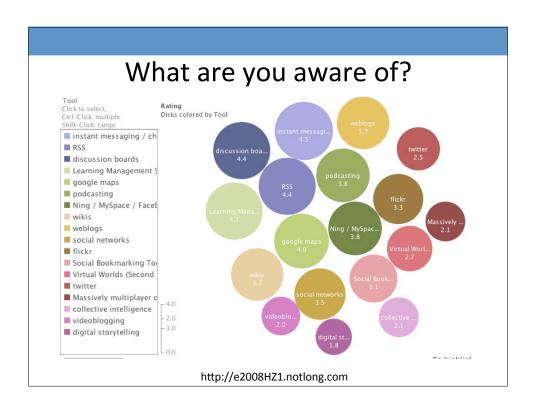
Pre-Session Survey

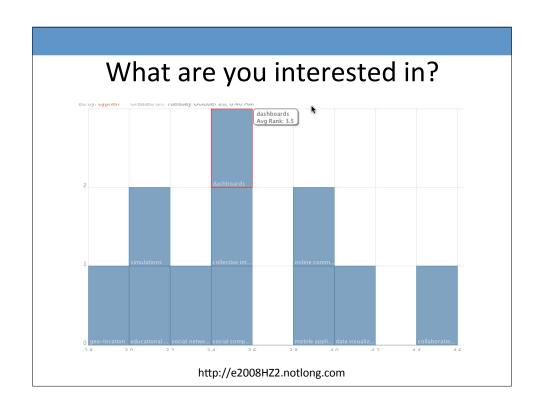
- Understand where we need to be going or what we should be concerned about.
- Get hooked in to the Horizon Report community and see if I can contribute?
- how are new technologies being integrated into teaching (and also research, but mostly classwork) in a meaningful way, such that they change the character of teaching and learning?
- Trends in IT that will affect my campus' infrastructure and budget over the next five years.

- •Better understanding of innovative trends and best practices in the adoption of emerging technologies on campus. Information about strategies for innovation.
- •In looking at the trends of the Horizon Report, what technologies should we be focusing on for our users today and in the next year?
- •Practical strategies to get from point A to point B.
- •What's the new thing, what's the next thing, Facebook, Blackboard Sync, etc.



What is your involvement?

How involved are you (on a day to day basis) with:					
	not involved	somewhat involved	very involved	Response Count	
a) decisions about systems and infrastructure	13.0% (3)	30.4% (7)	56.5% (13)	23	
b) decisions involving education and pedagogy	13.0% (3)	34.8% (8)	52.2% (12)	23	
c) planning for future projects	0.0% (0)	4.2% (1)	95.8% (23)	24	



a) decisions about systems and infrastructure	13	30.4	56.5
b) decisions involving education and pedagogy	13	34.8	52.3
c) planning for future projects	0	4.2	95.8

- Longer term trends instead of "flavor of the day."
- any suggestions of good reports/resources that we should be mindful of...
- I am interested in cost, policies, outcomes for student learning and course transformation. I am also interested in how campuses have involved students as tech support for faculty.
- Think "one LMS, not many". This seems increasingly impossible, given the explosion in web 2.0 tools, and I would like to know if others have strategies for dealing with this. classroom technology

- E-portfolios; Epsilen? other emerging technology that already showed value and impact on teaching and learning Collaborative tools used for informal learning spaces. implement and improve use of podcasting, wiki, blog, twitter, etc....
- Cloud based computing -- Google apps, Microsoft Live@edu, etc.
- Video Streaming (in particular Flash video streaming what format is "the" format to use).