

Information Services Committee (ISC)

Meeting Minutes for Thursday October 24, 2013

ISC Attendees: Simon Balm, Jamie Cavanaugh, Jocelyn Chong, Jinan Darwiche, Al Desalles, Maria Erickson, Steve Hunt, Steve Peterson, Walter Meyer, Sal Veas

Meeting time: 11:15 AM to 12:30 PM

1. The Committee reviewed and approved 9/26/13 meeting minutes.
2. The Committee had a follow-up discussion on Smart Classroom assignment procedures. The consensus is that there should be a guideline to assign Smart Classroom to the faculty who fully utilizes the technology first. Jocelyn stated that Jenny (Chair of Chairs) and Georgia (Academic Affairs) is working with MIS to develop a new online class scheduling process. There is opportunity to integrate classroom technology information in the process to promote the effective usage. The Committee would like to invite Jenny or Georgia to the meeting to explore the possibility of setting guidelines.
3. The Committee discussed the concerns of lacking a BYOD support strategy. Due to the immaturity of consumer-based technology; there has not been an enterprise management tool to effectively manage end points in the past couple of years. There are no existing policy/procedures to enable the effective use and support of such devices. BYOD is an evolving technology trend that requires both the technical and functional users' team work to drive the direction and define the best practices. The Committee discussed the following actions to prepare BYOD support demands:
 - Conducts faculty and student technology surveys to provide information on the needs and use cases.
 - Evaluates mobile device management (MDM) tools to enhance the security and support services of mobile devices/apps
 - Integrates Teaching/Learning Center initiative with technology operations to enhance the effectiveness of support services.
4. Due to time constraints, Jocelyn reported briefly on Educause conference observation. There are major experimental projects on MOOCS (massive open online courses) which integrate quality pedagogies, multimedia instructional contents, designs, learning style analytics, and gaming type of interactions to build learner adaptive online courses. The outcome can be applied directly to reinvent education as we know it.