Navigating the Sea of Instructional Technologies by CUNY Campuses

CUNY IT Conference November 29, 2012
Panel Discussion held at John Jay College
Panelists:

Steve Castellano, Learning Technology Specialist, Lehman College

Janey Flanagan, E-Learning Director, Borough of Manhattan Community College

Natalia Kapli, Senior Instructional Technologist, CETL, City College

Bruce Rosenbloom, Director, Center for Excellence in Teaching and Learning, City College

Joe Ugoretz, Associate Dean of Teaching, Learning and Technology, Macaulay Honors College
Agenda

- Introduce panelists
- Overview of session
- Survey results / questions
- Questions / feedback from audience
- Follow-up
Overview

- Clicker story
- Vendor calls
- IT List
- Faculty inquiries
CUNY-Wide Survey on Instructional Technology

- Purpose: assess the state of instructional technology on various CUNY campuses
- More than 20 campuses participated
- Results will be reported to the Committee on Academic Technology (CAT) and other entities
Findings from CUNY-Wide Survey Q2

What is the title for the point person on your campus for instructional technology?

- Director of Instructional Technology: 64.7%
- CTL Director: 23.5%
- No single point person: 11.8%
Findings from CUNY-Wide Survey Q3

Who makes instructional technology decisions on your campus?

- A committee: 27.3%
- Instructional Technology Director or equivalent: 18.2%
- A department: 9.1%
- Several entities: 45.5%
- Not entirely clear: -

[Bar chart showing the distribution of responses]
Findings from CUNY-Wide Survey Q4

Who has input in making instructional technology decisions on your campus? (Check all that apply)

- Individual Faculty: 82.6%
- Departments/Schools: 73.9%
- Students: 52.2%
- Administration: 87.0%
- Information Technology Office: 78.3%
- Centers for Teaching and Learning: 60.9%
Findings from CUNY-Wide Survey Q5

Please indicate the technologies used at your campus? (Check all that apply)

- Wikis and blogs: 91.3%
- Audio/video editing: 91.3%
- Online surveys: 87.0%
- Screen Capture: 82.6%
- E-portfolios: 82.6%
- Collaboration software: 78.3%
- Lecture Capture: 73.9%
- Clickers (personal response systems): 73.9%
- Cloud storage: 73.9%
- Mobile technologies: 65.2%
Findings from CUNY-Wide Survey Q6

What (if any) criteria / model is used to select among the many instructional technologies?

- Cost effectiveness
- Ease-of-use
- Faculty preferences / recommendations
- Student impact
- Reliability
- Resources for support
- Success stories
- No criteria or model
In your opinion, how good a job is your campus when it comes to?

- Piloting new instructional technology tools: 2.73
- Publicizing instructional technologies: 2.59
- Providing training and support for instructional technologies: 3.18
- Evaluating the effectiveness of the instructional technology tools: 2.27
- Allocating sufficient resources to ensure successful implementation: 2.23
Findings from CUNY-Wide Survey Q8

Briefly, what do you regard as the most significant issues related to instructional technology at your campus?

- Funding to support instructional technology
- Faculty buy-in and incentives
- Lack of planning and clear decision process
- Keeping up with new trends and products
- Low Internet connection speed on campus
Penn State “Hot Teams”

- Implemented by Education Technology Services
- Focus on a particular instructional tool (i.e. VoiceThread, iWriter, Kaltura, etc.)
- Collaboration between educational technologists from ETS and faculty
- Produce a brief white paper on the benefits and challenges of using the tool and a sample scenario
- Use EDUCAUSE model

http://ets.tlt.psu.edu/category/hot-team/
IT Remedies

- Create a department—assign a point person
- Empower a campus-wide panel of all IT stakeholders to work on these issues
- Develop a model for evaluating IT’s in relation to each other (see next slide)
- Collaborate with other CUNY schools
## Evaluation Rubric: Simple Comparison

Note: (5= best  4= good  3= fair  2= poor  1= worst)

<table>
<thead>
<tr>
<th>Technology</th>
<th>Instructional Purpose</th>
<th>Ease of Use</th>
<th>Cost</th>
<th>Total Points</th>
</tr>
</thead>
<tbody>
<tr>
<td>Survey Monkey</td>
<td>5</td>
<td>5</td>
<td>5</td>
<td>15</td>
</tr>
<tr>
<td>Prezi</td>
<td>5</td>
<td>3</td>
<td>5</td>
<td>13</td>
</tr>
<tr>
<td>Wiki Spaces</td>
<td>5</td>
<td>3.5</td>
<td>2</td>
<td>10.5</td>
</tr>
<tr>
<td>Adobe Connect</td>
<td>4</td>
<td>3</td>
<td>2</td>
<td>9</td>
</tr>
</tbody>
</table>
Instructional Technology Life-Cycle

START

1. Decide
2. Pilot
3. Implement
4. Evaluate
5. Refine
6. Research

© Bruce Rosenbloom
2011
Questions / Follow-up