Cyberlearning 2017: What’s Next? Making Connections to Shape the Future

April 18-19 2017 • Arlington, VA

#NSFCL17 • circlcenter.org • @CIRCLCenter
Cyberlearning 2017: What’s Next? Making Connections to Shape the Future

April 18-19, 2017
Arlington, VA

Twitter Event Hashtag
#NSFCL17

Pre-Meeting Day - Monday, April 17th
5:00 – 7:00 pm: Optional early registration (Prefunction C)
6:00 pm: Networking dinners at local restaurants (self-pay), meet in registration area

Detailed Program, Materials, and Logistics
http://circlcenter.org/events/cyberlearning-2017/
http://learningtimesevents.org/cyberlearning-2017/

Wireless Internet Access (meeting space only)
Password: CL2017
(Network: WestinConference)

Meeting Evaluation (please complete after the meeting ends)
https://www.research.net/s/cyberlearning-2017

The Center for Innovative Research in Cyberlearning (CIRCL) works with projects in the emerging field of cyberlearning to support, synergize and amplify their efforts.
Website: http://circlcenter.org/
Twitter: @CIRCLCenter
Facebook: https://www.facebook.com/CIRCLCenter
Email: circl@sri.com

CIRCL supported by NSF grants IIS-1233722, IIS-1441631, and IIS-1556486.
Acknowledgments

MEETING CHAIRS

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Jeremy Roschelle (SRI International)
Stephanie Teasley (University of Michigan)

CIRCL STAFF

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Cynthia D’Angelo
Judith Fusco
Shari Gardner
Shuchi Grover
Patricia Schank

Education Development Center
Melody Hachey
Sarah MacGillivray
Joyce Malyn-Smith
Sarita Pillai
Bernadette Sibuma

NORC (External Evaluator for CIRCL)
Michael Reynolds
Kevin Brown

The meeting chairs and CIRCL staff thank the program committee for the innovative ideas and thoughtful input that helped shape the agenda for this meeting.

PROGRAM COMMITTEE MEMBERS

Jodi Asbell-Clarke (TERC)
Kristy Boyer (University of Florida)
Marcela Borge (Penn State)
Corey Brady (Vanderbilt University)
Sarah Costello (San Francisco Day School)
Lyla Mae Crawford (University of Washington)
Sidney D’Mello (University of Notre Dame)
Matt Easterday (Northwestern University)
Muztaba Fuad (Winston-Salem State University)
Janice Gobert (Rutgers University)
Yasmin Kafai (University of Pennsylvania)
Lin Lin (University of North Texas)
Alejandra Magana (Purdue University)
Ray Rose (Rose & Smith Associates)
Pati Ruiz (Pepperdine University)
John Stamper (Carnegie Mellon University)
## Agenda

### Monday, April 17

<table>
<thead>
<tr>
<th>Time</th>
<th>Event</th>
<th>Location</th>
</tr>
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<tbody>
<tr>
<td>5:00-7:00pm</td>
<td>Registration / Early check-in</td>
<td>Pre-Function C</td>
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### Tuesday, April 18 (*Events in red are webcast)*

<table>
<thead>
<tr>
<th>Time</th>
<th>Event</th>
<th>Location</th>
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<tbody>
<tr>
<td>7:30am</td>
<td>Registration and Breakfast (provided)</td>
<td>Pre-Function C, Ballroom CDE</td>
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<tr>
<td>8:00</td>
<td>Welcoming Remarks from NSF and Program Overview</td>
<td>Ballroom CDE</td>
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<tr>
<td>8:30</td>
<td>Networking Activity</td>
<td>Ballroom CDE</td>
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<tr>
<td>9:15</td>
<td>Roundtable Sessions</td>
<td>Ballroom CDE, Salons 1-3, &amp; Alcott Boardroom</td>
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<tr>
<td>10:15</td>
<td>Break</td>
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<tr>
<td>10:45</td>
<td><strong>Keynote</strong> Jeremy Bailenson: Experience on Demand: The Opportunities (and Costs) of Learning in VR</td>
<td>Ballroom CDE</td>
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<td>11:15</td>
<td><strong>Keynote</strong> Mary Helen Immordino-Yang: Why Emotions are Integral to Learning: A Neuroscience Perspective</td>
<td>Ballroom CDE</td>
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<tr>
<td>11:45</td>
<td>Orientation to Expertise Exchanges and Working Sessions</td>
<td>Ballroom CDE</td>
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<tr>
<td>12:00pm</td>
<td>Lunch (provided)</td>
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<td>12:45</td>
<td>Break</td>
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<tr>
<td>1:00</td>
<td><strong>Expertise Exchange I</strong></td>
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<td>Broader Impacts: Connecting to Opportunities</td>
<td>Ballroom C</td>
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<td>Virtual Reality in Educational Settings</td>
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<td>The Design of Assessments for Tracking Science Practices</td>
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<td>Using AI as a Tool in the Design of Digital Learning Environments</td>
<td>Salon 1</td>
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<td>Neuroscience: Implications for Cyberlearning</td>
<td>Salon 2</td>
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<td>Communities of Learning</td>
<td>Salon 3</td>
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<td>2:30</td>
<td>Break</td>
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<tr>
<td>3:00</td>
<td><strong>Working Sessions in Topic Rooms</strong></td>
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<td></td>
<td>Topic 1: Media and Computational Literacy</td>
<td>Ballroom C</td>
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<td>Topic 2: Data science for 21st century STEM learning</td>
<td>Ballroom D</td>
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<td>Topic 3: Human-Centered Design</td>
<td>Ballroom E</td>
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<td>Topic 4: Smart and Connected Communities</td>
<td>Salon 1</td>
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<td>Topic 5: INCLUDES - Diversity and Broadening Participation</td>
<td>Salon 2</td>
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<td>Topic 6: Convergent Research</td>
<td>Salon 3</td>
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<td>4:45</td>
<td>Break; Set up Demos</td>
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</table>
5:30   Gallery Walk (light refreshments)  Prefunction C & Ballroom CDE

7:00   Breakdown Demos / Special Topic Dinners (Self Pay)

**Wednesday, April 19**

7:30am   Breakfast (provided)  Prefunction C, Ballroom CDE

8:00   Overview and Announcements  Ballroom CDE

8:15   Special Speakers  Ballroom CDE

9:00   Genre Shark Tank  Ballroom CDE

10:00   Break; Set up Posters

10:30   **Keynote** Eileen Scanlon: Technology Enhanced Learning and the Science of Citizen Science  Ballroom CDE

11:00   **Keynote** Karthik Ramani: Lowering Barriers to Engagement through Computational Fabrication  Ballroom CDE

11:30   Lunch (provided) and Posters  Prefunction C, Ballroom CDE

12:30pm   Break

12:45   Expertise Exchange II
    - Computer Supported Collaborative Learning  Ballroom C
    - Bridging Formal/Informal Learning, & Citizen Science  Ballroom D
    - Cyberlearning Genres  Ballroom E
    - Add Accessibility & Innovation by Employing Universal Design  Salon 1
    - CS For All  Salon 2
    - Learning @ Scale  Salon 3

2:15   Break

2:30   Working Sessions II  Room assignments to be announced during 8am overview
    - Workshop Planning Around Topic Areas
    - Journal or Society for Cyberlearning
    - Special Issue for a Journal
    - Webinars

3:30   A Town Hall Conversation with Program Officers Amy Baylor, Tanya Koretsky, & John Cherniavsky, National Science Foundation  Ballroom CDE

4:00   Adjourn
Keynote Speaker Bios

**Jeremy Bailenson** is founding director of Stanford University’s Virtual Human Interaction Lab. His lab builds and studies systems that allow people to meet in virtual space, and explores the changes in the nature of social interaction. His most recent research focuses on how VR can transform education, environmental conservation, empathy, and health.

**Mary Helen Immordino-Yang** is an Associate Professor of Education, Psychology and Neuroscience at the University of Southern California. Her doctorate is from Harvard University, and her postdoc training was with Antonio Damasio and Robert Rueda, Brain and Creativity Institute, USC. As a social-affective neuroscientist and human development psychologist, her work explores the complex connections between emotions and learning.

**Eileen Scanlon** is a Regius Professor of Open Education and Associate Director of Research and Innovation in the Institute of Educational Technology at the Open University, UK. She is also Honorary Professor in Moray House School of Education, University of Edinburgh. Her work focuses on educational technology and public engagement with the sciences.

**Karthik Ramani** is a Professor in the School of Mechanical Engineering at Purdue University. He is a designer, maker, human-computer interaction designer, geometric algorithms for deep learning, and a mathematics enthusiast. He helps children learn design through making toys and having fun. Karthik cofounded ZeroUI, which won the best of CES 2016 for robotic toy platform Ziro.
PIs of NSF Cyberlearning projects were given an opportunity to nominate a non-Principal Investigator “buddy” (such as an educator, postdoc, graduate student, or a leader at an institution that serves diverse learners) who could jointly attend the meeting and enrich our deliberations. Interest in bringing a buddy was high, and selection was competitive. The Buddies accepted to attend Cyberlearning 2017 are:

<table>
<thead>
<tr>
<th>Name</th>
<th>Role</th>
<th>Institution</th>
<th>Nominated By</th>
</tr>
</thead>
<tbody>
<tr>
<td>Zachary Alstad</td>
<td>Disability Specialist, VR/AR</td>
<td>Landmark College</td>
<td>Ibrahim Dahlstrom-Hakki</td>
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<tr>
<td>Jennifer Baltes</td>
<td>Graduate Student</td>
<td>DePaul University</td>
<td>Denise Nacu</td>
</tr>
<tr>
<td>Nigel Bosch</td>
<td>Postdoctoral Scholar</td>
<td>University of Illinois, Urbana-Champaign</td>
<td>Luc Paquette</td>
</tr>
<tr>
<td>Andrea Gomoll</td>
<td>Graduate Student</td>
<td>Indiana University</td>
<td>Cindy Hmelo-Silver</td>
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<tr>
<td>David Gerritsen</td>
<td>Graduate Student</td>
<td>Carnegie Mellon University</td>
<td>Amy Ogan</td>
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<tr>
<td>Barry Joseph</td>
<td>Museum Staff</td>
<td>American Museum of Natural History</td>
<td>Owen Gottlieb</td>
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<tr>
<td>Riley Leary</td>
<td>Teacher</td>
<td>Nobel Charter Middle School</td>
<td>Britte Cheng</td>
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<tr>
<td>Zachariah Mbasu</td>
<td>Teacher</td>
<td>African Maths Initiative</td>
<td>Eric Hamilton</td>
</tr>
<tr>
<td>Areej Mawasi</td>
<td>Graduate Student</td>
<td>Arizona State University</td>
<td>Ruth Wylie</td>
</tr>
<tr>
<td>James Planey</td>
<td>Technology Coordinator</td>
<td>Urbana High School</td>
<td>Robb Lindgren</td>
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<tr>
<td>Daniel Rees Lewis</td>
<td>Graduate Student</td>
<td>Northwestern University</td>
<td>Matthew Easterday</td>
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<tr>
<td>Deborah Silvis</td>
<td>Graduate Student</td>
<td>University of Washington</td>
<td>Katie Headrick Taylor</td>
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<tr>
<td>Christy Waishwile</td>
<td>Teacher</td>
<td>Nobel Charter Middle School</td>
<td>Cynthia D'Angelo</td>
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<tr>
<td>Helen Wauck</td>
<td>Graduate Student</td>
<td>University of Illinois, Urbana-Champaign</td>
<td>Wai-Tat Fu</td>
</tr>
<tr>
<td>Korah Wiley</td>
<td>Graduate Student</td>
<td>University of California - Berkeley</td>
<td>Michelle Wilkerson</td>
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</tbody>
</table>
Roundtable Session

The purpose of the roundtable session at Cyberlearning 2017 is to learn about multiple projects on a certain topic. The session will last one hour, leaving ample time for discussions.

How do the Roundtables work?

There are 16 roundtables, spread across Ballroom C+D+E, Salons 1/2/3, and the Alcott Boardroom. Each table is dedicated to a specific topic and hosts 10 people. Of these, 2-3 are presenters who will take 10 minutes each to introduce their cyberlearning-related research to the participants. We ask that participants stay at the same table for the entire roundtable session.

Participants pick up a ticket for a table they are interested in at the registration desk when they check in for the conference. The number of tickets per table is limited (there are only 10 chairs, including the presenters’), so pick up your ticket early to get access to your favorite table.

Presenters are asked to self-organize their presentations and lead an inclusive and constructive conversation. They will start the roundtable session by giving the non-presenting participants at the table a chance to introduce themselves and to state why they chose to join this table.

Alcott Boardroom:
1. **Computer-Based Feedback**  
   Libby Gerard, Janice Gobert, Eli Meir

Ballroom CDE:
1. **Teaching Data Science**  
   William Finzer, Huzefa Rangwala
2. **Learning Models**  
   Gillian Puttick, Min Kyu Kim, Tiffany Barnes
3. **Collaborative Learning**  
   Katie Headrick Taylor, Pratibha Varma-Nelson, Wanli Xing
4. **Embodied Learning & Cognition**  
   Andee Rubin, Erin Walker
5. **Cognition & Learning**  
   Debbie Cockerham, Christian Rogers
6. **Educational Neuroscience**  
   Ibrahim Dahlstrom-Hakki, Jodi Asbell-Claire, Cyrus Shaoul
7. **Risks & Accessibility**  
   Marcela Borge, Ray Rose
8. **Immersive & Interactive Environments**  
   Britte Cheng, Mubbasir Kapadia, Adi Perry

Expertise Exchanges

The purpose of Expertise Exchange sessions is for leaders with some expertise in a topic to share information with community members who want to learn more about the topic, to provide a forum for participants to discuss how they might incorporate the topic into their work, and to broker connections between community members who are interested in a topic.

The following table lists titles, locations, and co-leaders for each Expertise Exchange session.

<table>
<thead>
<tr>
<th>Tuesday April 18</th>
<th>Wednesday April 19</th>
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</thead>
<tbody>
<tr>
<td><strong>Broader Impacts: Connecting to Opportunities</strong></td>
<td><strong>Computer Supported Collaborative Learning: Theories, Methods, and Important</strong></td>
</tr>
<tr>
<td><em>Ballroom C</em> - Jamie Bell, Lori Takeuchi, Joseph South</td>
<td><strong>Considerations</strong></td>
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<tr>
<td><strong>Virtual Reality in Educational Settings</strong></td>
<td><em>Ballroom C</em> - Cindy Hmelo-Silver, Marcela Borge, Bodong Chen, Emma Mercier,</td>
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<td><em>Ballroom D</em> - Britte Cheng, Cynthia D’Angelo, Jeremy Bailenson</td>
<td>Alyssa Wise</td>
</tr>
<tr>
<td><strong>The Design of Assessments for Tracking Science Practices</strong></td>
<td><strong>Bridging Formal/Informal Learning, and Citizen Science</strong></td>
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<tr>
<td><em>Ballroom E</em> - Janice Gobert, Michael Sao Pedro</td>
<td><em>Ballroom D</em> - Matt Easterday, Eileen Scanlon</td>
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<tr>
<td><strong>AIED: Using Artificial Intelligence as a Tool in the Design of Digital Learning Environments</strong></td>
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<tr>
<td><em>Salon 1</em> - Luc Paquette, James Lester, Min Chi, Jake Whitehill</td>
<td><strong>Cyberlearning Genres: A Community Discussion around Learning Designs and Methods</strong></td>
</tr>
<tr>
<td><strong>Neuroscience: Implications for Cyberlearning</strong></td>
<td><em>Ballroom E</em> - Wendy Martin, H. Chad Lane, Jodi Asbell-Clarke, Tom Moher</td>
</tr>
<tr>
<td><em>Salon 2</em> - Jodi Asbell-Clarke, Marcela Borge, Mary Helen Immordino-Yang</td>
<td><strong>Add Accessibility and Innovation by Employing Universal Design</strong></td>
</tr>
<tr>
<td><strong>Communities of Learning: Mapping, Moving, and Discovering across Contexts</strong></td>
<td><em>Salon 1</em> - Lyla Crawford, Raymond Rose</td>
</tr>
<tr>
<td><em>Salon 3</em> - Lauren Birney, Andres Henriquez, Katie Headrick Taylor</td>
<td><strong>CS For All: Engaging the Cyberlearning Community in Computer Science Education</strong></td>
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<td><em>Salon 2</em> - Kristy Boyer, Shuchi Grover</td>
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<td><strong>Learning @ Scale</strong></td>
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<td><em>Salon 3</em> - Amy Ogan, Stephanie Teasley, Tim O’Shea</td>
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Working Sessions

The purpose of the Working Sessions at Cyberlearning 2017 is to bring together groups of people to work on issues relating to the future of the cyberlearning community. The sessions will produce an artifact and lead to concrete next steps for the groups. This year, the two sessions (day one and day two) will focus on different agendas. On day one, we will convene groups around six selected topics that reflect the Big Ideas of NSF and other pertinent topics for our community. Each participant should select the topic that best matches their interest and together work on a writing project (e.g., writing a primer or blog post, editing a NSF solicitation). On day two, we will convene groups that will be tasked with focusing on a future-oriented project (e.g., a workshop proposal, a journal for the cyberlearning community). Some groups will be new groups and some will carry-over from day one depending on interest.

Working Sessions: Day One

The day one working session groups will be working on writing tasks around six different topics. Four of the topics are closely related to NSF’s Big Ideas and the last two are other topics of interest for our community. Possible writing projects include:

- Suggesting edits for a relevant NSF solicitation that will benefit (or reflect the priorities of) the cyberlearning community (this can include either changing wording/language in the solicitation or identifying gaps that need to be addressed)
- Writing a primer for the CIRCL website on this topic
- Writing a blog post for researchers interested in new work in this area
- Writing something for teachers, other practitioners, or ed tech developers that gives a perspective on cyberlearning research that has been done in this area
- Write testimonials about how the cyberlearning community has impacted your work in this area

INCLUDES - Diversity and Broadening Participation  Salon 2

This NSF Big Idea topic is focused on issues relating to expanding and diversifying the composition of the science and engineering workforce. This topic has its own NSF proposal call and so there is an opportunity to suggest edits to the solicitation that will better reflect the perspectives of the cyberlearning community and our research.

Data Science for 21st Century STEM Learning  Ballroom D

This topic is closely related to the NSF Big Idea of harnessing data for 21st century science and engineering. While some of the work in this topic area is focused on students using publicly available datasets for learning, other work is focused on students learning and using data science ideas and techniques.
Human-Centered Design  *Ballroom E*  
This topic is closely related to the NSF Big Idea of innovative work at the human-technology frontier. The Big Idea is focused on workforce issues, but we hope that this topic can inspire more cyberlearning applications for classrooms and informal learning settings. This topic covers areas like collaboration, robotics, and tools for use in classroom learning.

Convergent Research  *Salon 3*  
This topic is focused on the challenges and affordances of research that converges across disciplines. While cyberlearning work is inherently convergent, there is work to be done about how best to seek out good opportunities for innovative convergent research and then foster those interdisciplinary working relationships.

Media and Computational Literacy  *Ballroom C*  
This topic is more relevant than ever, with the proliferation of online media and content that students (and adults) must be able to sift through to effectively make sense of the world around us.

Smart and Connected Communities  *Salon 1*  
This topic has its own NSF solicitation call and the community around this topic has grown over the last few years. This working session group can focus on refining ideas and developing priorities for the smart and connected communities research agenda.

**Working Sessions: Day Two**

The day two working sessions will be focused on future-oriented (short-term, in the next year) projects. (Room assignments will be announced during the morning overview.)  
- **Workshops.** A small number of follow-on workshops will be funded for later in 2017 and early 2018 that will convene groups of researchers focused on an area of research or cyberlearning genre.  
  - CIRCL is looking to fund approximately four workshops at around $50,000 each. 
    - The workshops will need to produce a written report as one of the outcomes. 
    - The proposals for the workshops will be due in May and will be notified of acceptance in early summer.  
- **Journal or society for cyberlearning.** One way to continue the community around CIRCL is to formalize it through a journal and/or a society that will foster this kind of work into the future.  
- **Special issue to a journal.** Work on a special issue to an established journal about the cyberlearning community.  
- **Webinars.** Work on the plan/outline for a webinar (or series of webinars) to help continue the community/knowledge sharing.

For more details, see: [http://circlcenter.org/events/cyberlearning-2017/working-sessions/](http://circlcenter.org/events/cyberlearning-2017/working-sessions/)
Gallery Walk

At the Gallery Walk, participants can explore different project stations to experience demonstrations, interactives, posters, videos, and/or artifacts from project work. The gallery walk will take place Tuesday evening, during the reception, from 5:30 to 7pm. (Presenters will set up their stations between 4:45 and 5:30pm on that same day.)

Gallery Walk Stations

The Gallery Walk consists of the following project-related stations:

2. A Sequenced Multimodal Learning Approach to Support Students’ Development of Conceptual Learning and Representational Competence Alejandra Magana
3. ELASTICS: Embodied Learning Augmented through Simulation Theaters for Interacting with Cross-Cutting Concepts in Science Robb Lindgren
4. PlayFlu: A Kinesthetic Approach for Teaching about the Importance of Vaccination Nirit Glazer
5. Social Robots: How Becoming an Active User Impacts Students’ Perceptions Amy Eguchi
6. Liquid-Handling Lego Robots and Experiments for STEM Education Ingmar Riedel-Kruse
7. An Adaptive System for Guiding Open-ended Problem-solving: The Invention Coach Catherine Chase
8. Learning by Teaching Synthetic Peer Noboru Matsuda
9. Enabling and Transforming Collaboration around Web-based Instructional Videos Larissa Schroeder & Brian Dorn
10. FieldScope: A Platform for Networked Field Science Projects Daniel Edelson
11. Supporting Contemplative Reading Practice Online Yianna Vovides
12. Computational Thinking in Zoombinis Elizabeth Rowe
13. Intuitive Computational Modeling as a Method to Teach about Biological and Biochemical Processes using Cell Collective Tomas Helikar
14. Virtual Reality Blended Learning (VRBL) for Engaging Learners in Evidence-Based Reasoning Robert Duncan
15. Virtual Human Interaction Lab Jeremy Bailenson
16. ClassInSight David Gerritsen & Amy Ogan
17. Purdue C Design Labs: Making robotics accessible for everyone Karthik Ramani

For more details, see: http://circlcenter.org/events/cyberlearning-2017/gallery-walk/
Salons

Ballroom C

Ballroom D

Ballroom E

Registration and Poster Supplies

Gallery Walk and Lunch Poster Session Map
Genre Shark Tank

The goal of this session is to think about what are the best areas of research, or genres, to invest in for the future. Researchers will give brief pitches of Cyberlearning genres exemplified by their project work to a panel of judges that include former NSF program officers, teachers, and members of editorial boards. Pitches will focus on how the project represents an innovative Cyberlearning genre. The panel will discuss each pitch, consider their merits, make recommendations, and award theoretical funding. The audience will also have an opportunity to vote for their favorite pitch. At the end of the session, the panel’s choice and audience favorite will be awarded.

Emcees: Emma Mercier, Tom Moher

Genres & Presentations:

Online Homework Research: ASSISTments
Neil Heffernan

Remote Labs: Interactive Biophysics with Micro-swimmers: Cloud Experimentation, Programmed Swarms, Biotic Games, and Education
Ingmar Riedel-Kruse

Multimodal Research: Enhancing metacognitive monitoring during multimedia learning with human facial expressions of emotion: Evidence from multimodal, multichannel data
Roger Azevedo

Mobile Augmented Reality Games: Immersive Learning Experiences using ARIS (Augmented Reality and Interactive Storytelling)
Breanne Litts & David Gagnon

Judges: Kristy Boyer, Daniel Edelson, Janet Kolodner, Pratibha Varma-Nelson

Cast your vote: http://circlcenter.org/vote

For more details, see: http://circlcenter.org/events/cyberlearning-2017/shark-tank/
Posters Session

At the Poster Session, participants can explore different project stations to learn about Cyberlearning projects via posters and/or artifacts from project work. The poster session will take place on Wednesday afternoon during lunch. (Presenters can set up their posters during breakfast or at the morning break that same day.)

The following project-related posters will be presented:

1. **Postdigital Textbook: Design Process and Demonstration**  *Ruth Wylie*
2. **Using Goodreads with Struggling Readers**  *Matthew Duvall*
3. **Persketchtivity: Teaching Engineers Visual Communication Skills-Sketching**  *Julie Linsey*
4. **Using Data Visualizations to Enable and Enhance Learning Support Roles for Educators in an Out-of-School STEM Program**  *Denise Nacu*
5. **Deepening the Understanding of Sustainable Life Cycle Engineering with Constructionism**  *Kathy Jackson*
6. **Augmented Graph Grammars and Semi-Formal Representations**  *Collin Lynch*
7. **EASEL: Education through Application-Supported Experiential Learning**  *Jerry Schnepp*
8. **Establishing an eColloq Series on Cyberlearning**  *Michael Hoffman*
9. **Anatomy Builder VR: Applying a Constructionist Method in a Canine Musculoskeletal Learning System**  *Jinsil Hwaryoung Seo*
10. **DAVIS: Cloud-Based Auto Grading in New Generation Chemistry Labs**  *Yariv Glazer*

Note: Please see Gallery Walk and Lunch Poster Session Map (page 12) for table locations.

For more details, see: [http://circlcenter.org/events/cyberlearning-2017/posters/](http://circlcenter.org/events/cyberlearning-2017/posters/)
CIRCL Staff Contact Information

SRI International

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Patti Schank, Cognitive and Computer Scientist, patricia.schank@sri.com, 650-859-3934
Shuchi Grover, Research Scientist, shuchi.grover@sri.com, 650-859-3115
Shari Gardner, Education Researcher, shari.gardner@sri.com, 703-247-8664
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Education Development Center, Inc. (EDC)

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Kevin Brown, Senior Research Scientist, brown-kevin@norc.org, 773-256-6024
Places to Eat Nearby

Restaurant choices (chosen for location, variable pricing, tastiness):

<table>
<thead>
<tr>
<th>Restaurant</th>
<th>Address</th>
<th>Distance</th>
<th>Cuisine</th>
<th>Website</th>
<th>Phone</th>
</tr>
</thead>
<tbody>
<tr>
<td>Super Pollo</td>
<td>550 N. Quincy St.</td>
<td>0.4 mi</td>
<td>Peruvian</td>
<td><a href="http://www.superpollovirginia.com/Arlington%20I.htm">http://www.superpollovirginia.com/Arlington%20I.htm</a></td>
<td>(571) 970-3421</td>
</tr>
<tr>
<td>The Melting Pot</td>
<td>1110 N. Glebe Rd.</td>
<td>0.5 mi</td>
<td>American/Fondue</td>
<td><a href="http://www.meltingpot.com/">http://www.meltingpot.com/</a></td>
<td>(703) 243-4490</td>
</tr>
<tr>
<td>Pinzimini</td>
<td>At Westin Arlington</td>
<td>0 mi</td>
<td>Italian</td>
<td><a href="http://www.pinzimini.com/">http://www.pinzimini.com/</a></td>
<td>(703) 537-4200</td>
</tr>
<tr>
<td>Ravi Kabob House</td>
<td>305 N. Glebe Rd.</td>
<td>0.7 mi</td>
<td>Pakistani</td>
<td><a href="http://www.ravikabobusa.com/">http://www.ravikabobusa.com/</a></td>
<td>(703) 522-6666</td>
</tr>
<tr>
<td>Uncle Julio's</td>
<td>4301 N. Fairfax Dr.</td>
<td>0.2 mi</td>
<td>Tex-Mex</td>
<td><a href="http://www.unclejulios.com/">http://www.unclejulios.com/</a></td>
<td>(703) 528-3131</td>
</tr>
<tr>
<td>The Melting Pot</td>
<td>1110 N. Glebe Rd.</td>
<td>0.5 mi</td>
<td>American/Fondue</td>
<td><a href="http://www.meltingpot.com/">http://www.meltingpot.com/</a></td>
<td>(703) 243-4490</td>
</tr>
<tr>
<td>Thai Curry</td>
<td>307 N. Glebe Rd.</td>
<td>0.7 mi</td>
<td>Thai</td>
<td><a href="http://www.thaicurry.us/">http://www.thaicurry.us/</a></td>
<td>(703) 524-0711</td>
</tr>
<tr>
<td>Tandoor</td>
<td>4238 Wilson Blvd.</td>
<td>0.3 mi</td>
<td>Indian</td>
<td><a href="http://www.tandoorarlington.com/">http://www.tandoorarlington.com/</a></td>
<td>(703) 527-1585</td>
</tr>
</tbody>
</table>

**Note: Some of these kitchens offer vegetarian and gluten-free options, but they do not state on their websites that they use gluten-free or meat-free equipment. Also, Fettoosh is a smaller establishment, so under 12 visitors is best for there. Calling ahead to make a reservation is recommended.**
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**Tuesday, April 18**
- 7:30 am: Breakfast
- 8:00: Welcome
- 8:30: Networking Activity
- 9:15: Roundtables
- 10:15: Break
- 10:45: Keynote
- 11:15: Keynote
- 12:00: Lunch
- 1:00: Expertise Exchanges
- 2:30: Break
- 3:00: Working Sessions
- 4:45: Break
- 5:30: Gallery Walk
- 7:00: End Day 1

**Wednesday, April 19**
- 7:30 am: Breakfast
- 8:00: Overview, Special Speakers
- 9:00: Genre Shark Tank
- 10:00: Break
- 10:30: Keynote
- 11:00: Keynote
- 11:30: Lunch & Posters
- 12:45: Expertise Exchanges
- 2:15: Break
- 2:30: Working Sessions
- 3:30: Town Hall
- 4:00: Adjourn

**Thursday, April 20 (Optional)**
- Legislative Office Visits

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**The Westin Arlington Gateway**

SECOND FLOOR

The Westin Arlington Gateway

PRE-FUNCTION

C

F. SCOTT FITZGERALD BALLROOM

D

SECOND FLOOR

A

B

C

LOUISA MAY ALCOTT BOARDROOM

OPEN TO BELOW

SERVICE AREA

ERNEST HEMINGWAY SALON

1 2 3

HEMINGWAY PRE-FUNCTION

1 2 3

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