**Utilizing Tools for Creativity and Collaboration in Online Project-Based Courses**

Interface 2021: Better Together

Presenter: Johnny Wu, M.S., Center for Online Innovation and Production

The Content

* [**Flipgrid**](https://info.flipgrid.com/)**:** This tool empowers social learning and encourages ideas and voices shared by students and teams. Video-based discussions help to create a student presence, demonstrate a process, and to provide real-world connections.
* [**Dropbox Paper**](https://www.dropbox.com/paper)**:** This is a new type of document designed for creative work. Students can collaborate in real-time, assign tasks, make a to-do list, etc. This tool allows students to work seamlessly on creative projects.
* [**Zoom**](https://zoom.us/)**:** This communication tool increases student participation and learning retention with virtual engagement and can be used for multiple scenarios instead of just meetings.
* [**Google Drive**](https://www.google.com/intl/en_mu/drive/)**:** This file storage and synchronization service allow students to share documents, files, etc., with others in a group or across groups.
* [**PowerPoint with OneDrive**](https://cloud.it.ufl.edu/collaboration-tools/office-365/)**:** With this collaboration feature, students can work together on presentations and create videos to show the achievements of their group project.

Advantages

* All these tools are free to faculty, students, and staff at UF.
* Utilizing different tools helps to create digital spaces to facilitate and boost creative work.
* These tools facilitate collaboration and creativity in a virtual environment.
* New opportunities are created for educators to see student thinking.
* These tools lend to the facilitation of project-based scenarios to prepare students for virtual, collaborative work in the future.

Reminders

* Consider the strengths of each tool to meet the learning goals and objectives for a particular case or scenario.
* Because the semester moves so quickly, share the benefits of the tools as soon as possible to encourage student buy-in.
* It may be challenging to direct student teams to create a digital space for collaboration. Carve out time in the class to go over expectations and the basic use of the tools.