This session will discuss how flipped classroom techniques can be used to engage with students in a virtual setting. The case studies explored will be based on two courses from the DDM/DMD Masters programme: Introduction to Digital Design and Digital Playgrounds for the Online Public. The courses focus on both theoretical and practical aspects of design and digital media and for this reason we used a combination of teaching methods for discussing and presenting student work. The flipped classroom model was useful in engaging with the students further, in comparison with the traditional online lecture delivery. Platforms such as Miro were very helpful for group work and synchronous design activities during these sessions. The intention is to continue to use such methods for in-person and hybrid teaching.