

Seneca Sandbox

Version 7

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About

A digital literacies program at Seneca. This program provides a support system for students, including:

- workshops and online resources for creating digital media like videos, podcasts, infographics or digital stories
- editing stations, recording studios, equipment and software for creating digital media, as well as equipment and tools for maker projects at four campuses

Each workshop and online guide will touch on all aspects of a digital skill. For example, a video workshop not only teaches the tools and software required for video creation but also discusses citizenship issues, such as copyright and privacy.

[Seneca Sandbox website](#)

Tips for using the tool

Contact sandbox@senecacollege.ca to discuss booking workshops for your students. If you would like to discuss how to design your assessment, contact the Teaching & Learning Centre: teaching@senecacollege.ca

Examples

Faculty can use the Sandbox to create digital media teaching materials, such as introductory videos or online learning modules. Students often use the Sandbox to complete their video, 3D printing or website projects, or to create media for their own hobbies or enterprises, such as product photography, music, model portfolios, etc.

You could also use it for a back channel for discussions during class, for a bookmarking page where people share resources about a topic, for a debate where students share a

stance which can be commented on and more.

Additional resources

Creating digital media

tags : create, creative, educational-technology, educational-technology-advisory-committee, educational-technology-tool-finder, educational-technology-tools, educational-tools, etac, sandbox, sand-box, teaching-and-learning, teaching-and-learning-centre