OVERVIEW
Ohio State’s Digital Initiatives are designed to empower students to be successful learners, leaders, and citizens in a rapidly expanding, technology-rich world. We are redesigning the campus experience by optimizing classroom technology, supporting the development of engaging digital content, and enhancing the student experience from enrollment to graduation and beyond.

RATIONALE
Ohio State has a commitment to educate the future leaders of Ohio, this country, and the world. Through engagement with the most leading-edge pedagogies, technologies, and learning environments, our students will be better able to create, disseminate, and apply their knowledge.

RESULTS
In alignment with our strategic plan, ODEE will continue to enrich the digital learning landscape by expanding existing programs and services in the four key areas outlined below:

Learning Environments
We know that flexible, collaborative spaces support student engagement. ODEE will develop the following innovative learning environments:

• 1 Faculty Innovation Center
• 1 new computer store and collaborative DU space, bringing us to 6 Digital Unions campus-wide
• An ongoing rotation of 1/3 of classrooms refreshed annually

Grants
In alignment with the current mission and needs of OSU, we plan to sunset course-based Impact Grants and start a new program-based grant showcasing the benefits of a coordinated delivery approach, including strong online course design, open courses, and free educational resources. This exemplar will propel more faculty to realize the opportunities and resources available to further teaching and research initiatives in their subject areas.

Digital Content
We believe in supporting affordability and access for students accepted to Ohio State, and are committed to sharing knowledge with learners across the globe. One of our strategies in this work is the development of digital content.

• 15 online GE courses: In partnership with faculty across the disciplines, 11 successful GE online courses were developed in FY14. This year, we will continue to support the creation of online GE courses for OSU students and HS dual-enrollment.
• 15 Open Courses: Enhance existing program by delivering 6 MOOCs, continuing to lead national iTunes U course delivery, and increasing data collection, communication, and program analysis.
• 20 textbooks: Building off the work of two annual Book Launch cohorts, we will create 20 books authored by Ohio State faculty, staff and students by close of FY15.

Innovate Conference
The Innovate conference will grow to double our current faculty participation, from 100 to 200.

RESOURCES
People and their roles
• Liv Gjestvang and Rob Griffiths, Project Managers
• Eric Todd – Learning Environments
• Cory Tressler – Faculty Innovation Ctr & GE Online
• Tom Evans and Kevin Kula – Online Courses
• Ashley Miller – Digital Textbooks
• Queenie Chow – Digital Unions
• Sam Craighead and Steve Lieb – Innovate Henry Griffy, Grants

Ohio State’s presence in Coursera

RESOURCES (cont’d)
Other resources
• College leadership & faculty
• Classroom Readiness Committee
• Registrar
• Vendor sponsors
• ODEE partners: Learning Systems, Marketing & Communications, Fiscal

RISKS
If the University shifts financial and leadership commitments away from this work, it will significantly limit our ability to succeed. Inability to raise vendor funding (approx 70K) to cover event expenses, we may need additional budget to cover Innovate Conference.