

Residential Campus Task Force: Sub-committee on Technology

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Today's students have grown up in a rich digital environment where technology is both transparent and ubiquitous. Technology has always been part of their lives, from the Internet to laptops, iPods, games, instant messaging (IM), cell phones, and pagers. They take technology for granted—they expect it to be integral to their lives, including in education.

In discussions of the meaning of residential campus in regards to technology, committee members agreed that an environment that integrates technology into the “fabric” of the institution is important in the success of a residential campus. This integrated environment provides students with the information, tools, and services they need, when and where they need them. With this integration in mind, technology access becomes the equivalent of a utility; it is integrated into the environment with the expectation that it is always available.

Committee members interviewed members of the student senate along with various student workers to gain insight into what they thought would be instrumental to a residential campus from a technology standpoint. Information from the annual student technology survey was also shared among the group. Following are the recommendations that came from these discussions.

Recommendations:

- *Create more technology friendly areas (like the proposed Learning Commons)*
Create more areas where students, faculty, and staff can interact in a technology-rich environment with expert technical and information support services for research and document production. This environment places an emphasis on 21st century collaboration and learning.
 - Group practice/presentation rooms for rehearsing presentations.
 - Flexible furniture for group and collaboration work.
 - An environment designed for the support of laptops and other mobile devices.

- *Effectively incorporate technology into teaching and learning*
Students expect to have technology incorporated into the classroom and the learning environment. They expect to be able to access grades and course materials anytime.
 - Incorporate innovative course delivery mechanisms in a meaningful manner such as podcasting, blogging, you tube, twitters, second life and other social media methods.

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- Expand online course offerings and course capture software to facilitate the review of course materials and lectures.
- Continue to invest in classrooms of the future but make sure that there is a funding mechanism for refreshing the technology in these classrooms.
- Investigate the adoption of electronic textbooks.
- Create a mobile device friendly campus environment

Whether it is a cell phone, PDA or laptop, students want to be able to access the information they want anytime, anywhere on their mobile device.

 - Incorporate mobile device charging stations into student gathering areas.
 - Ensure connectivity for these devices by making sure laptop and cell phone wireless coverage is saturated on campus, especially in student gathering areas.
 - Develop mobile applications that deliver campus services to the student's mobile device (iPhone applications, BlackBoard & Ramport access)
- Establish a Campus Technology Store

According to the student technology survey, over 92% of students own their own laptop or desktop. Students also indicated in the survey that one of the top two services they desire to have on campus is having technical assistance available for their personal computers. Students have to go off campus to places such as Best Buy for the technology items and expertise they need.

 - Provide computer hardware, software, peripherals and supplies needed by the typical student.
 - Offer repair and warranty services on computer, laptops and printers.
 - Offer discounted hardware and software through educational agreements with vendors such as Dell, HP, Adobe and Microsoft.
 - Similar to the Technology Store located in the TTU Student Union.
 - Could be established in conjunction with the existing bookstore.

Literature reviewed:

1. MacWinnie, L. A. (2003). The information commons: The academic library of the future. *Libraries and the Academy*, 3, (2), 241-257.
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3. Top-Ten Teaching and Learning Issues, 2007 (Educause). Creating a culture of evidence tops the list of important issues as the academic technology profession moves to an "Instruction 2.0" world.

<http://www.educause.edu/EDUCAUSE+Quarterly/EDUCAUSEQuarterlyMagazineVolum/TopTenTeachingandLearningIssue/161828>

4. Harris, Marti (2009). Getting U.S. Higher Education Through a Bad Economy with E-Learning and Social Software. Gartner, Publication date: 25 February 2009.