Session Information

Session Levels – Each session will be asked to identify their session as one of the following levels.

Basic/Primer: Attendees are presumed to have no or only limited prior knowledge or experience of the subject matter. Discussion of basic concepts and material is appropriate. Discussion of advanced or sophisticated concepts and material is not appropriate.

Intermediate: Attendees are presumed to have some knowledge and experience of the subject matter and to be acquainted with basic practice and concepts. In-depth or sophisticated knowledge or experience is not presumed. Limited treatment of basic concepts by way of background is appropriate.

Advanced: Attendees are presumed to have significant knowledge and experience of the subject matter. Discussion of basic concepts and material is not appropriate.

Interactive Session Formats

While traditional lectures are appropriate for many workshop sessions, NACUA encourages presenters to consider incorporating more interactive sessions and creative presentation formats. These alternatives allow participants to be actively engaged in discussion, problem solving or other activities. (Note that if the room requires a different configuration, NACUA staff must be consulted to determine if it is feasible). Interactive sessions might include:

- **Hypotheticals.** Begin with short presentation via lecture, then break into groups to formulate answers to assigned hypotheticals. Groups then report back to the full audience and speaker summarizes key issues at the end. In our experience, hypotheticals often serve as a better learning tool than case studies as they provide greater flexibility and can be applied to a wider range of scenarios.

- **Role-Playing.** Ask volunteers in the audience to role-play or secure volunteers in advance to role-play a scenario regarding topic content. Ask members of the audience to break into groups briefly to react to the role playing by answering questions you frame, then have a few report back at the end and invite other groups to express additional points during the feedback part. Recap major points in a lecture format.

- **Group Exercises/Problem-Solving.** Audience is asked to break into pairs or larger groups to discuss a key issue during a lecture where the speaker can incorporate audience feedback into the presentation and learning experience.

- **Brainstorming.** Ask attendees for solutions to problems and then use the session to classify, evaluate, modify and prioritize the brainstormed ideas.

- **Debate.** Speakers take opposing sides or alternative views on an issue and then welcome audience participation at some point in the debate.