

Social media

How should social media be evaluated? How would we decide whether a pilot were likely to succeed?

1. what learning goals do we want to achieve?
2. does social media actually help students stay on task?
3. what is the likelihood that students would use it in an educational context?
4. are we prepared to support it?
5. are there security and other management concerns
6. is this likely to result in active learning?
7. would instructors be prepared to redesign courses/modules to take it into account?
8. faculty may not want to share contact with the public? How do we advise faculty of possible consequences of their adoption of technology?
9. does the vendor provide reliable, timely support?
10. how much of a voice do we have in the development of the tool and/or persistent difficulties?
11. how easy will it be to learn to use?
12. is it platform-agnostic?
13. who owns the data? Do we have access to those data?
14. does the campus adopt legal responsibility for students' use of the tool? (e.g., pass through legal for FERPA, accessibility)
15. is authentication needed?
16. what is the pricing structure ? what are the hidden costs, e.g, wireless system?
17. if it turns out to be successful, is it scalable?
18. does it meet a critical program need?
19. is there instructor or student resistance to adoption?
20. are there ethical/responsible issues involved in the use of this tool?
21. what can social media do that we currently cannot do?
22. is the technology too advanced for end users – either faculty or students?
23. how broadly based would the use be?

Mobile devices

Where is the money and how much is needed?

- identify the need
- do we have buy-in?
- who's already doing it and what can we learn from them?
- Can it be outsourced?
- if the product (e.g., iPads) results in a successful outcome, will we actually adopt it more broadly? E.g., will administration allow you to adopt it?
- What sorts of data (or other means of persuasion, e.g., bribery) would you need to persuade administration to adopt this technology?

eReaders:

- support from vendor, or entirely in-house
- are there other tools that would do this and more
- would this technology lead to bigger and better technologies?
- proprietary issues, vendor lock-in
- will eReaders replace textbooks?

Second Life (or other virtual worlds?)

- do we have the infrastructure to support it?
- Sustainability? (technology itself, vs. usability)
- Will faculty continue to use it?
- Do we have the money for faculty stipends?
- Continuation of company?
- Will the SL community continue to grow?
- Will the number of potential users justify the “costs” involved?
- Additional funding for unknowns?

Augmented reality

- what do we mean by augmented reality?
- What is pedagogical reason for using it?
- Will it be easy to use, level of support required?