Introducing the *Linked Classroom* Model in a *Synchromodal Learning Environment*  

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Typically, learning environments fall into one of three modes: face-to-face, online, and alternating face-to-face and online (i.e., blended) instruction. In *Synchromodal Learning Environments*, face-to-face and online modes are combined. As members of the CEPSE/COE Design Studio at Michigan State University, we have found several different ways to implement such learning environments, where the interactions in each model are mediated by a different technological setup in support of specific learning goals.

We present one type of Synchromodal Learning Environment, the *linked classroom* model. We describe two different instantiations of this model in support of two distinct learning goals: (a) expanding access to a class and (b) facilitating interactions between diverse groups of students. In addition to describing the technological setup, we will also share our design considerations, problems faced, and lessons learned for each of the two instantiations.