



Educational Technology at UC Irvine

April 3, 2017 presentation to UC Educational Technology
Leadership Committee (ETLC)

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Overview

- Learning Pavilion
- Canvas Transition
- Student Success
 - Local Control Funding Formula (LCFF)
 - Student Analytics
- Educational Captioning
- Spotlight on Division of Teaching & Learning
- Other OIT-supported student & academic projects





Learning Pavilion

About the Learning Pavilion

- Builds on the success of the SE 101 innovative learning classroom
- Occupancy expected by **Spring 2018**
- 2-story building
 - 2 active learning lecture halls (250 seats, 400 seats)
- 3-story building
 - Multiple active learning classrooms (100 seat, 80 seat, 4x 60 seat, 5x 30 seat)
 - Office space and tutorial rooms for supplemental instruction programs
 - Mixing hall space to facilitate informal interactions between students
 - Collaboration spaces (lounges, breakout rooms, nodes)
- Will be a “green” building - aiming for LEED Platinum certification

<https://news.uci.edu/campus-life/student-population-growth-at-uci-spurs-construction-of-high-tech-classroom-facility/>

Canvas Transition



Canvas Adoption

- UCI has adopted Instructure Canvas
 - ~74% of undergraduate students and ~25% of instructors are using EEE Canvas
 - Quarterly assessment results continue to be predominantly positive
- Multi-year transition effort includes:
 - Custom development (Canvas integration)
 - Rebuilding unique-to-UCI tools to stand-alone & integrate with Canvas, starting with instructor evaluations
 - Substantial campus input & feedback (panels, user testing, one-on-one meetings)
 - Multi-channel outreach (EEE website, Canvas transition site, campus-wide email, targeted outreach, presentations, postcard mailers)

<http://sites.uci.edu/canvas/>



Learning Technologies Advisory Group

- About the advisory group
 - Includes faculty, staff, along with ongoing invitation to ASUCI and AGS
 - Sponsored by Vice Provost of Teaching & Learning, Michael Dennin & Associate Vice Chancellor/CIO Dana Roode and co-chaired by OIT and Division of Teaching & Learning
- Goals
 - Researches & discusses educational technology tools and related topics
 - Identifies actionable next steps for unmet educational technology needs
 - Connects appropriate parties with campus units
 - Provides recommendations on higher level policy and areas for investment to the executive sponsors, in consultation with other committees

<http://sites.uci.edu/learningtechadvisory/>

Third-Party Tools & IC3

- IC3 - Instructional Cloud Computing Committee
 - <http://sites.uci.edu/cloud/>
 - Canvas integrations
 - iClicker: Clicker system for classrooms
 - Turnitin.com: Academic honesty platform
 - Pilot Canvas integrations
 - Sapling: Used in large, introductory Chemistry courses
 - Quizlet: Available to full campus
 - YellowDig (community/forum tool): Negotiating agreement for campus-wide use
 - Under review
 - REEF
 - Publisher tools (Pearson, Cengage, W. W. Norton)
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EEE+ Evaluations Pilot

- Rewrite of online evaluations applications for UCI
- **Goal:** create a modern, flexible evaluations system for use by instructors, either standalone or within the Canvas LMS
- Midterm evaluations (unofficial, self-diagnostic) component:
 - User testing: Winter Quarter 2017 (late January)
 - Pilot: Spring Quarter 2017 (April-June)
 - Campus-wide Launch: Fall Quarter 2017
- Official, final evaluations component:
 - Early-mid 2017: Research & analysis, meetings with campus users

<https://evaluations.eee.uci.edu/>



Student Success: LCFF

LCFF: Local Control Funding Formula

- DUE & OIT Collaboration
 - Worked together to submit a proposal to Office of the President
 - One-time funding for three projects to support low income, first generation, and/or minority students
- 3 LCFF funded projects
 - Provide data analytics to identify students most likely to need academic support
 - Making **Canvas Data** usable within Cognos for Compass reports
 - Making **DUE data** usable within Cognos for Compass reports
 - Starting on Academic Testing Center data - associating placement test scores with enrollment and grades to check student progress and intervene as needed
 - Expand advising services to support student retention & success
 - Implementing **DUE Appointments** using the UC Davis “Appointments” application for the Division of Undergraduate Education

LCFF: DUE Appointments

- LCFF funding for integration
- Addresses common DUE need
 - Currently handled ad-hoc, often using 3rd-party tools
- UC Davis created a robust homebuilt Appointments tool and offered a copy to UCI
- Pilot expected to begin Summer 2017 with three units within DUE
 - Following the pilot, Appointments will be available for all DUE units
 - Afterwards, campus-wide deployment may be explored

Advising Appointment System
UC Irvine host

Home | My Calendar | Master Calendar | Appointment Log | Penalty List | Management | Setup & Settings | Help

Master Schedules | User Schedules | Transfer Appointments | Access List Members | Reports

Advising Office | Brian J Lanza

Monday 3/13/2017 | Tuesday 3/14/2017 | Wednesday 3/15/2017 | Thursday 3/16/2017 | Friday 3/17/2017

6:00 AM

9:00 AM Available (9:00-11:00)

10:00 AM Available (9:00-11:30) Walk in Appointments

11:00 AM

12:00 PM

1:00 PM

2:00 PM

3:00 PM

March 2017

April 2017

Legend

- Default Availability
- Walk in Availability
- External Items
- Fade Availability

Current Calendar Status: Enabled

New Availability

Bulk Delete

Advising Appointment System
Interdisciplinary Advising Office (change)

Home | Master Calendar | Appointment Log | Penalty List | Help

Master Calendar

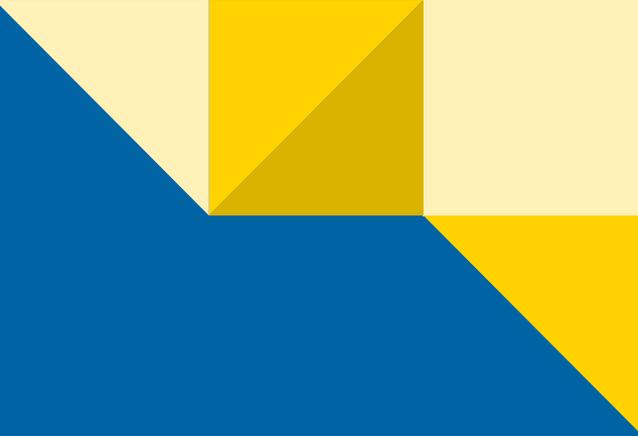
- Master Calendar: View overall calendar for entire office
- Check-in: Current day view for front desk to check in clients as they arrive for appointments
- Daily Report: View all of the appointments for a given day

Appointment Log

- Track the history / change log for an appointment

Penalty List

- View / clear penalties (No Show and Late Cancel) for a client



Student Success: Student Analytics

Compass: Comprehensive Analytics for Student Success

What is Compass?

- **Comprehensive Aalytics for Student Success: Compass**
- New campus initiative focused on student success
- Multi-part project focusing on bringing student data into reporting tools
- Provide campus advisors, faculty, and students themselves with actionable information to improve student outcomes
- Initial phase - Descriptive for Advisors: Currently building a set of Cognos reports for campus advisors to facilitate student data retrieval and analysis, leading to faster turnaround on key student support actions

<http://sites.uci.edu/compass/>



Who is using Compass? How are they using it?

- Compass Advisors
 - Available to all undergraduate academic advisors at UCI
 - Used to identify specific student groups for outreach and intervention: “What are the email addresses of all my Computer Science majors who came to UCI as freshman, are currently juniors, and have a GPA below 2.5 but above 2.0?”
 - Used to answer questions: “We want to create a new program for our first generation students. How many students in my school could benefit?”
- Future phases
 - Compass Predictive
 - Student success in courses
 - Enrollment projections
 - Compass Instructors: Demographic information on their students, such as “43% took Math 2A”

Data Sources

- **Canvas Data**
 - Usage and other data from the campus LMS (Canvas)
 - Daily imports of Canvas Data into a Cognos-accessible environments
 - Reports will be developed based off this data
- **Division of Undergraduate Education Data**
 - Feeds from Campuswide Honors Program and Academic Testing Center to enhance current reports and form the basis of new reports
 - Reports are already being developed based off this data
- **Office of Institutional Research Data**
 - Provides data packages containing directory information, data from the Registrar (enrollment, grades), and data from Admissions (test scores, UC Application info)
 - Planning to migrate to a direct data feed for more timely data from Registrar

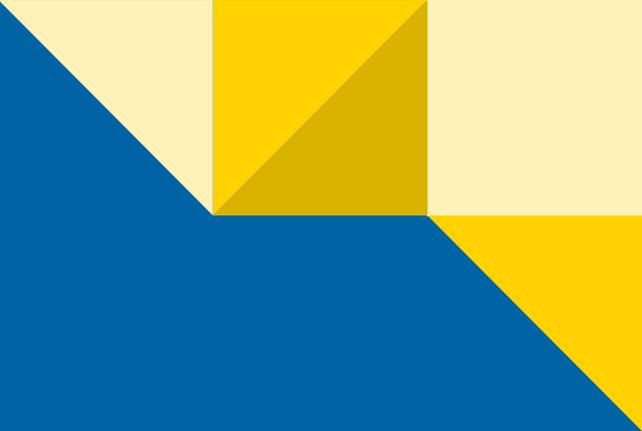


Educational Captioning

Educational Captioning

Proposal to caption instructional video content

- Proposing phased approach to caption certain course as a step towards accessibility & compliance
 - Video content for **7 online courses** with the highest enrollment
 - **30 hours of video content** in courses identified by the Disability Services Center
 - **58 hours of UCI Replay video content** used frequently in high enrollment classes
 - OIT will be providing updated captioning guidance
 - Proposing all paid campus video projects will include captioning services by default
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Division of Teaching & Learning

Matt Williams - Manager, Learning Technologies

Office of the Vice Provost for
Teaching & Learning
Michael Dennin

Division of Undergraduate
Education

Division of Teaching &
Learning

Summer Session

Center for Engaged
Instruction

Center for Instructional
Design

Teaching & Learning
Research Center

Faculty
Liaisons

Advisory
Board

<http://dtl.uci.edu>

Center for Engaged Instruction (CEI)

Promotes and supports the use of evidence-based teaching practices across the institution, including faculty, lecturers, postdocs, and TA's

Noteworthy Projects

- Active Learning Institute (Summer 2017)
- Incremental Ally training for faculty
- Faculty and TA training to support Undergraduate Learning Assistants Program



Center for Instructional Design (CID)

Provides guidance and support for the development of pedagogically effective online and hybrid courses

Noteworthy Projects

- New online masters programs
 - Legal and Forensic Psychology
 - Human-Computer Interaction and Design
- Global Poverty & Inequality: Cross-campus, cross-disciplinary online course
- Multiple new online courses for Summer 2017



Global Poverty & Inequality Course using Zoom

- Featured mandatory weekly synchronous discussion sections as webinars
- Over 200 students participated in the weekly webinars
- A different guest instructor attended each week and answered student questions
- Used the Zoom web conferencing platform



Teaching and Learning Research Center (TLRC)

Provides centralized support for research efforts in teaching and learning, particularly collaborative, large scale, cross-discipline and longitudinal projects

Noteworthy Projects

- Simplifying access to institutional data for faculty who want to measure student learning in their courses
- Implementing STEM undergraduate education grants (NSF California INCLUDES conference, AAU STEM Education Mini-grants)
- Encouraging institutional analysis of programs and teaching (is supplemental instruction working?, is ALEKS implemented effectively?, etc.)

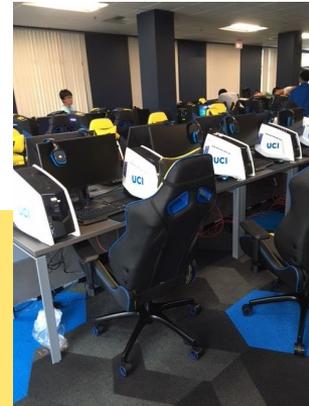


Other OIT-supported student &
academic focused projects

UCI eSports Arena

- Collaboration involving Student Affairs IT
- Built a cutting edge gaming arena centered around **UCI's eSports initiative**
 - Arena can be adapted to classroom lab as needed for faculty or research
 - Deployed 80 high-end gaming workstations on a secured network where students can pay-to-play and athletes can practice
- Other equipment
 - Installed Visix channel players for digital signage throughout the arena
 - Shoutcasting station equipped to broadcast tournaments
 - Arena management application adapted for UCI with add'l functionality and security.

<http://esports.uci.edu/>



Academic Applications for Biological Sciences

- Web application creation & maintenance for the Francisco J. Ayala School of Biological Sciences
- Primary applications include:
 - **Excellence in Research** - Establishes milestones and deadlines for publishing student research work
 - **Bio 199** - Assists students creating proposal to enroll in Bio 199
 - Probation Reports - Prepares student data for Academic Advising
 - Mentors - Matches students with a community pool of mentors





Questions?