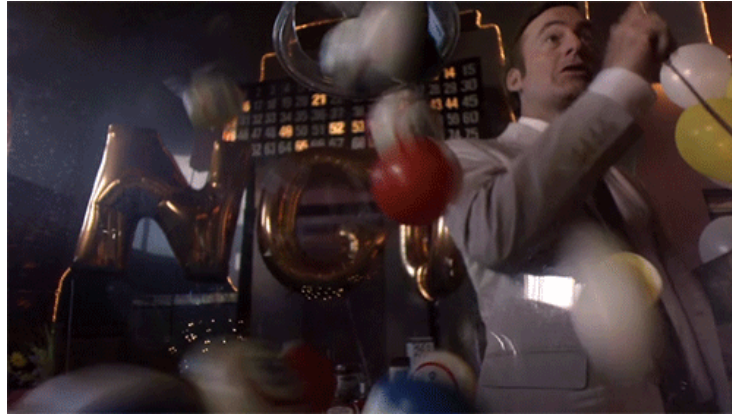
Slides Randomizer

jeranott.com

 Slides Add-on

Bingo

To make the bingo list of terms, I just went through the slideshow slide by slide and jotted down the terms that came to mind as I thought about what I might say if that slide came up during the presentation. So, it's all about the slides that come up... no cheating ([unlike Saul!](#)).

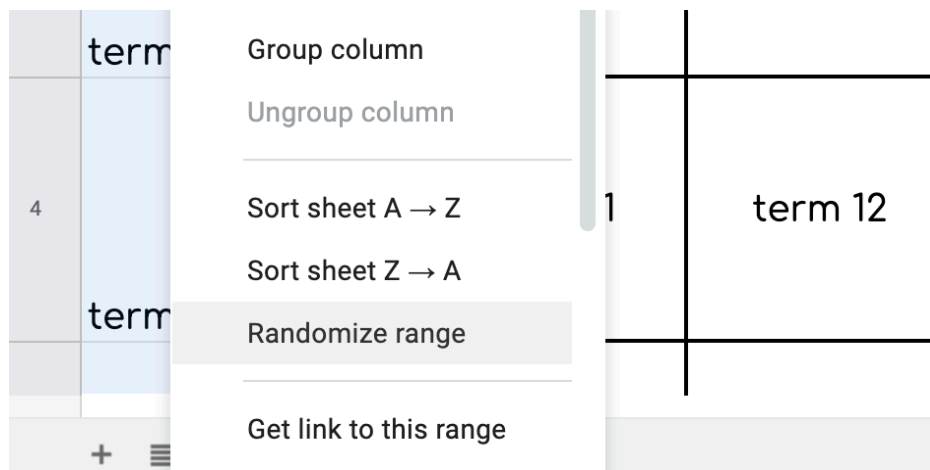


And hey, ASK QUESTIONS: if you have a term on your bingo card, that's a good excuse to ask me a question during the presentation. Just jump in and ask: ALL QUESTIONS welcome! I'm hoping the bingo cards, as well as being a game to play just for fun can also be a way to prompt curiosity and questions. ("Hey Laura, why is 'Star Wars' listed on this bingo card?" "I'm glad you asked...")

Bingo Cards

To make the bingo cards, I created a Google Sheet with one column for the list of terms, and then some cells with formulas that display the first 24 terms in the list formatted like a bingo card. Then I randomized the term column (I just hit Control-Y to do that repeatedly), taking screenshots of the part of the sheet with the actual card display. It's the amazing power of random at work in a spreadsheet! Of course there are lots of ways you could write a little computer program to do this, but for people who don't know how to code (that would be me), then spreadsheets are a great way to accomplish magical things.

If you want to copy the sheet and use it as your own bingo-card generator, feel free to do that. Here's a public version of the sheet to copy: [Bingo Card Generator](#). Copy the sheet, then put your terms in Column A (as many terms as you like; add or delete rows at the bottom as needed), and then highlight that column only and randomize. Each time you randomize the column of terms, you'll see the card display refresh. Here's a screenshot of what I mean:



Then, to create the [bingo card page](#), I took the cards I had made (image files), and then I used [RotateContent.com](#) to randomize those images. There are 100 cards being randomized in that script.

Text-Only Bingo Cards

Since the bingo cards are images, I needed a way for people using a screenreader to play along too. So, I used a similar spreadsheet to create text-only "cards" with the 24 terms at random. I really struggled with this since I am not sure that these text-chunks are actually playable as a bingo game since they don't have the row-and-column layout, just rows. But it was the best solution I could come up with on the fly for a text-based presentation.

Meanwhile, it would be really cool if someone came up with a bingo card generator system that would make this all easier to do, including being able to record your "hits" on the screen without having to print out the card, plus with a good text-based version of the game-playing experience too! (Hint, hint to you coders out there!)

VICTORIA: The Latin Badges



Long ago I was a Latin teacher (until my school decided I would never teach Latin there again; my way of teaching was too weird and not Roman enough), and I still like playing around with Latin, so I decided to make some "Victoria" badges, celebrating people's victories in Latin. As you can guess, Latin has an extensive victory vocabulary, including the word victoria itself. For more Latin fun, [see the Latin LOLCats](#).

We are all citizens of the world.

Making the Badges

To create the badge randomizer, I generated three different types of Latin text: a salutation to the victor, a well-wishing statement, plus some words of wisdom; I made appx. 30 examples of each of the three types of text. By randomizing multiple options for each of those three chunks of text, I was able to generate a thousand different badges. I used a spreadsheet to do all that; all I had to do was write the bits of text to seed the generator (with 30x30x30, thousands more badges would even be possible). I wrote the texts with feminine gender endings first, and then I did find-and-replace to make the masculine version.

The Badge Image



A HUGE SHOUT-OUT to [Bryan Mathers of Visual Thinkery](#) who was so kind as to design a victory image to go with the overall themes of the OERxDomains21 artwork!