



Learning and Research Technology Workgroup

October 4, 2019

Education, Building 02, Room 024

Present:	Sean Hurley, Chairperson, CAFES Bruno Ribeiro, CLA Jennifer Klay, CSM Patrick O'Sullivan, CTLT Gregory Scott, CSM	Keri Schwab, CAFES, Academic Senate Scott Hazelwood, CENG Zach Vowell, Kennedy Library Alison Robinson, AVP for ITS Kathryn Hammer, ITS
Absent:	CAED OCOB	

I. Welcome back!

Welcome and introductions. If you're interested in being the chairperson next year, please get in touch with Sean.

II. Feedback About the Start of the Quarter

Members shared that there have been intermittent issues with the new WiFi connection.

- Building 180: Intermittent WiFi connectivity issues.
- Building 192, Room 106: Impressive classroom technology, however had issues with the Apple TV connection. Ended up connecting with a cable. Experienced delays and intermittent issues with the Wifi connection.
- Buildings 10 and 192: Experiencing intermittent issues connecting to the WiFi.
- Building 10, Room 124: The smart pens aren't working with the smart board. The 'capture mode' is intermittent so faculty use work-arounds to use the boards and technology.

Members are encouraged to keep sharing technology issues with tech support, CTLT and ITS. This information helps ITS know where the issues are on campus and supports the case for modernizing technology infrastructure on campus. Also, classroom technology orientations can be scheduled with support staff by contacting the ITS Service Desk.

III. LMS Update

Procurement is complete, the implementation team is organized, and kick off meetings have happened. The team will be working on a roll-out plan with what to deliver and when.

CTLT has the charge of leading the implementation on this project with faculty. They are ramping up support to continue supporting the current LMS and dedicate resources to the new LMS. Also, a communication plan is being coordinated with the Provost and ITS. Tonia Malone with CTLT will

come to the Learning & Research meeting in November to share more information about the new LMS.

Question about who and how many faculty are working in the Canvas sandbox. Patrick estimates ~60 faculty are working in the sandbox. The sandbox is available for faculty to create content in now: <https://ctlit.calpoly.edu/cal-poly-sandbox-request-form>.

Question about overlap between the current LMS and new LMS. Specifics will be ironed out in the coming weeks and shared with faculty. The project plan will take into account communication with faculty, timelines of the transition, and archival needs. CTLT will present information about the new LMS at the next Learning & Research Tech Workgroup meeting.

The question was asked if intellectual property is protected in the contract with Instructure. Cal Poly, SLO agreed to the CSU contract with Instructure.

IV. Goals for 2019/2020 Academic Year

The workgroup agreed to focus primarily on the new LMS and research computing.

- **New LMS Implementation.** Along with the roll-out of the new LMS (Instructure Canvas), CTLT will seek input from the workgroup about additional tools to run with the LMS, such as TurnItIN and Ally. A process will need to be developed for how to identify these tools and prioritize them for implementation.
- **Research Computing on AWS.** ITS can provide enterprise services. More information is needed to define the business case for research computing. Information is needed to understand how the service will be consumed and to understand what kind of data will be stored (Level 1, 2, 3). Additional conversations with the Office of Research will be helpful.

V. Other Updates

Unified Mobile App: A new governance group is organized to manage the content for the new app. A sneak peek of the mobile app was shared during the meeting. ITS is working with the same vendor who University Marketing worked with for the new branding campaign to bring that same look and feel to mobile app.

Question about what functionality is available for Faculty? The mobile app will slowly replace the Student Portal as these modern technologies are web-born.