

Information Technologies Plan 2012-2015

March 6, 2012 draft

	Information Technologies Highest Priority Objectives <i>What is the objective?</i>	Information Technologies Strategy <i>How will it be achieved?</i>	Initiatives <i>Through what activities?</i>	Measures <i>How is success defined?</i>
ACCESS	1. <u>Degrees</u> - Identify and implement new technologies that provide collaborative teaching and learning in a mobile environment.	Support new mobile technologies for teaching and learning.	Provide equipment grants to faculty members to use mobile technology in classroom or research settings.	Ten course or research experiences with mobile technology will have been funded.
	2. <u>Opportunity</u> - Build self-service solutions that allow our partners to easily understand and use our technology offerings.	Support innovative learning experiences through the addition of media content capability for courses.	Build classroom capture rooms and editing rooms.	At least one classroom capture room or do-it-yourself editing room will be available in each college.
SUPPORT	3. <u>Engagement</u> - Build a highly-available, up-to-date and planned infrastructure of cabling, wireless access points, servers and classroom technology.	Support classroom technology in cooperation with departments and campus technology coordinators.	Provide a process to allow faculty members to receive live support in classrooms.	A hotline will be established to allow faculty to receive timely response for classroom technology problems.
	4. <u>Support</u> - Build a highly-available, up-to-date and planned infrastructure of cabling, wireless access points, servers and classroom technology.	Update the campus wireless network to support the increasing needs of campus users.	Install additional access points in academic buildings on campus based on usage reports and needs.	The number of wireless access points will increase by 5% per year in academic buildings.
	5. <u>Support</u> - Identify and implement new technologies that provide collaborative teaching and learning in a mobile environment.	Provide mobile-compatible versions of common campus applications.	Make Banner (student information system) functions available for mobile devices.	Registration and tuition payment will be available to students via mobile device.