

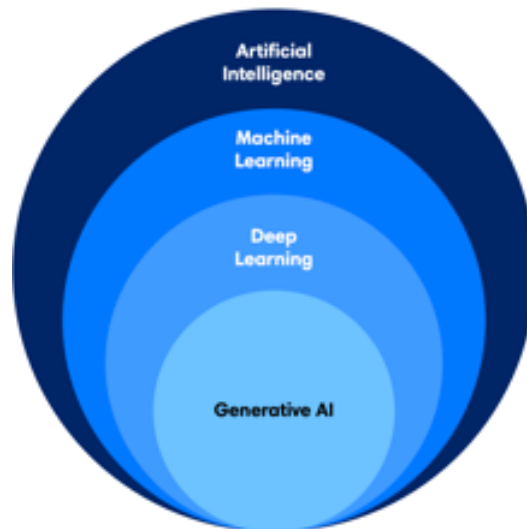


*Empowering Educators and Students with AI Use
Workshop Handout*



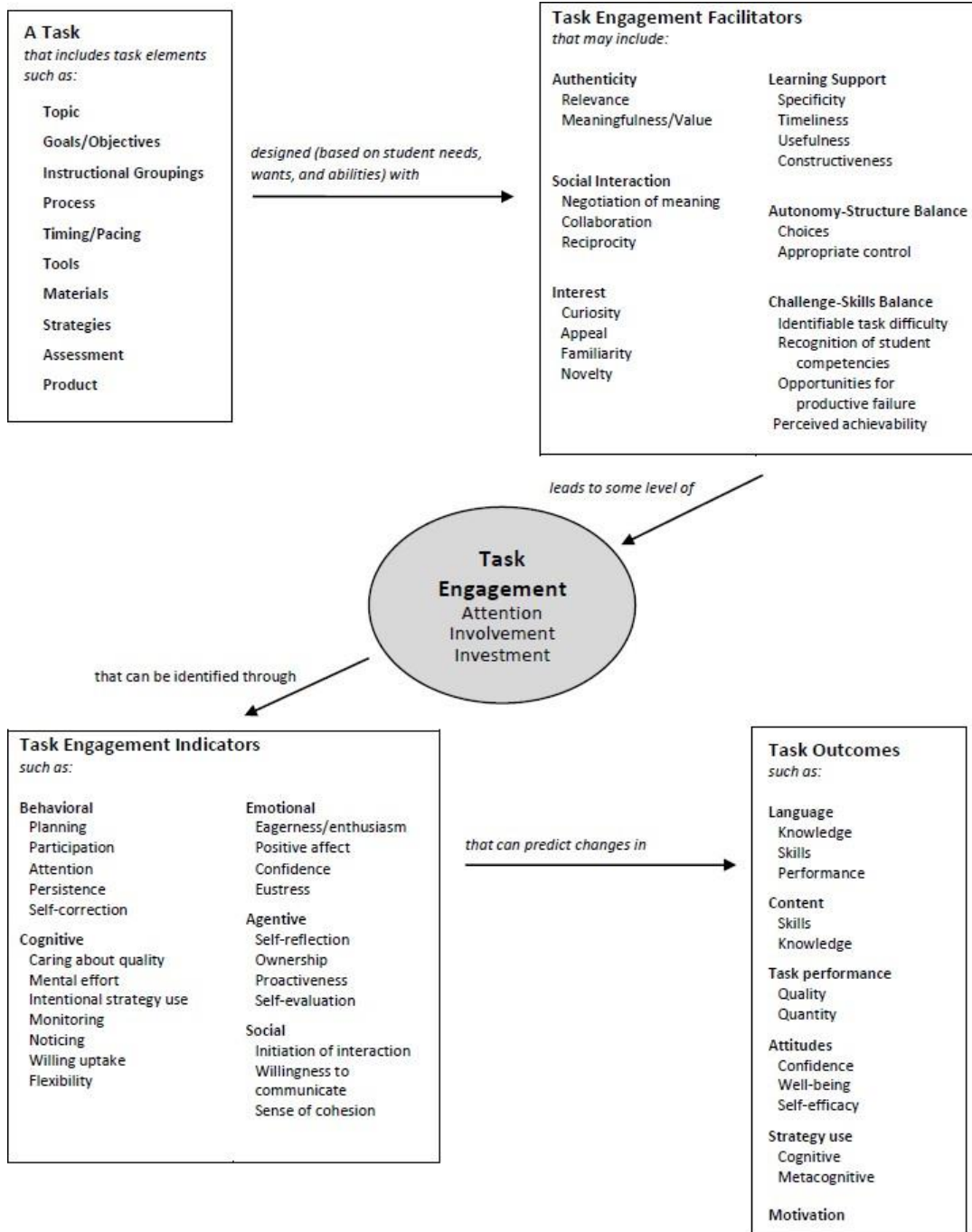
AI Glossary

- ◆ **AI (Artificial Intelligence):** The broader concept of machines being able to carry out tasks in a way that we would consider “smart.”
- ◆ **Machine Learning:** A subset of AI that includes algorithms that parse data, learn from that data, and then apply what they have learned to make informed decisions.
- ◆ **Deep Learning:** An advanced type of machine learning involving neural networks with three or more layers, which can learn and make intelligent decisions on their own.
- ◆ **Generative AI:** A type of AI capable of generating new content, from text to images, based on patterns it learns from input data.
- ◆ **Large Language Models (LLMs):** These are types of AI models designed to understand and generate human-like text based on the training data they have been fed.
- ◆ **GPT (Generative Pre-trained Transformer):** An example of a large language model known for its ability to generate coherent and contextually relevant text based on a given prompt.





Comprehensive Model of Task Engagement (Egbert & Panday-Shukla, 2024)





Resources

Recommended Apps

- *AI for Education*: aiforeducation.io. Resource Hub includes a useful free prompt generator, lessons for introducing AI to students, classroom AI posters, and a 2-hour course for educators.
- *AIVoov*: aivoov.com or through *Canva* - www.canva.com/design and choose “apps.” Excellent text-to-speech generator. Free trial only.
- *ChatGPT*: chat.openai.com. Generates human-like text based on the received input. It can engage in a conversation, answer questions, write essays, summarize content, and generate engaging stories, among other tasks.
- *Gemini*: gemini.google.com/app. AI model developed by Google, designed to understand and combine different types of information such as text, images, and video.
- *HeyGen AI*: platform - app.heygen.com or through *Canva* - www.canva.com/design. Includes digital avatars, text-to-video, and video translations.
- *InVideo*: ai.individio.ai. Prompt-to-video generator and editor. Users can add voiceover, music, and transitions.
- *Firefly* by Adobe: firefly.adobe.com. Users can generate images, text effects, and other media content from prompts.
- *SchoolAI*: schoolai.com. Free for teachers. Dashboard with tools such as worksheet generator, joke generator, class newsletter, IEP goals, and much more. Also includes Spaces, Subject Tutors, and teacher-created projects across discipline



Publications

- Egbert, J., & Panday-Shukla, P. (Eds.) (2024 forthcoming). *Task engagement across disciplines: Research and practical strategies to increase student achievement*. Routledge.
- Egbert, J., Li, Z., & Kriama, M. (2024 forthcoming). *Interactive learning: 75 digital tasks to transform your classroom*. OER Commons.
- Ferlazzo, L. (2024, Jan. 18). 19 ways to use ChatGPT in your classroom. *Education Week*. <https://www.edweek.org/teaching-learning/opinion-19-ways-to-use-chatgpt-in-your-classroom/2023/01>
- Huynh, T. (2023). Using AI to support multilingual students. Edutopia. <https://www.edutopia.org/article/using-ai-support-multilingual-students/>
- Kloosterman, M. (2023, Oct. 4). *Using ChatGPT to support student-led inquiry*. <https://www.edutopia.org/article/using-chatgpt-support-student-led-inquiry/>
- Shah, P. (2023). *AI and the future of education: Teaching in the age of artificial intelligence*. Jossey-Bass. *Comes with a *Teacher's Discussion Guide*.
- TeachFX: Explore the research section of the TeachFX website: teachfx.com/research.
- Torres, JT., & Nemeroff, A. (2024). Are we asking the wrong questions about ChatGPT? *Chronicle of Higher Education*, April 15.

For More Information

Ditch that textbook's 30 AI tools for the classroom: ditchthattextbook.com/ai-tools/. Type, how it works, pricing (if any), and the link for each tool.

Edutopia Newsletter provides short, current stories and information regarding AI and other digital tools. Sign up at edutopia.org.

Khan Academy's *AI for education: Life skills*: khanacademy.org/college-careers-more/ai-for-education. Lessons on AI literacy and other information. Khan also provides AI tutoring.

SmartBrief on EdTech is a brief weekly overview of what's happening in edtech and ideas for how to use it across the curriculum. Sign up at smartbrief.com/edtech.



The XR Development Lab at WSU

Our Mission

The XR Development Lab in the College of Education was established in 2022 with support from Unity and funding from the university and the Department of Teaching and Learning. The lab is located in Room 312 of Cleveland Hall. In lab projects, we work from the theory that all students can and need to be engaged in order to learn. The learning model that we ground our work in is the Comprehensive Task Engagement Model (Egbert et al., 2021; 2022).

Our work includes:

1. Reviewing, curating, and creating XR tools for education across disciplines, contexts, and levels.
2. Providing professional development to pre- and in-service teachers and disciplinary faculty to raise awareness of XR and support practical digital literacy skills based on a task engagement framework.
3. Conducting and collaborating on research on XR in education.

Current projects

- Augmented reality (AR) teacher workshops
- Virtual reality (VR) headset workshops
- Unity VR development
- Extended reality archive development for disciplinary text augmentation
- Exploration/list of AR/VR apps (i.e., 360 video, modeling apps, AI)
- Videos for a 360-degree video archive

Upcoming Fall 2024

- College of Education *AI in Research* workshops
- Pullman teacher and family workshops