2015 Academic Technology Surveys



26% faculty & graduate student response

ACADEMIC TECHNOLOGY INTERESTS

11% undergraduate student response



Among Arts & Sciences faculty and undergraduates...

86% of faculty are somewhat or very **interested** in adopting effective, efficient academic technologies.



Students rate almost all technologies as "very" or "somewhat" helpful.

Faculty seek engaging technologies for:

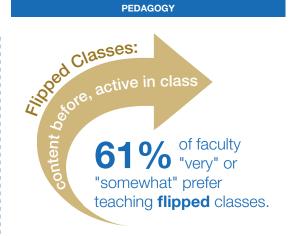
★ in-class activities	52 %
★ in-class discussion	47 %
collaborative reading	43%
collaborative projects	38%
★ online practice with feedback	36 %
students want to use these more, too	

DIGITAL LITERACY

of students felt unprepared to use general class technologies like D2L and Chinook.

Faculty think that teaching digital skills takes too much class time.

of faculty think students don't judge the accuracy of digital information well.



Faculty want strategies & tools for:

- motivating students to prepare in advance
- engaging students
- critical thinking and writing skills
- producing own videos

Faculty and students strongly **prefer** face to face over online courses.

TOP REQUESTS

- document cameras
- classroom tablets
- advanced Adobe software



CURIOUS?

- assett.colorado.edu
- Executive Summary: http://bit.ly/1WM1JoL
- Reports and Presentations: http://bit.ly/1WM1JoL
- Consults and Custom Reports: http://bit.ly/1TEgd4n

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"Could use help in this area -DIGITAL DISTRACTION the phones seriously impede their learning" Student distraction **strongly concerns** faculty. Depending on the class, faculty actions vary: **57%** 45% **39%** discuss the limit do not sure create device what to do nothing problem phones zone in room

 $\star 51\%$ of students favor device zones in large classes



