

Education Technology Proposed Concept #5

Increase opportunities for exploration of emerging technologies and their uses for teaching, learning, and educational support.

Current State

There is a lack of funding and professional development to acquire and use new technologies such as 3D printing, gaming, and simulations. Learning analytics and adaptive learning technologies are not widely used. We don't effectively leverage the knowledge, expertise, and technologies that exist in these areas.

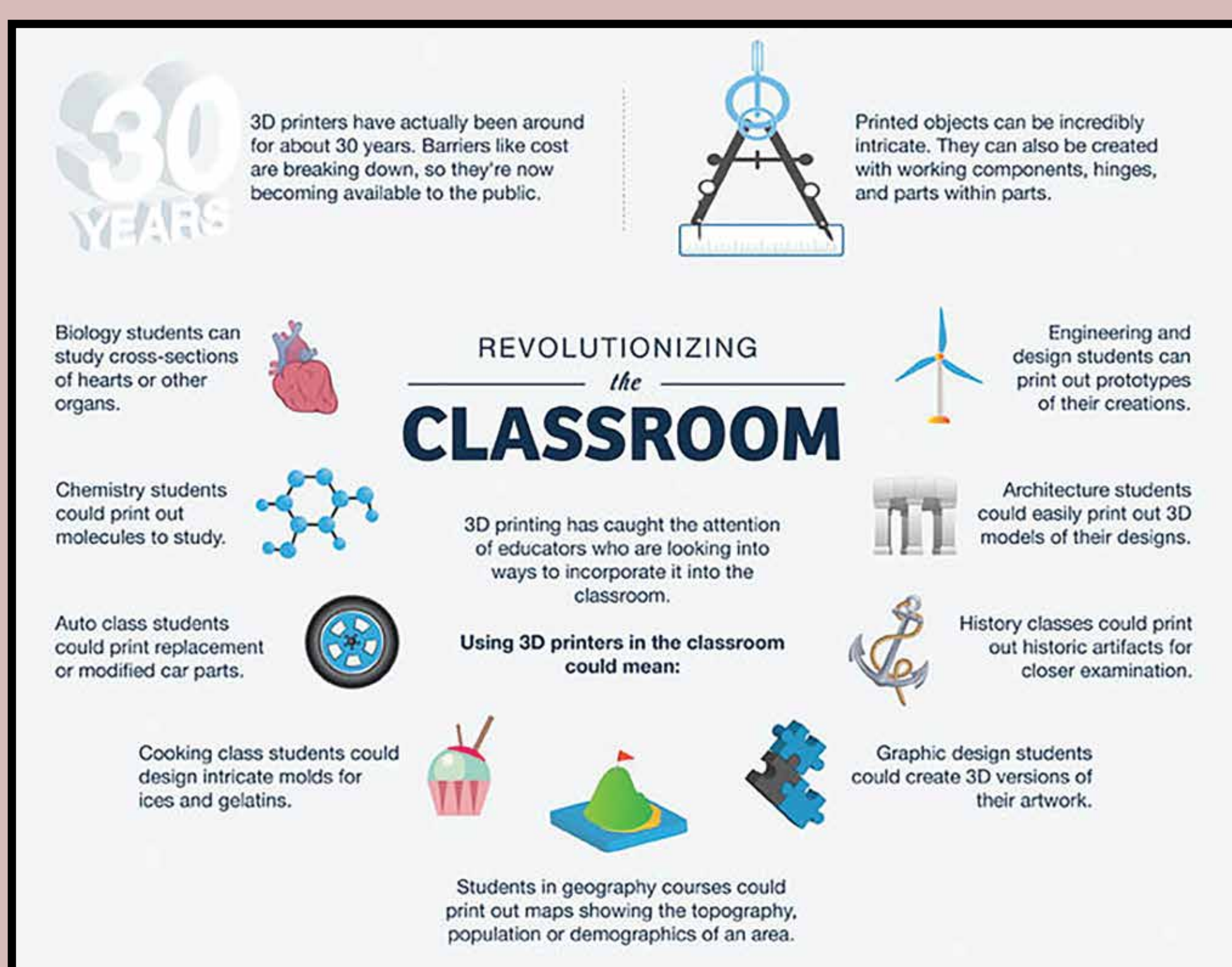
Desired Future State

Create intentional communities within the system to increase collaboration and sharing of best practices such as innovation/ideation centers, or collaborative work groups. Institutions develop relationships with partner businesses and organizations to acquire and use emerging technologies. Faculty and staff leverage the power of learning analytics and adaptive technologies. The system showcases its use of emerging technologies.



Benefit to Students, Faculty, Staff, and Beyond

- Students are prepared for careers that use the latest technologies. They use simulations to learn skills, concepts, and applications where access to expensive facilities or equipment is limited.
- Faculty have increased support for the exploration of emerging technologies and the integration of that technology into their curriculum. Faculty have enhanced methods of engaging students and creating relationships with the public and private sector.
- Staff can leverage the power of learning analytics to promote student success and enhance service to students.



Source: <http://www.teachthought.com/wp-content/uploads/2013/02/3D-Printing-fi.jpg>



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