

Pedagogy



- [Active Learning](#)
- [Universal Design for Learning](#)
- [Flipped Learning](#)

In ETM, one of our goals is to help faculty enhance their teaching through the use of technology. There is no need to introduce technology tools into the classroom just for novelty's sake. Therefore, at the heart of effective educational technology is effective pedagogy. The resources here are meant to help enhance faculty teaching regardless of the extent to which technology is used in the classroom.