Transcript of "Artifact 2: Designing for Immediacy"

So, in this video, I'm highlighting immediacy: the ability for me to offer instant feedback on students' independent activities and their questions in the chat box.

00:12
So, Ethan, that's a question that you would want to ask at some point along the way. It's not going to carry you for an entire paper.

00:18
Can students' abilities be tested another way? What kind of question is that?

00:23
I pulled it out of evaluation. I want to put it somewhere else. Where might else it go?

00:26
JD. Boom. Yep you got it.

00:30
What Yosef just said: "So you're just asking questions and researching them in the first part of your research?" Solid gold. Yes. Everybody take note of that. That's your job right now.

00:41
Okay, so we're going to search something about laptops in the classroom, and once you find a source that looks halfway decent, please put the URL in the chat box.

00:52
Joe, that article is probably wicked good, but it also looks scholarly because it's coming from Science Direct. Can you find another one that's popular but also good?

1:02
The same sources are coming up. How could that be true? There's like 57 zillion possible sources out there about laptops in the classroom. How are you guys all finding the same ones?

01:17
Raise your hand if you see—you're in the Google Docs, you see the paragraphs, you see the instructions, you know exactly what is happening. You've found the stuff.

01:28
Five people in class know what's going on. Nine? We're almost halfway there?