LEARNING TECHNOLOGY ASSESSMENT

Moreno Valley College, Riverside Community College District

April 7, 2014
AGENDA

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Background

**Objective:**

Create a vision for how technology can enable the future of learning at Moreno Valley College...

...so the College’s leadership can build a roadmap to achieve that vision.
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OBSERVATIONS
Current Conditions

1. Classroom AV systems are obsolete and equipment is failing at an increasing rate.
2. Classroom computers are too old to support current software applications.
3. Budget and manpower resources are insufficient to sustain operation of existing classroom technology installations.
4. In many disciplines inadequate classroom technology is impairing the ability of faculty to provide relevant instruction.
5. There is no plan or funding in place to facilitate comprehensive technology refresh in existing classrooms.
6. Classroom technology resources are generally inferior to that found in other public learning institutions at all levels of instruction.
Benchmarks for Learning Technology
Visions of the Future

1. **Up-to-date computing hardware and software resources.** It’s the all-time, number one dream of students, faculty and staff at MVC.

2. **Reliable high-speed wireless network access everywhere.** It’s the foundation of just about every learning technology tool.

3. **Accessible technical support.** Making the technology work shouldn’t be a barrier to learning.

4. **Seamless network access for mobile devices.** There’s a gold rush of learning resources being developed for mobile devices.

5. **Sharing content from mobile devices.** Mobile technology devices are an essential part of collaborative learning.

6. **Networked wireless printing.** Even as the use of electronic documents continues to grow, there will still be a need to print to paper.

7. **Electronic textbooks.** They open new teaching and learning opportunities, typically at a lower cost.

8. **A community of support for learning technology.** By sharing information and experiences, faculty and students can help each other advance the effectiveness of learning technology at MVC.
RECOMMENDATIONS
RECOMMENDATIONS Technology

1. Build the campus data network as an essential foundation for enabling learning technology. (i.e. WiFi, mobile devices, interoperability, wireless printing, redundancy, reliability, etc.)

2. Embrace the use of mobile devices and encourage the use of student-owned technology.

3. Develop a standard that provides a simple, consistent user interface in every classroom.

4. Provide parity in technology resources deployed throughout the college.

5. Develop classroom technology resources that are aligned with the programs that are using them. One size does not fit all.

6. Make technology purchase decisions with consideration for lifecycle cost of the technology. (e.g. laser projectors)
RECOMMENDATIONS Facilities & Infrastructure

1. Optimize technology effectiveness in new/renovated facilities by building to standards and guidelines for image sizes, sightlines, acoustics, etc.
2. Provide more places where small groups of students can study and collaborate.
3. Develop new study and collaboration spaces with a comprehensive, campus-wide perspective. Consider the various types of activity, group sizes, access, and technology resources needed.
4. Provide more access to electrical power for mobile devices.
5. Build a redundant connection to high-speed Internet access.
RECOMMENDATIONS  Organization

1. Develop a detailed and comprehensive inventory of existing campus technology resources to use as a starting point for purging what’s obsolete, for allocating what’s viable, and for acquiring what’s missing.

2. Eliminate the silos of responsibility within the technology support organization and develop a culture of customer service.

3. Create a “one-stop” destination where students and faculty can get help with any learning technology problem. (e.g. Genius Bar)

4. Build a formal network of people that can help each other build effective learning technology solutions and tools.

5. Help low income students who can’t afford to buy their own technology.