

Campus Technology Impact Awards

We are pleased to announce the recipients of the 2020-2021 Campus Technology Impact Awards:



CATEGORY: TEACHING AND LEARNING

CLEMSON UNIVERSITY

Project: VR Mondri

Project lead: Kyle David Anderson, senior director of global engagement

Tech lineup: **Blender**, **Mozilla Hubs**, **Sketchfab**, **SketchUp**, **Trello**, **WhatsApp**, **Zoom**

VR Mondri is a suite of immersive and interactive 3D environments representing international locations of educational significance, within which instructors and students acquire discipline-specific knowledge and meet with global peers to increase intercultural competencies. Created and managed by international student teams from research and conception to implementation, VR Mondri brings an engaging pedagogical tool to faculty across the university and expands students' access to global learning.

COLUMBUS STATE COMMUNITY COLLEGE

Project: Composition Reading Bank

Project lead: Nick Lakostik, associate professor of English

Tech lineup: **EBSCO**, **LexisNexis**, **Microsoft**, **Springshare**

The Composition Reading Bank is a digital OER replacing the traditional anthology for composition courses, saving Columbus State students over \$200,000 each semester. Among the features that set it apart from other resources: Text, video and audio content is fully accessible to students with disabilities; copyright is meticulously respected; web resources with monthly viewing limits are avoided; and thorough summaries, info bubbles and tags enhance usability. Creation and ongoing maintenance of the CRB has been informed by department trainings, user surveys, focus groups and testing.

INDIANA UNIVERSITY

Project: Keep Teaching

Project lead: Anastasia (Stacy) Morrone, associate vice president, Learning

Technologies

Tech lineup: Citrix, Instructure, Kaltura, Unizin, Zoom

Keep Teaching is an extensive collection of resources and best practices for shifting from face-to-face to online instruction during prolonged campus or building closures, offering both technological and pedagogical support. The materials are openly available to institutions all over the world, through Creative Commons licensing allowing others to reuse with proper attribution. A companion website for students, Keep Learning, offers key tips and resources for learning from home.

CATEGORY: STUDENT SYSTEMS AND SERVICES

SYRACUSE UNIVERSITY

Project: Orange SUESS Initiative

Project lead: Hopeton Smalling, functional business analyst

Tech lineup: Blackboard, Hobsons, Microsoft, Oracle

Orange SUESS is a data-informed process for student advising/case management, intervention selection and community support to improve the student experience. More than a technology rollout, the initiative has created a culture of change and accountability, balancing people, process, technology and politics at a diverse institution.

CATEGORY: ADMINISTRATION

OLIVET NAZARENE UNIVERSITY

Project: Your Way

Project lead: Kathleen Lueckeman, chief strategy officer

Tech lineup: FormAssembly, Google, Grammarly, Microsoft, Qualified, Salesforce, Tableau, Valence

Olivet increased equity and access and bent the cost curve using technology to offer tuition-free general education courses for adult students and provide a low-risk pathway to a college degree. The self-paced courses offer always-on content accessible on any device, unlimited re-takes on homework and tests, gamification to keep students motivated, and self-service support resources. On the administrative side, Olivet revamped advertising, marketing, recruitment, admissions and onboarding, flattening siloes, removing administrative barriers and lowering costs both for the university and for students.

CATEGORY: IT INFRASTRUCTURE AND SYSTEMS

UNIVERSITY OF NORTH TEXAS

Project: UNT Insights Program

Project lead: Jason Simon, associate vice president for data, analytics and institutional research

Tech lineup: **Pinnacle Solutions, SAS**

In the face of tremendous upheaval for higher education, UNT built an enterprise-wide analytics initiative from the ground up — on a strong foundation of data governance and culture change. As a result, the institution has gone from "data rich, insight poor" to integrating data modeling, data training, data visualization and predictive analytics for data-informed decision-making — and has seen a significant boost in enrollment and graduation rates.

TEXAS STATE UNIVERSITY

Project: Digital Scholarly Research Ecosystem

Project lead: Ray Uzwyshyn, director, Library Collections and Digital Services

Tech lineup: **Dataverse, DSpace, Omeka, Open Journal Systems, ORCID, Vireo**

Using entirely open source software, Texas State created a groundbreaking online scholarly research ecosystem to empower faculty and graduate student research, raise research profiles in search engines and enable global collaboration and sharing. Researchers' work has been made more visible and findable, elevating faculty, graduate students and institution alike.

CATEGORY: EDUCATION FUTURISTS

INDIANA UNIVERSITY

Project: Idea Garden - Growing Your Ideas Organically

Project lead: Julie Johnston, director of learning spaces

Tech lineup: **Corsair, Crestron, Dell, Google, HTC VIVE, Klipsch, LulzBot, Mersive, Microsoft, Oculus, Planar, Samsung, Skytech Gaming**

The Idea Garden is a vibrant "thinker space" that offers all students an opportunity to engage in collaborative, cross-disciplinary experiences by providing them with hands-on interaction with cutting-edge technology. The space pairs biophilic design and a serene atmosphere with a plethora of technologies for creativity and exploration, along with individualized student support and resources. Its goal: to inspire students to learn

beyond the curriculum, acquire skills based on their interests and passions, and foster the spirit of lifelong learning.

UNIVERSITY OF MICHIGAN

Project: ECoach

Project lead: Tim McKay, Arthur F. Thurnau Professor of Physics, Astronomy, Education, and associate dean for Undergraduate Education

Tech lineup: Developed in-house

ECoach is a personalized coaching tool for students in large courses where one-on-one communication between instructors and students is otherwise impossible. Students receive feedback from the tool on how to succeed in a course, based on data from university systems as well as student survey input and informed by behavioral science techniques. And an underlying research framework provides immense opportunities for studying how students learn, use course resources, and the impact of interventions on learning behaviors.

HARVARD UNIVERSITY

Project: Harvard Innovation Labs Virtual Ecosystem

Project lead: Ian Boyd, associate director, technology & strategy

Tech lineup: **ClickUp, Gatheround, Mailchimp, Microsoft, Slack, SoWork, Vimeo, WordPress, YouTube, Zoom**

The Harvard Innovation Labs created a virtual innovation ecosystem, accessed by thousands of members of the Harvard community, that nurtures ideation and venture creation. Born out of the emergency pivot to remote learning during the COVID-19 pandemic, the virtual ecosystem has become a permanent part of the Innovation Labs' efforts to foster innovation and entrepreneurship, using technology to build community, communication and collaboration among students, advisers and alumni as well as potential customers, investors and employees. Through the virtual ecosystem, venture teams have developed a range of products and services — often focused on the pandemic and/or social justice — that are impacting millions of people around the world.