

Computer and Information Technology Planning and Goals (CITPG) Committee Activities Annual Report 2005-2006

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The Computer and Information Technology Planning and Goals (CITPG) Committee meet every-other week throughout the academic year. The thrust of the committee's work has been the formulation of long-range goals for academic computing and information technologies at NDSU. The process involved potential goal idea generation by the committee with reference to existing NDUS and NDSU goals, a campus-wide survey of the faculty for ideas and prioritization, selection of priority goals, and the development of plans. What follows is a preliminary statement of our goals and plans.

The goals chosen include:

Goal 1: The Educational Technology Exchange Initiative – A campus-wide support system for academic computing.

Goal 2: The Ubiquitous Computing Initiative – To enable students, faculty, and staff access to online resources from any place on campus.

Goal 3: A Mobile Computing Access Initiative – To provide broad access to computing systems.

Goal 4: The Online Course Capacity Initiative – To have the capacity for the online delivery of 50% of all general education courses including live video and audio.

Goal 5: The Research Knowledge Management System Initiative – To develop a research knowledge management system to aid in grant writing.

For every goal, two critical success factors are:

- Stakeholder buy-in, and
- Strong support from campus leadership.

Plans for Goal 1 – The Educational Technology Exchange Initiative:

- Establish an on-campus organization to serve as the coordinating body for academic computing support.
- Propose and implement a mechanism to inventory technology and practices in academic computing.
- Implement mechanisms to encourage the sharing of ideas and to ensure greater campus-wide exposure to practices across campus.
- Implement innovative academic computing systems and conduct assessment of these implementations and their effects on student outcomes.
- Implement mechanisms for on-going quality improvement.
- This goal is viewed as an overarching umbrella for the other initiatives.

Plans for Goal 2 – The Ubiquitous Computing Initiative:

- Conduct and assessment of current wireless implementation on campus.

- Project future wireless access point needs.
- Recommend additional, value-added features as well as priority locations for wireless access points.
- Implement a library of mobile computing devices available for check-out – possibly at the departmental level.
- Implement a faculty reward system. For example,
 - An award for the most innovative use of technology in the classroom,
 - An Excellence in Technology Enhanced Learning lectureship, or
 - New investigator awards for technology in the classroom.
- This goal and Goal 3 would be closely related.

Plans for Goal 3 – A Mobile Computing Access Initiative:

- Implement a library of mobile computing devices available for check-out – possibly at the departmental level.

Plans for Goal 4 – The Online Course Capacity Initiative:

- Conduct a technology assessment of the current delivery modes and capacity.
- Assess the capacity and need for video and audio delivery.
- Determine the requirements for the proposed online capacity.
- Determine difference between current capacity and goal.
- Create a media production studio for professional-quality content.

Plans for Goal 5 – The Research Knowledge Management System Initiative:

- Examine current knowledge management processes on campus.
- Determines ways to leverage existing course management tools such as Blackboard.
- Cultivate a culture of idea and knowledge sharing on campus.