



The Complete Package

Teaching, Learning and the Student Experience

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1992



about technology

2010

Blackboard

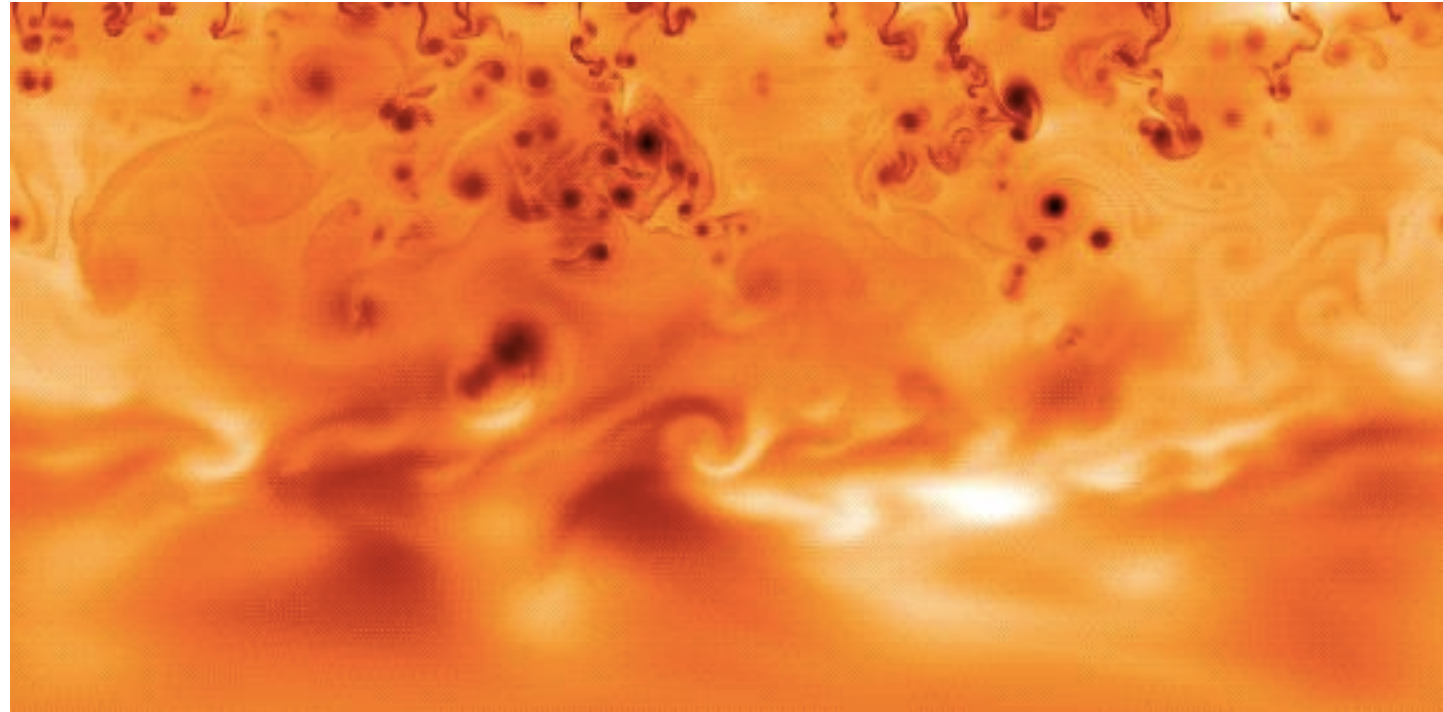
DEGW

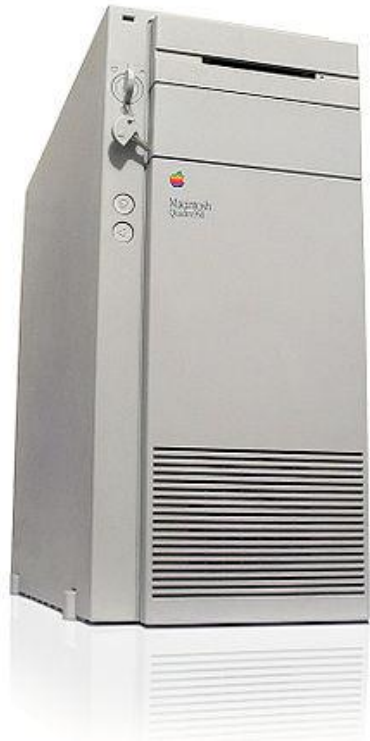


about what one does with technology

Solar Convection

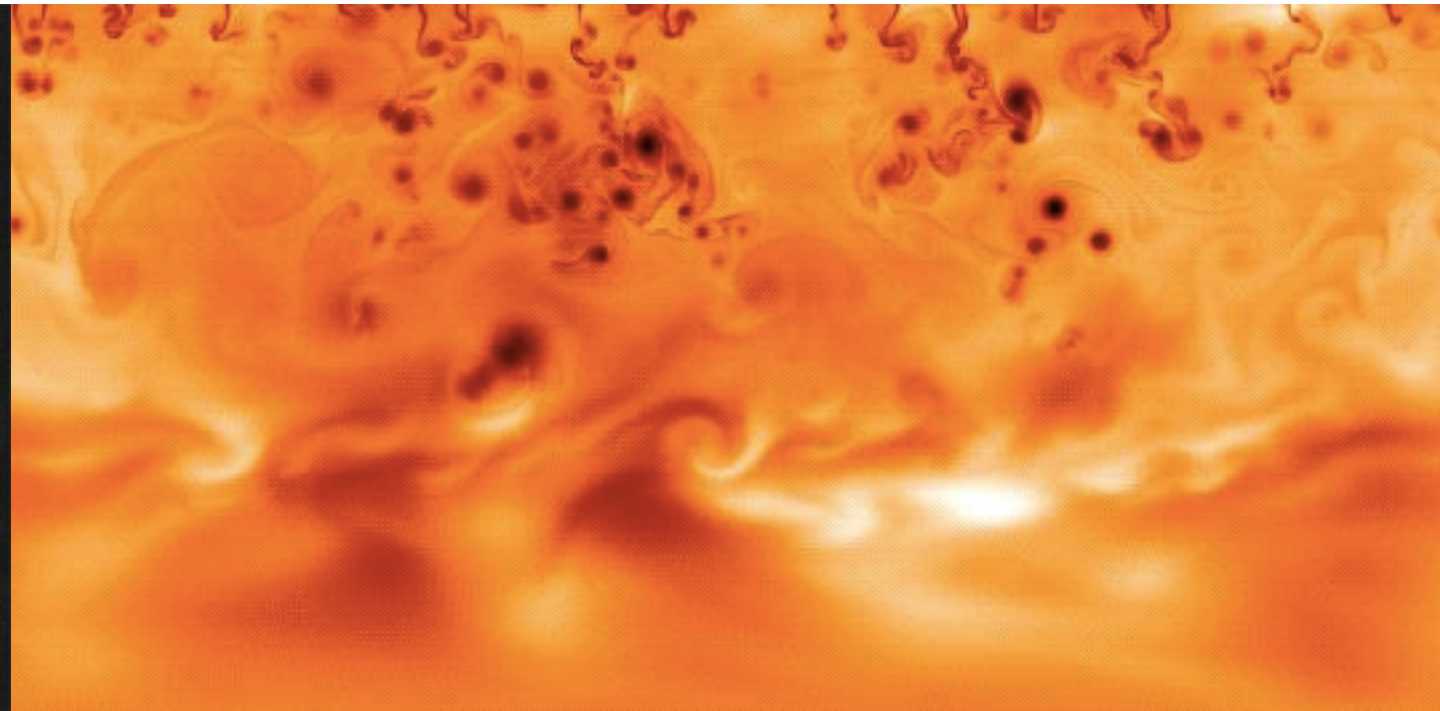
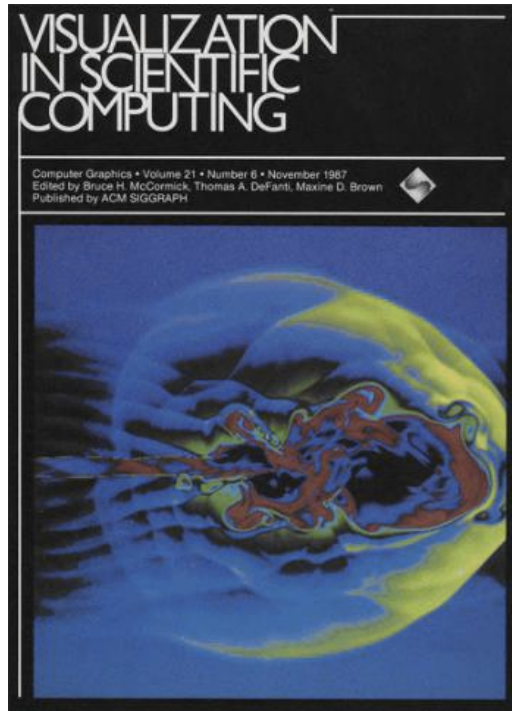
Andrea Malagoli, Anshu Dubey &
Fausto Cattaneo
University of Chicago



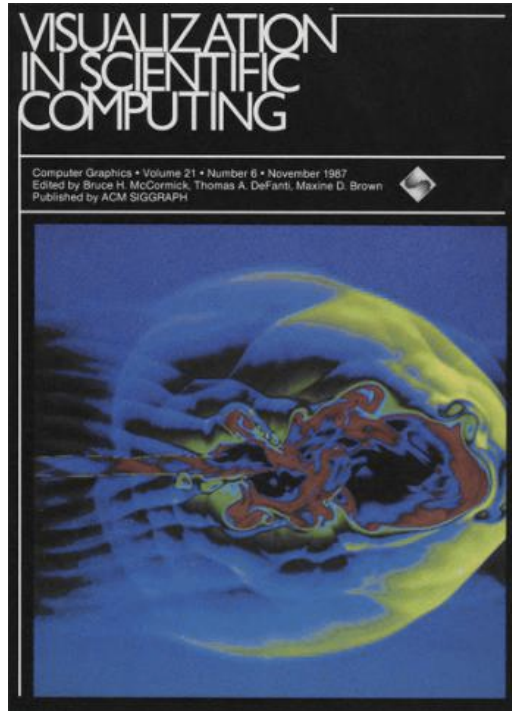


1,600 Faculty

Me + Macintosh Quadra 950



“Visualization in Scientific Computing”
Computer Graphics, Vol. 21, num. 6, November 1987, ACM SIGGRAPH



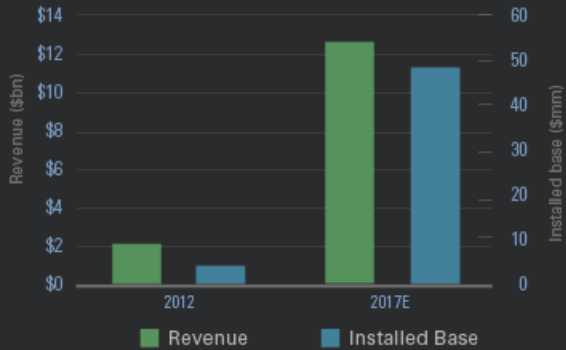
”Significant efforts by **interdisciplinary teams** will produce effective visualization tools ... It is expected that all teams ... have a mix of skills, and that the development of the tools and techniques of visualization will be an iterative process with different skills contributing at different stages.

... list of team members [will include]: **computational scientists and engineers, visualization scientists and engineers, systems support personnel, artists, [and] cognitive scientists.**”

HOMES

Source: Berg Insight

Connected homes include connecting household appliances to the network, with resulting advantages including improved security, remote management of devices, and energy management.

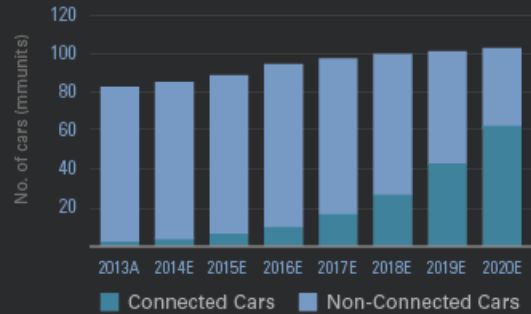


North America and Europe home automation systems

CARS

Source: Gartner (March 2014), Company data, Goldman Sachs Investment Research

Connected cars are vehicles that connect to the internet and may also feature the ability to communicate with other vehicles and infrastructure, such as traffic lights.

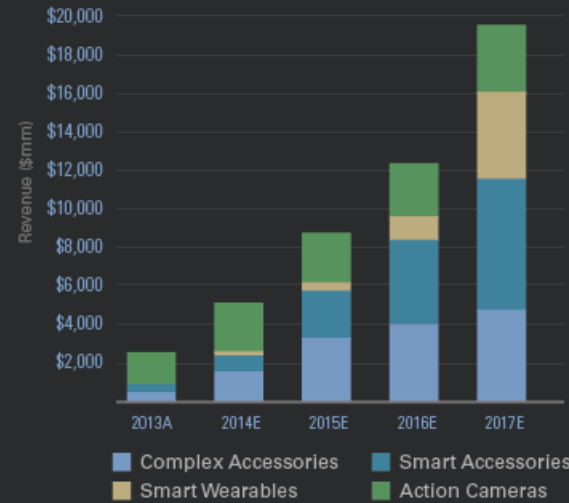


Connected cars penetration is being driven by applications in the following: safety, vehicle diagnostics, infotainment and navigation, and fleet management.

WEARABLES

Source: IDC, Goldman Sachs Investment Research

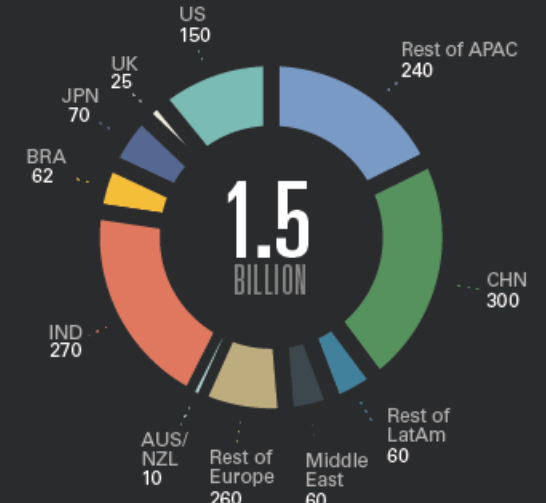
Connected wearable devices include categories such as fitness bands, smart watches, smart glasses and action cameras.



CITIES

Source: Company data, Goldman Sachs Investment Research

Smart meters, which monitor water, gas and electric usage, play a key role in helping cities analyze data, create efficiency and connect to the IoT.

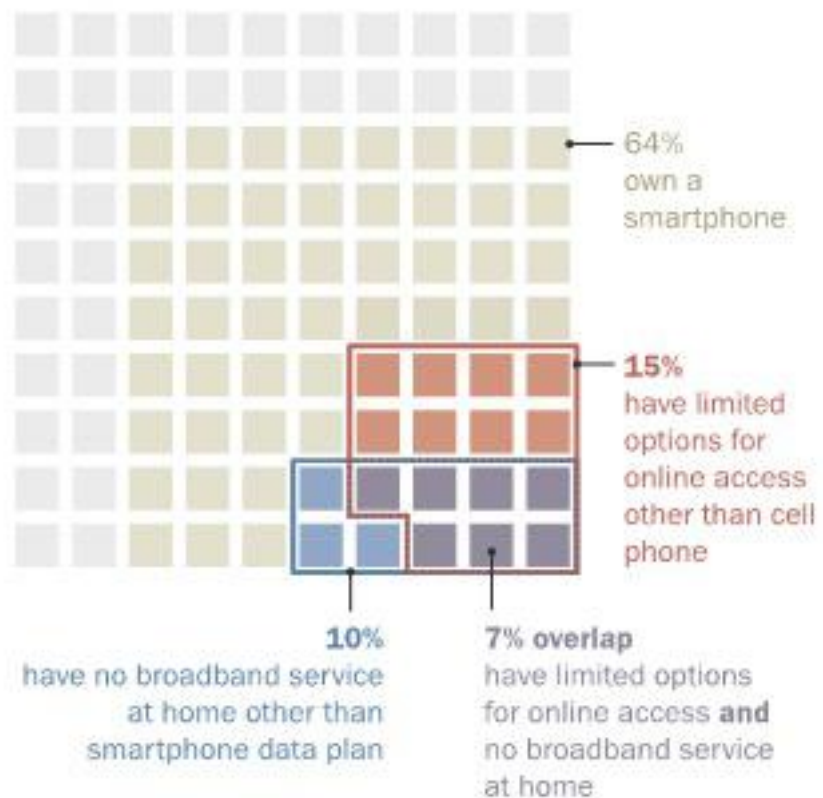


28 Billion

Internet-connected devices *by 2020*

% of U.S. adults who have a smartphone, but lack other broadband internet service at home, and/or have limited options for going online other than their cell phone

ALL ADULTS



64% of US adults have a smartphone

7% of US adults rely heavily on a smartphone for online access

Trends show that in **2016**, the number of **active smartphones on Earth** will exceed the number of personal computers in use.

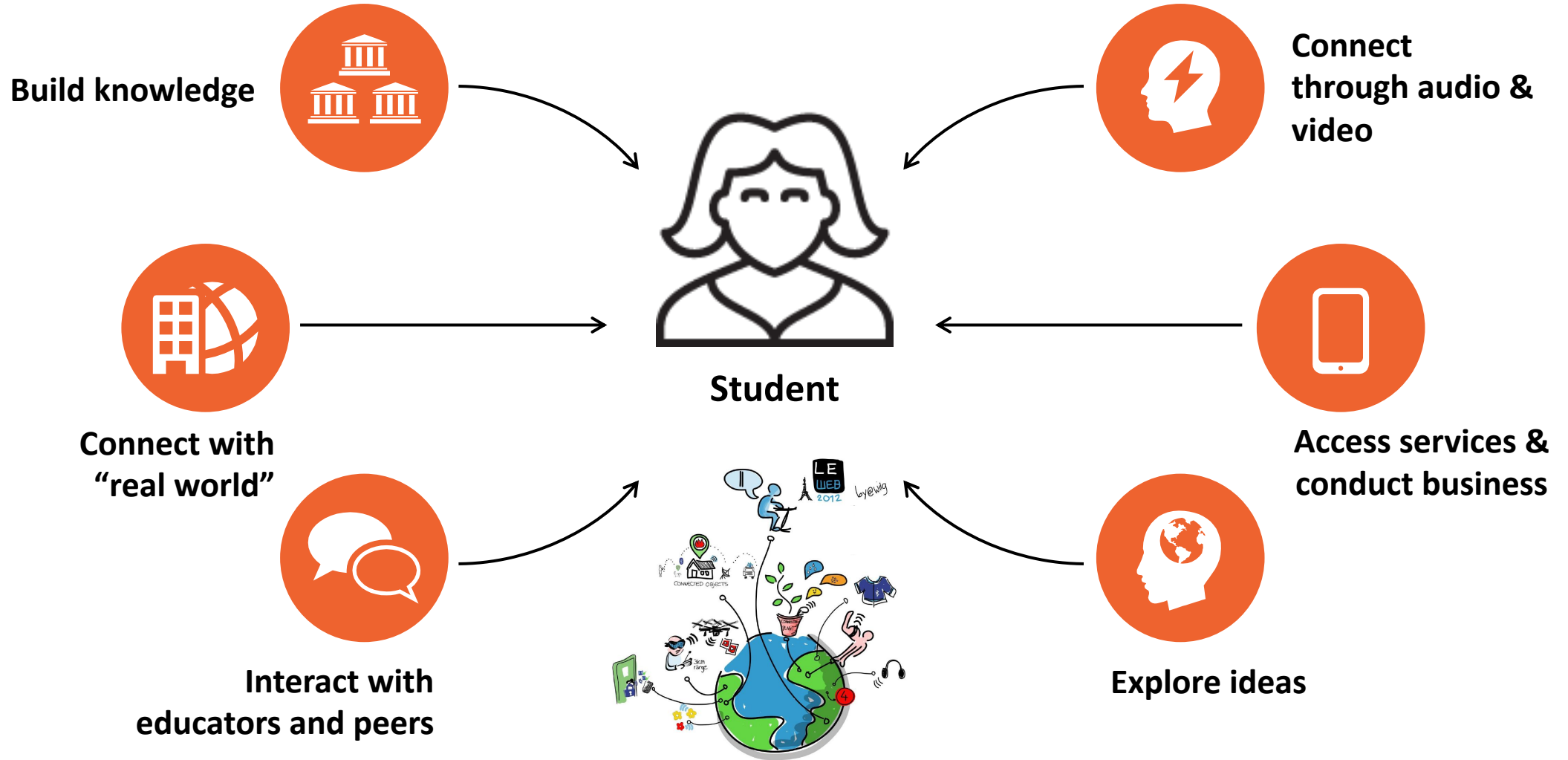
– a shift within **two** campus generations of undergraduates



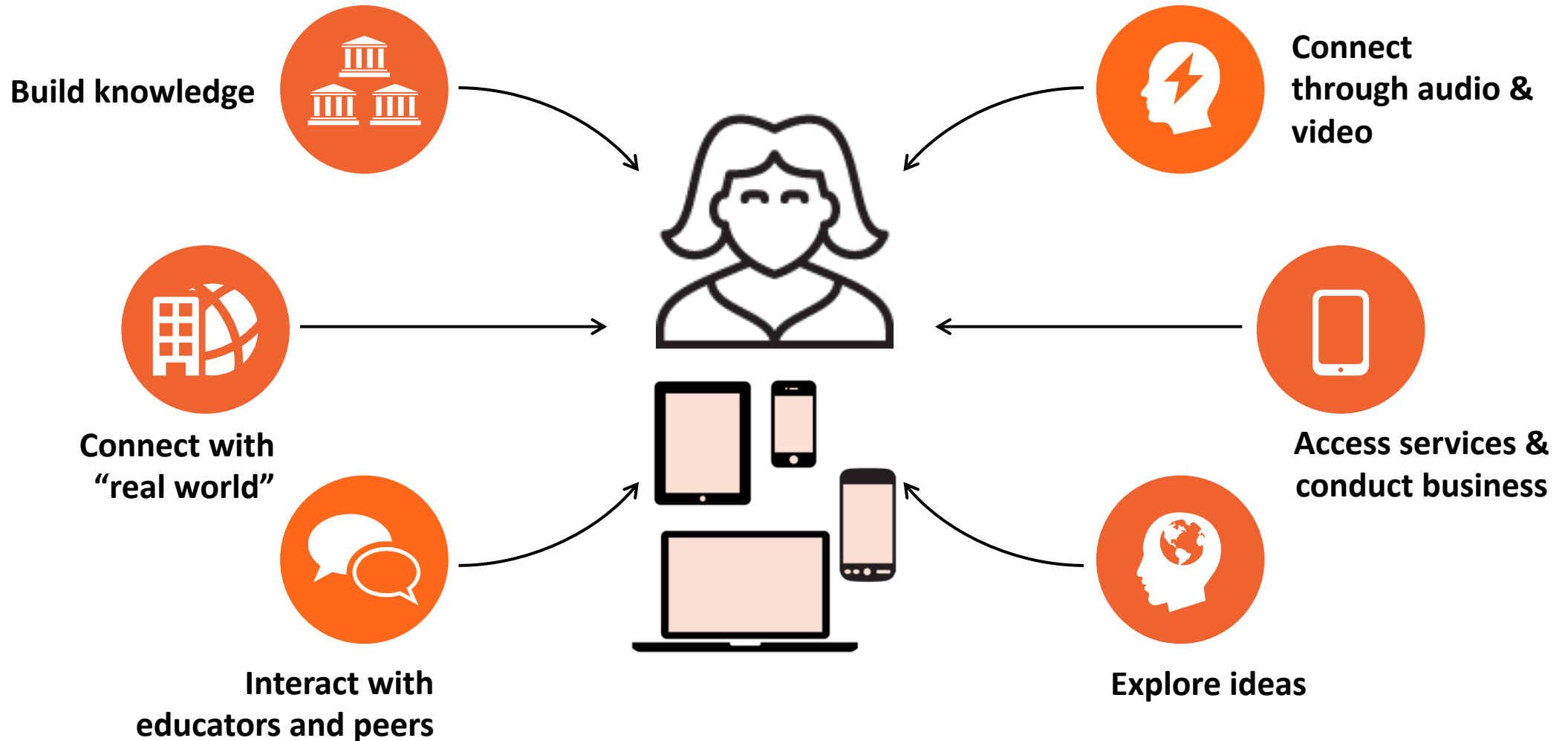
Image Credit: wilgenbroed (Flickr)

<https://www.flickr.com/photos/wilgenbroed/8249565455/>

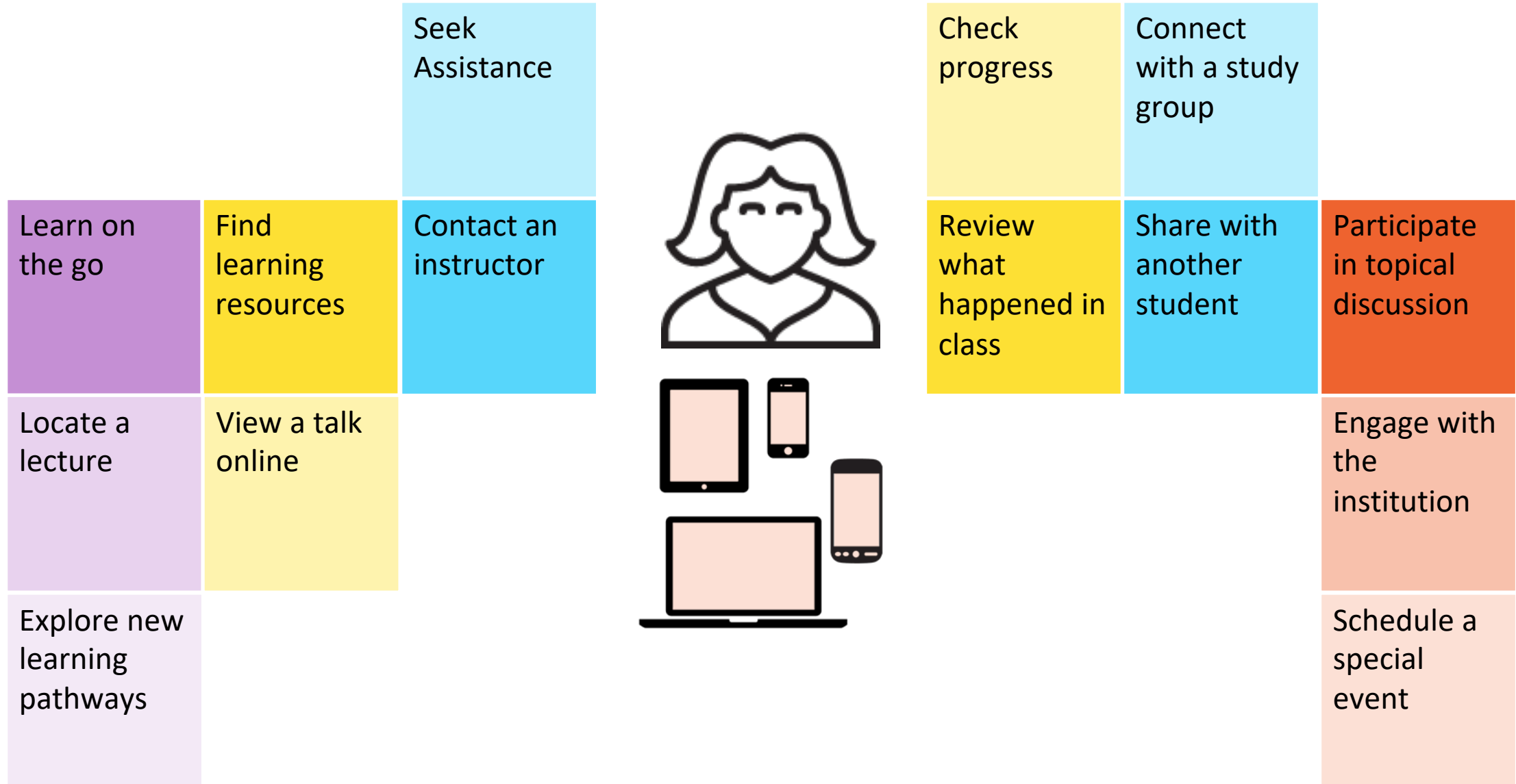
Technology **serves** today's student.

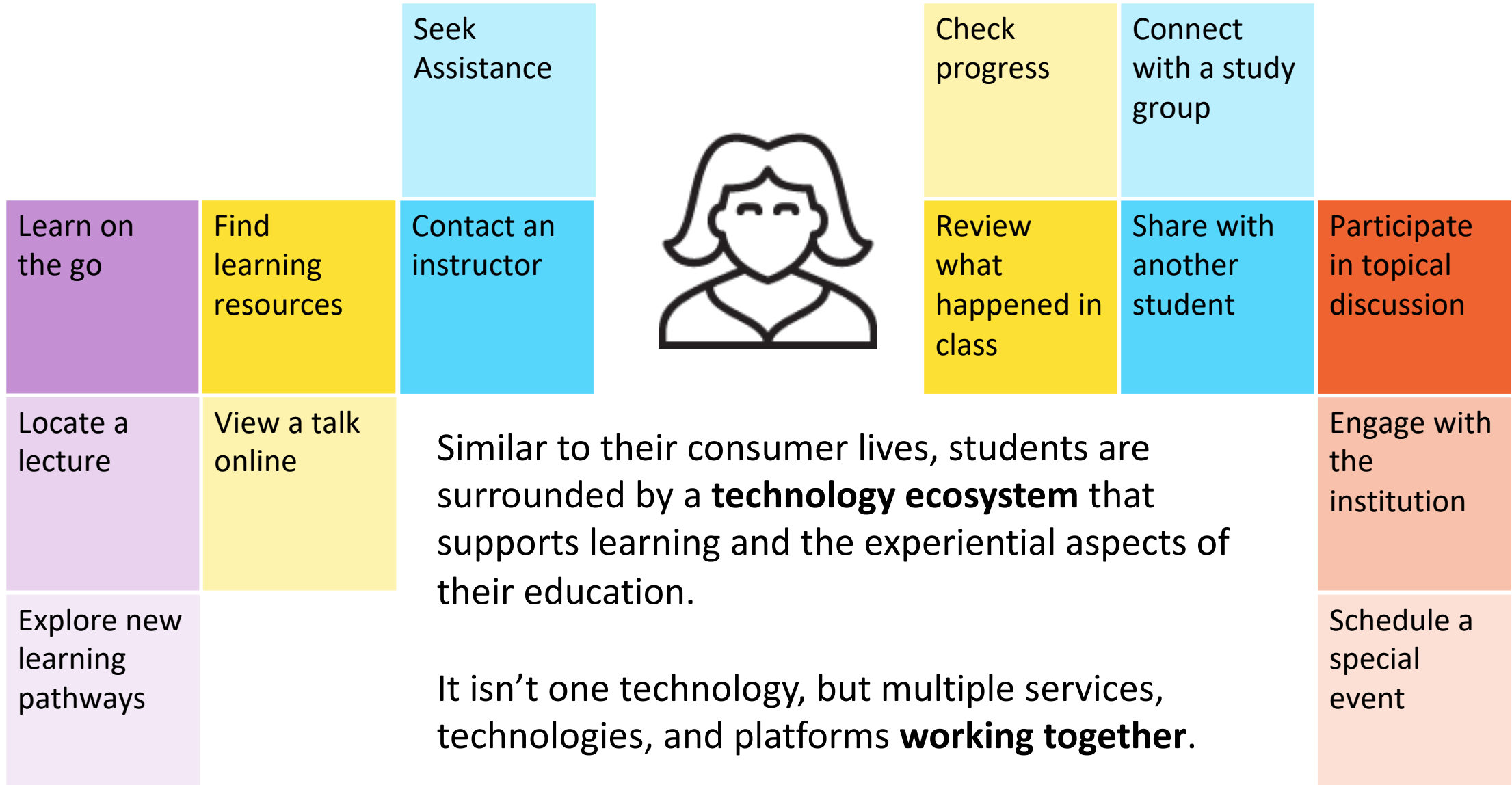


Platforms and devices enable pathways...



... to address what students **seek** and **need**.

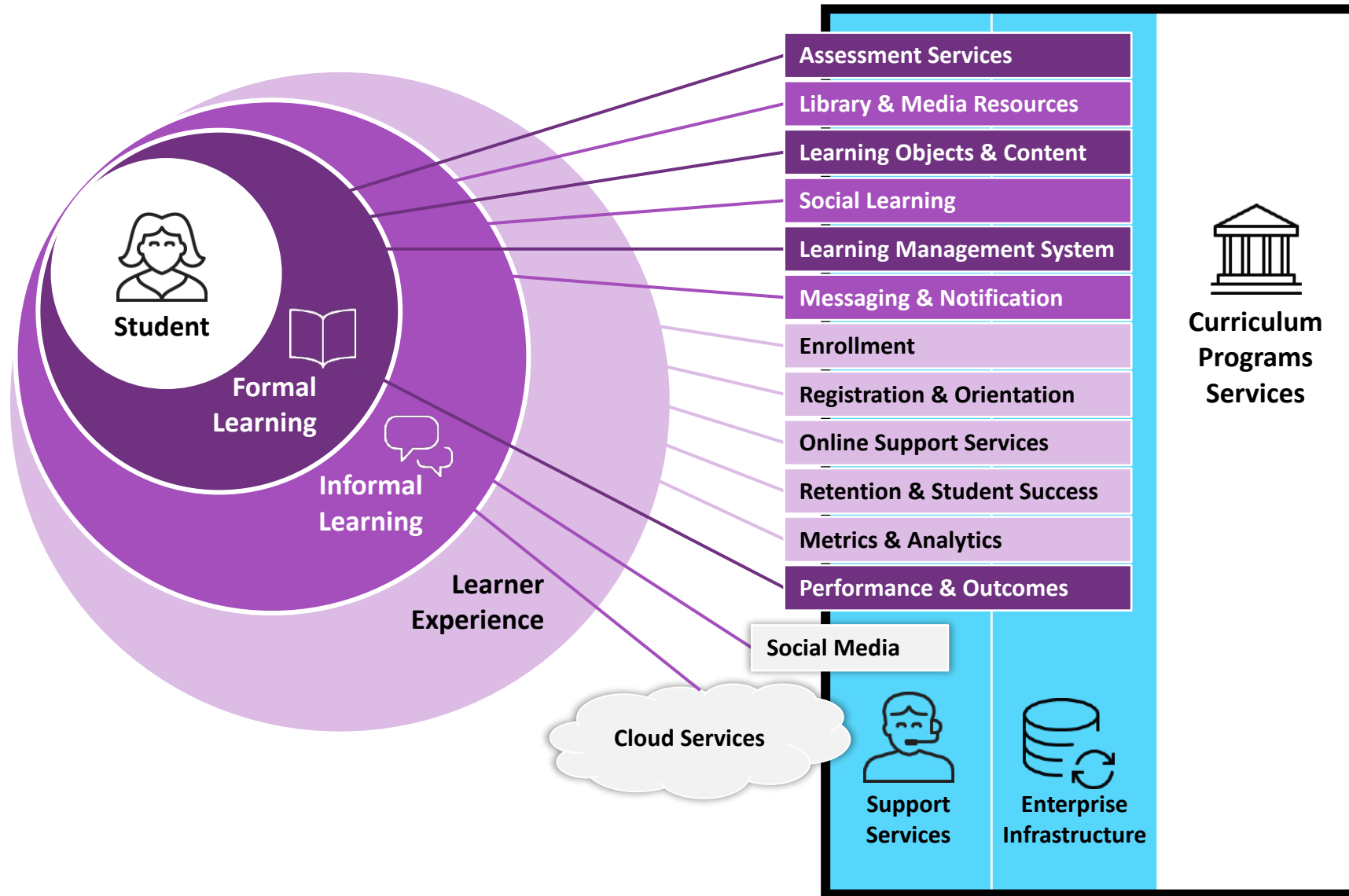




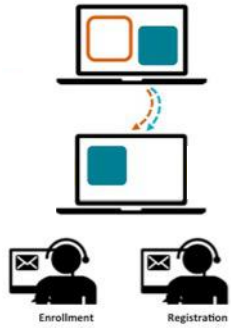
Similar to their consumer lives, students are surrounded by a **technology ecosystem** that supports learning and the experiential aspects of their education.

It isn't one technology, but multiple services, technologies, and platforms **working together**.

Learning Technology Ecosystem Concept

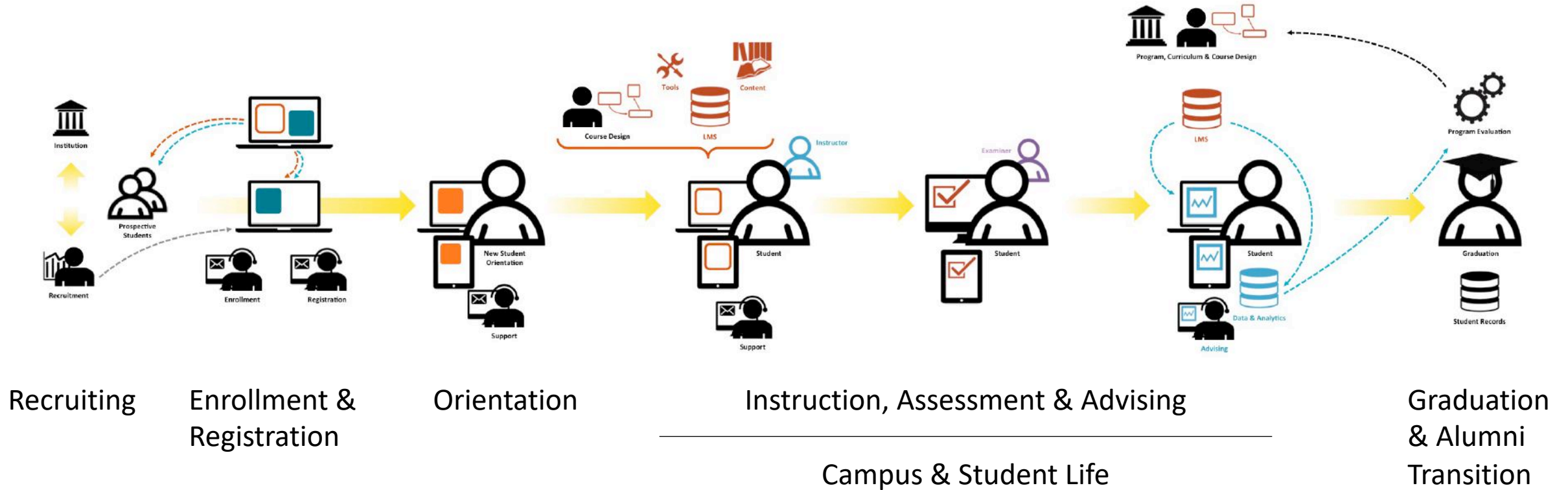


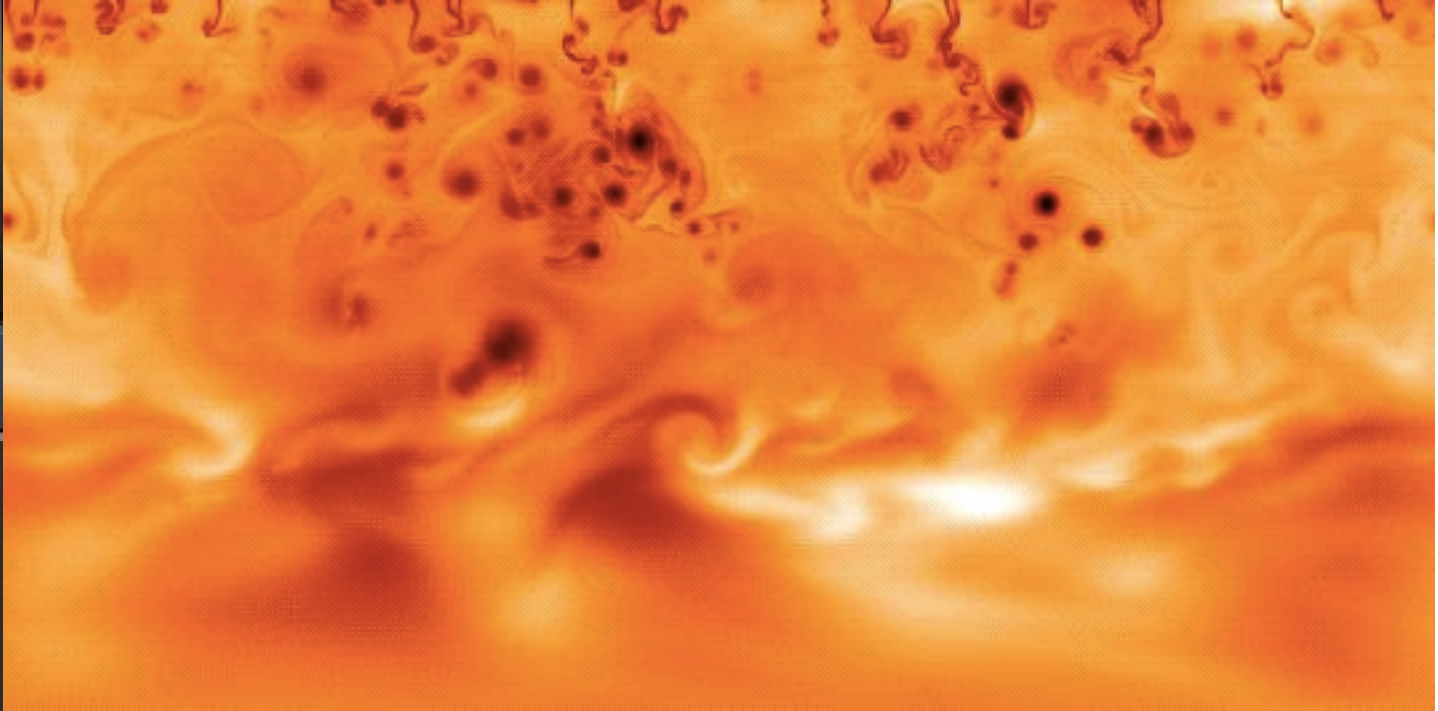
Common Approach Toward Serving Students



Enrollment &
Registration

Holistic & Connected Approach Toward Student Success





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