Using Video in the Engineering Classroom

Join Us!

When? Tuesday, June 17, 7:00–8:30 a.m.
Where? Indiana Convention Center, Room 126
What? Refreshments and engaging discussion

The ubiquity of streaming video has made incorporating multimedia into the classroom easier than ever, and video can be a powerful teaching tool for students with different learning styles when used effectively. Yet appropriate materials can be hard to find or scattered across numerous resources and once located, information can be subjective and incomplete.

Please provide your feedback on a new resource from Alexander Street Press that incorporates the case method approach, blending text and video resources, with a focus on understanding and preventing engineering failures. Walk away with tips to integrate video into your existing syllabi and coursework.

About the Collection

Engineering Case Studies Online is an online collection that offers 250 hours of video and 50,000 pages of text resources to meet growing classroom needs for primary-source material. It provides in-depth coverage for 50 of the most frequently taught and seminal case studies around the world together with supplementary materials from more than 1,000 additional failures.

Featured cases include Air France flight 4590, Apollo 13, the Big Dig, Boeing 787 Dreamliner, Chernobyl power plant, Deepwater Horizon oil rig, Ford Pinto, Fukushima Daiichi nuclear power plant, Hyatt Regency walkway, Space shuttle Challenger, Tacoma Narrows Bridge, Titanic, and TWA flight 800.

www.alexanderstreet.com

About the Editor

International Licensing Editor Fiona Carr hails from Highworth, Wiltshire, in the United Kingdom and has a BA in economic and social history from the University of Hull. Fiona has more than 18 years of experience in academic publishing and a longtime passion for content licensing and business development. At Alexander Street Press, Fiona specializes in acquiring video content from a range of broadcasters and distributors for engineering and related products, as well as product management.