

Goal 1: Create a Technology Supported Ecosystem (content, delivery, analytics)

- Updates:
 - Content transition from Sakai
 - Training on embedded Canvas “analytics” tools
- Remaining issues:
 - Sakai data archiving and storage (Required and/or of value)
 - Roles and permissions policy and implementation
 - Prioritizing security/privacy/legal vetting of external plugins into Canvas

Goal 2: Transform Learning Spaces:

- Updates
 - Classroom technology upgrades
 - Collaborative spaces
- Remaining issues:
 - Assessment of collaborative space needs
 - Demand for virtualized labs (UFApps)

Goal 3: Mobilize teaching and Learning Services

- Updates
 - Virtual computer labs (UFApps)
 - Streaming infrastructure improvements
- Remaining Issues
 - Potential demand (prediction and resourcing)

Goal 4: Offer services for rich media production

- Updates
 - Production capacity increases
 - Staff development (Competencies on gaming, active learning, flipped classroom, ADA requirements, etc.)
- Remaining issues
 - Prioritizing and managing demand
 - Resourcing

Goal 5: Provide multiple technology training channels

- Updates
 - Awareness, training and education program
- Remaining issues
 - Prioritizing and resourcing

Goal 6: Engage leading institutions

- Updates
 - Participation in EDUCAUSE (Surveys, peer comparisons, strategy, collaboration)

Goal 7: Support and encourage innovation and continuous improvement

- Updates
 - Metrics and learning analytics
- Remaining issues
 - Identify important issues associated to metrics and learning analytics
 - Transform culture from intuitive to data driven