

The Next Generation Digital Learning Environment & A Framework for Change

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Presentation **Agenda**

- 1** Major Trends
- 2** Education Disrupted
- 3** Next Generation Learning Environments
- 4** Solutions for Higher Education
- 5** A Framework for Change

Major Trends

Technology Trends in Higher Ed

Campus-Wide IT Strategy

Digital Learning

- Immersive Video
- Active Learning
- Support Services
- Student-Centered

Data-Driven Campus

- Connected Campus
- Network Analytics
- Troubleshooting
- Space Utilization

Artificial Intelligence

- Gap identification
- Digital assistants
- Friendly robots
- Faculty as facilitators

Campus & Cyber Security

- Network security
- Physical safety
- Student data and info
- Security policy



Education Disrupted

The Number of A-G Graduates has Increased by 28%

California has a higher college
attendance rate than all but ten states

3% higher than the national average
of 43%

50% increase in enrollments at UC
campuses this fall



Prices have increased for Eight Straight Years



Total outstanding student loan debt in the US is
\$1.52 Trillion

Second largest form of consumer debt, only
behind mortgages

California is ranked at #4 – 50% of graduates
have debt

Fewer than 50% of Students Complete their Degrees within Six Years

1/3 students drop out entirely and never finish their degrees

Students want interactive and self-guided approaches

Challenging to integrate new technologies into established practices



Security Threats Further Undermine Engagement and Success

From 2001 to 2014, arrests for weapons possession ranged from 1,000 to 1,400 annually

60% of Higher Ed institutions reported at least one breach (55% for other industries)

One university paid \$28K in Bitcoin to hackers who took control of campus email and network



The cost of attacks

Any security breach at a college or university can have serious implications; these may include legal ramifications for violations to FERPA or CIPA, damage to an institution's reputation, lost productivity, and significant financial costs. Time away from teaching and learning—as well as limits to college or university operations—is a critical concern.



49%

Of respondents that say that their systems were down for nine hours or more as a result of a recent security breach.

32%

Of respondents say that more than half of their systems were impacted.

51%

Number of attacks that resulted in financial damages of more than \$500,000.

23%

Number of attacks that resulted in losses of between \$100,000–\$499,000.

Next Generation Learning Environments

Creating Greater Capacity at Utah State University

70% more classrooms equipped
with video

49% increase in new programs

22% increase in student growth
while minimizing cost



Creating Cost Savings at Northampton University

Consolidated two buildings into one based on space utilization analysis

Using intent-based networking to personalize, provision, manage network as a single fabric

Students can work across campus...enrollment now increasing



Improving Completion Rates and Saving Money with 4-VA

26,594 students impacted

19 courses redesigned with OER, \$1.4M in textbook savings

Flexibility helps non-traditional students complete courses



Better Supporting Faculty at U of Wisconsin Whitewater

Took advantage of strategic
partners

Paid stipends for
technology explorer
programs



Creating Safer, More Secure Campuses

Uses core network and facial recognition to ID non-residents

100% accuracy

Fraction of cost of optical turnstiles

Better student experience



Securing Patient and Research Data at University of Kansas Hospital

Decreased threats by +/- 99%

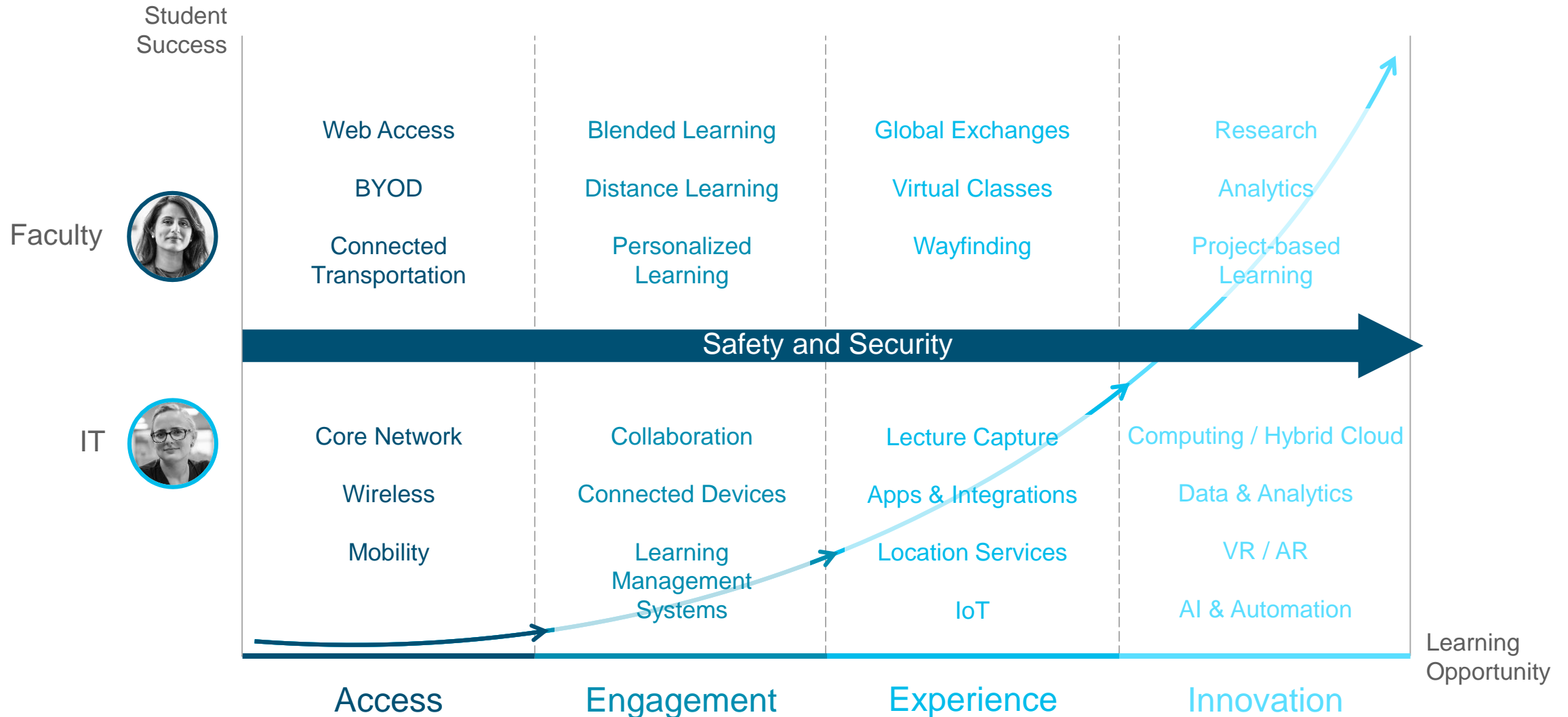
Shortened investigation time by 75%

Increased visibility and automation
while decreasing exposure to
ransomware

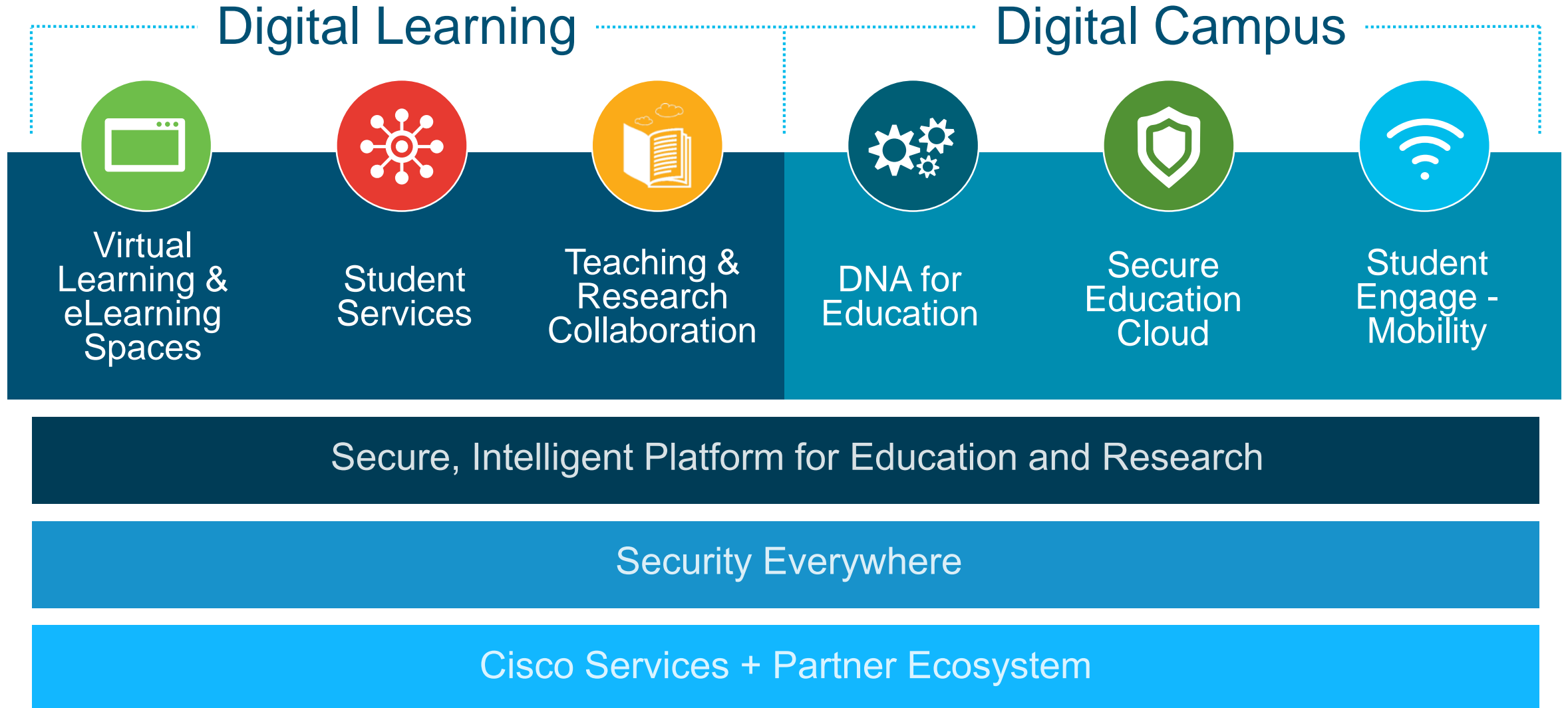


Solutions for Higher Education

Driving the Evolution

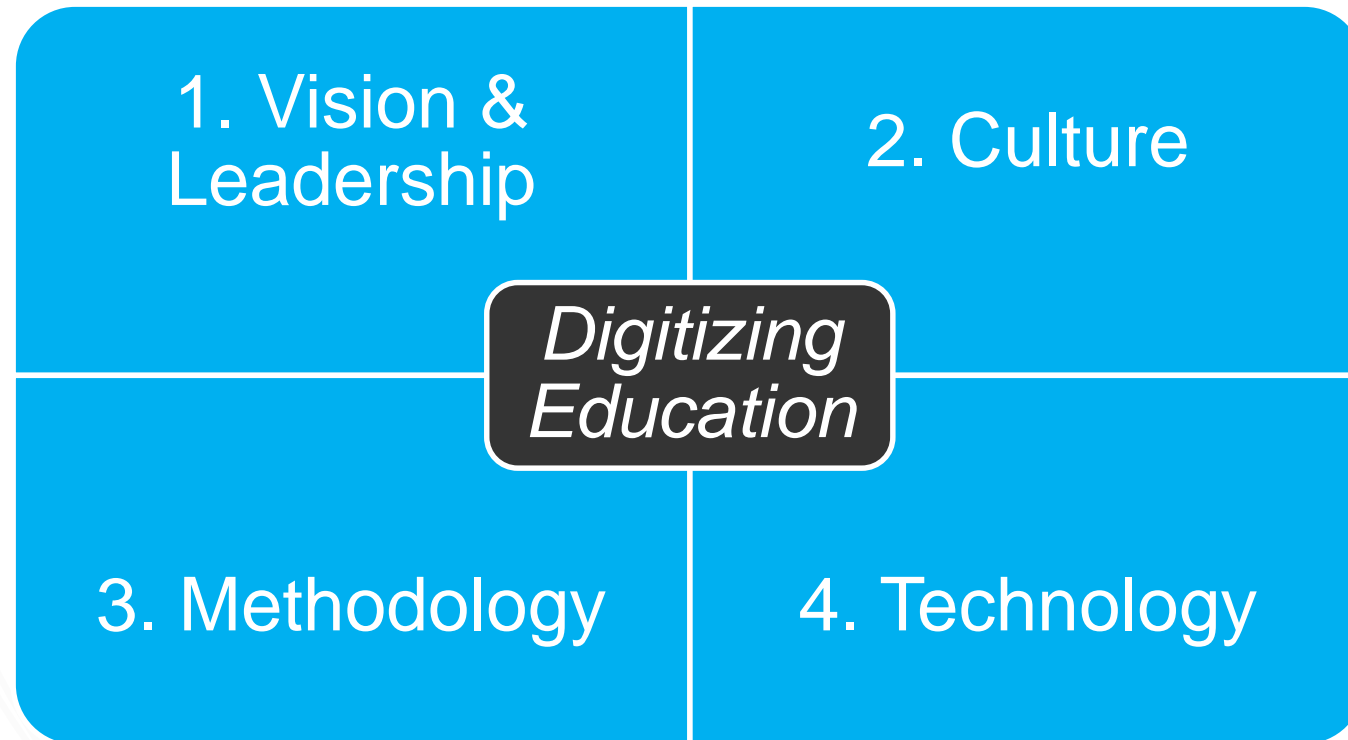


Serve as a Strategic Partner: Focus on the Problems to be Solved



A Framework for Change

Framework



Framework

Phase 1: Vision and Leadership

- What is the what? The BIG idea
- Priority investments and business case
- Communications and processes
- Stakeholder engagement

Phase 2: Culture

- Buy-in
- Engagement
- Adoption of technology
- Champions to drive scale

Phase 3: Methodology

- Teaching pedagogy
- Use cases
- Best practice collaboration
- Student engagement and experience

Phase 4: Technology

- Core foundation – integrated platform
- Ubiquitous wireless access
- Security everywhere
- Video and collaboration
- Data center and analytics
- Ecosystem partners

