

# THE CAMPUS COMPUTING PROJECT

campuscomputing.net

October, 2010

#### The 2010 National Survey of Information Technology in U.S. Higher Education IT Budget Cuts Are Down; LMS Strategies Are in Transition

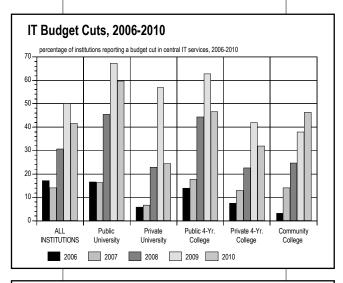
The budget cuts that have wrecked havoc on college and university IT units and resources in recent years may be abating. New data from institutions participating in the 21st annual Campus Computing Survey reveal that two-fifths (41.6 percent) of colleges and universities experienced a budget cut in central IT services for the current academic year (2010-11), down from fully

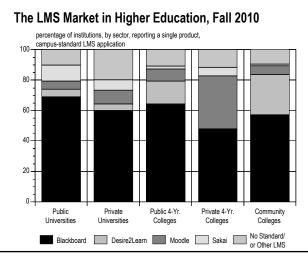
half (50.0 percent) last year.

Private/non-profit institutions generally fared better than their public counterparts: the proportion of private universities reporting IT budget cuts fell by more half this past year, from 56.9 percent in 2009 to 24.4 percent in 2010. Among private four-year colleges, the proportion experiencing IT budget reductions dropped from 41.9 percent last year to 31.9 percent this fall.

Although the proportion of public four-year colleges and universities reporting IT budget cuts also declined compared to 2009, the numbers actually went up for community colleges. Almost half (46.2 percent) of community colleges experienced reductions affecting central IT budgets this fall, compared to 38.0 percent in 2009. In contrast, fewer public universities suffered IT budget reductions this year than last (59.8 percent, compared to 67.1 percent in 2009), as did fewer public four-year colleges (46.6 percent this fall compared to 62.8 percent in fall 2009).

"The new survey data provide a modicum of good news about money: fewer institutions experienced budget cuts this year than last," says Kenneth C. Green, founding director of The Campus Computing Project, the largest continuing study of eLearning and information technology in American higher education. "But the ongoing financial pressures confronting campus IT budgets continue to play havoc





with the efforts of campus IT leaders to respond to the rising demand for IT resources and services." Green notes that the current round of budget reductions arrived just as campuses were beginning to recover from the significant budget cuts that came early in the decade.

The 2010 survey highlights the continuing transition in the higher education

market for Learning Management Systems (LMS). The proportion of campus CIOs and senior IT officials reporting that their institution uses Blackboard as the campus-standard LMS has dropped from 71.0 percent in 2006 to 57.1 percent in 2010. Concurrently, Blackboard's major competitors have all gained market share during this period. The numbers for Desire 2Learn are up fivefold, from 2.0 percent in 2006 to 10.1 percent in 2010. Moodle, an Open Source LMS, has also registered big gains during this period, rising from 4.2 percent in 2006 to 16.4 percent this fall. And the numbers for Sakai, another Open Source LMS deployed primarily in universities, have grown from 3.0 percent in 2006 to 4.6 percent in 2010.

"The LMS market is a textbook example of a mature market with immature, or evolving, technologies, and that's a recipe for volatility," says Green. "Blackboard's announced plans to terminate support for its legacy LMS applications has served as a catalyst for many institutions to review the campus LMS strategy. This is now a very competitive market for LMS providers."

#### THE 2010 CAMPUS COMPUTING SURVEY

Linked to the campus LMS strategy, more than two-thirds (70.3 percent) of the survey participants agree/strongly agree that "mobile [LMS] apps are an important part of our campus plan to enhance instructional resources and campus services." However, the survey data indicate that mobile LMS apps are in the

early phase of campus deployment: as of fall 2010, just over an eighth (13.1 percent) of campuses have activated mobile LMS apps; another tenth (10.1 percent) report that mobile LMS apps are scheduled to go live at their institutions during the coming academic year, while a quarter (24.8 percent) indicate that the campus mobile app strategy is currently under review.

"The campus movement towards mobile apps reflects trends in the consumer market," says Green. He cites Student Monitor's spring 2010 survey indicating that 98 percent of full-time undergraduates in

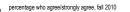
four-year colleges own mobile phones and almost half own smart phones: "students expect their institutions to provide the kinds of resources and services they enjoy as consumers. Mobile apps provide easy, anytime access to instructional resources and campus services from the screen of your smart phone."

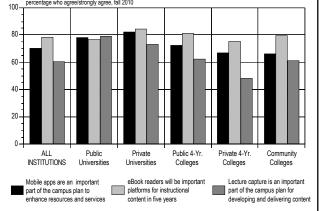
The survey data reveal that student activities on social networks can pose social problems for colleges and universities. Almost a sixth (15.4 percent) of the campuses participating in the 2010 survey report a past year student "incident" (cyberstalking; cyberbulling, etc.) linked to social networking sites, up from 8.6 percent in 2006. Moreover, the incident numbers jumped in some sectors this past year, rising from 15.8 percent in 2009 to to 27.3 percent in 2010 for public universities and up from 13.6 percent to 20.8 percent in 2010 in public four-year colleges.

"These numbers suggest it will be difficult for campus officials to ignore the consequences of student behavior on social networks," says Green. "Although Facebook and other social sites are not sponsored or supported by colleges and universities, the activities of individual students can have institutional consequences. Many campuses are likely to expand their student education initiatives to address this issue."

Senior campus IT officials appear bullish on the future of eBooks in academe. Well over four-fifths (86.5 percent) of the survey participants agree/ strongly agree that "eBook content will be an important source for instructional







resources in five years," up from 73.6 percent in 2009. Additionally, more than three-fourths (78.6 percent, up from 66.0 percent in 2009) agree/strongly agree that "eBook readers [hardware] will be important platforms for instructional content in five years."

"eBooks remain a much wished for, 'ever-arriving' technology in higher education," says Green. "The platform options, market opportunities, and enabling technologies continue to improve. But Green notes that for most students, eBooks do not yet offer a price-competitive alternative to used textbooks: "eText development and pricing strategies are still evolving. Publishers still develop priarily for print and then port print content into electronic formats. Consequently, eBooks and eTextbooks do not - yet offer a compelling value proposition for most students."

Campus IT officials also seem bullish on the future of lecture caputure technology to serve both on-campus and

online students. Fully threefifths (60.5 percent) of the survey participants agree/ strongly agree that "lecture capture is an important part of our campus plan for developing and delivering instructional context." Yet as with mobile apps, lecture capture is in the early phase of what will probably be broader campus deployment. As of fall 2010, just 4.4 percent of classes make use of lecture capture technologies, up from 3.1 percent in 2008. The deployment numbers are highest in research universities (6.8 percent of classes in fall 2010, up from 4.6 per-

cent in 2008) and lowest in private fouryear colleges (3.2 percent of classes in 2010, compared to 2.1 percent in 2008).

The 2010 Campus Computing Report is based on survey data provided by senior campus IT officers, typically the CIO, CTO, or other senior campus IT officials representing 523 two- and fouryear public and private colleges and universities across the United States. Survey participants completed the questionnaire in Septermber and early October, 2010.

Copies of the 2010 Campus Computing Report are available from The Campus Computing Project. Price: \$37.00 plus \$2.00 for shipping and handling for a print copy. Electronic (PDF) copies and site licenses are also available. Please contact Campus Computing for additional information.

#### THE CAMPUS COMPUTING PROJECT

Begun 1990. The Campus Computing Project is the largest continuing study of the role of computing. eLearning, and information technology in American higher education. The project's national studies draw on gualitative and guantitative data to help inform campus IT leaders, college faculty and administrators, policy-makers, and others interested in a wide array of information technology planning and policy issues that affect colleges and universities.

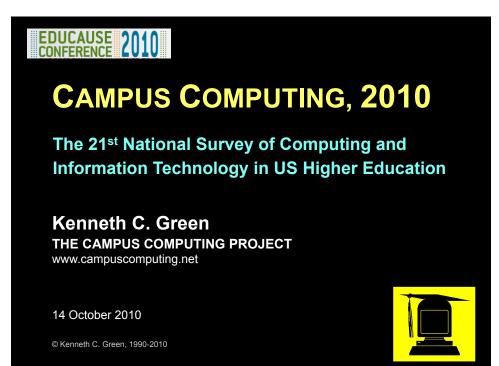
The 2010 Campus Computing Survey was supported, in part, by the following sponsors: Adobe Systems, Apple, Blackboard, Blackboard Connect, Campus Management, CDW-G, The Center for Digital Education, Cisco Systems, Datatel, Dell, Desire2Learn, Follett Higher Education Group, Google, IBM Higher Education, Jenzabar, Longsight Group, McGraw-Hill Higher Education, Microsoft, Moodlerooms, NEC Amerca, Oracle, Pearson Education, Perceptis, Presidium Learning, rSmart Group, SAS, Sonic Foundry, SunGard Higher Education, SONY, Touchnet Information Systems, Turnitin, and WCET.

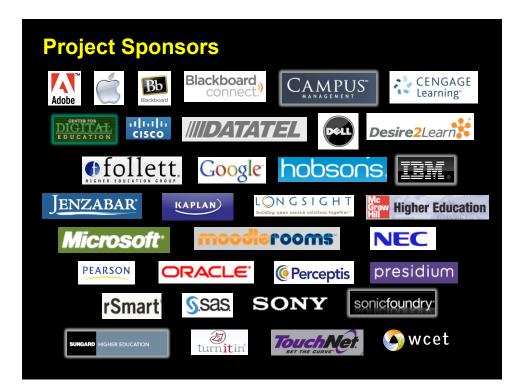
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#### Methodology

- ♦ 523 survey respondents
- Web-based data collection
- Survey period: early Sept 6 Oct , 2010
- 76 pct of 2010 campuses participated in the 2009 survey

<b>2010 Survey Participants</b>
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	Dont of Ed N		Darticipation
	Dept of Ed N		Participation
Category	(adjusted)	Survey N	Rate (pct)
Public Research & Doctoral Universities	168	77	46%
Private Research & Doctoral Universities	92	45	49%
Public 4-Year Colleges (Baccalaureate & Masters)	374	101	27%
Private 4-Year Colleges (Baccalaureate & Masters)	824	179	21%
Associate Degree/ Public Community Colleges	1018	121	12%

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### **2010 Highlights**

- Budget cuts abating, but more so for private than public institutions
- Transitions in the LMS market: D2L, Moodle
   and Sakai gaining share
- Significant interest in mobile LMS apps and lecture capture, but deployment numbers are low
- Social networks are creating social problems

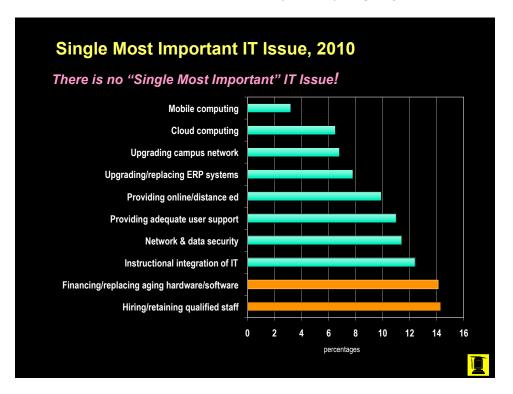
Sing	le Mo	st Im	porta	nt IT	ssue	, 2000	-2008	
Trends, 20								
2000 Instructional Integration (40.5%)	2001 Instructional Integration (31.5%)	2002 Instructional Integration (24.3%)	2003 Instructional Integration (21.4%)	2004 Network & Data Security (21.1%)	2005 Network & Data Security (30.0%)	2006 Network & Data Security (29.5%)	2007 Network & Data Security (25.5%)	2008 Network & Data Security (20.3%)
User Support (22.3%)	User Support (15.4%)	Upgrade/ Replace ERP (18.9%)	Upgrade/ Replace ERP (17.6%)	Instructional Integration (18.5%)	Instructional Integration (17.9%)	Instructional Integration (17.3%)	Upgrade// Replace ERP (13.0%)	Hiring/ Retaining IT Staff (16.7%)
Financing IT (14.6%)	Upgrade/ Replace ERP (12.6%)	Financing IT (15.1%)	Financing IT (16.1%)	Upgrade/ Replace ERP (17.2%)	Upgrade/ Replace ERP (16.1%)	Upgrade/ Replace ERP (16.3%)	Hiring/ Retaining IT Staff (12.3%)	Instructiona Integration (11.9%)



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Single M	ost Impo	rtant Iss	ue – By S	Sector, 20	)10
All Campuses	Public Universities	Private Universities	Public 4-Yr. Colleges	Private 4-Yr. Colleges	Community Colleges
Hiring/ Retaining IT Staff (14.3%)	Financing Replacing of Aging IT (19.5%)	Data & Network Security (17.8%)	Hiring/ Retaining Staff (14.9%)	Instructional Integration of Info. Tech. (17.3%)	Providing Adequate User Support (18.2%)
Financing Replacing of Aging IT (14.1%)	Hiring/ Retaining Staff (18.2%)	Online/ Distance Ed (15.6%)	Upgrading the Campus Network & Instructional Integration (tie - 13.9%)	Hiring/ Retaining Staff (15.1%)	Financing Replacing of Aging IT (16.5%)
Instructional Integration of Info Tech. (12.4%)	Upgrading/ Replacing the Campus Network (13.0%)	Financing Replacing of Aging IT (13.3%)	Instructional Integration of Info. Tech. (13.9%)	Financing Replacing of Aging IT & User Support (tie -11.2%)	Hiring/ Retaining IT Staff (11.6%)



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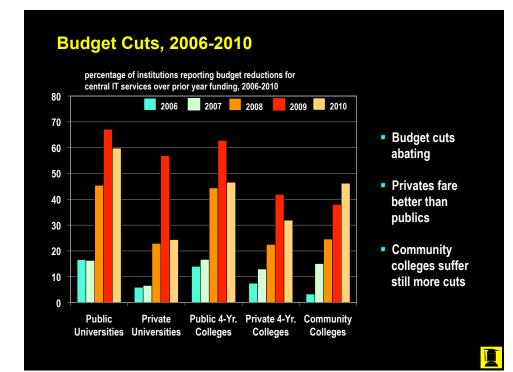
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#### Why Is Distance Ed Now a CIO Priority?

- Rapidly rising enrollments
- Key role of IT in operational infrastructure of online programs
- CIOs are the line managers for online ed at many campuses!

pct
44.5
19.2
17.6
13.7
4.4

ource: Managing Online Education 2009 WCET & The Campus Computing Project

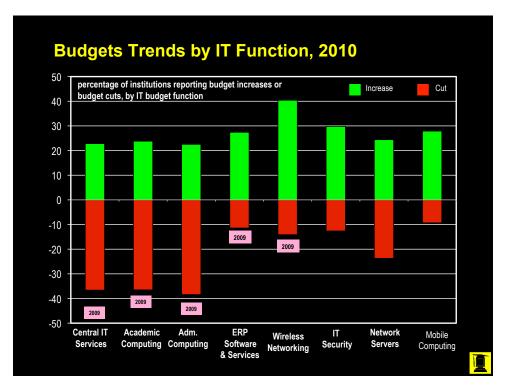


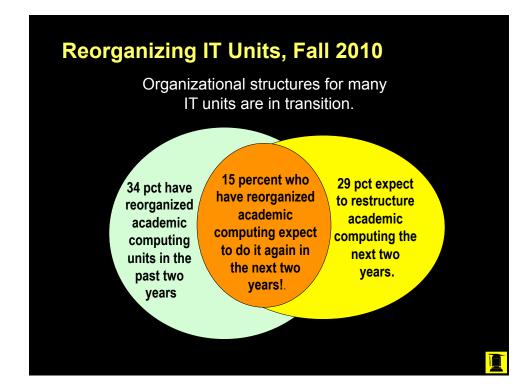
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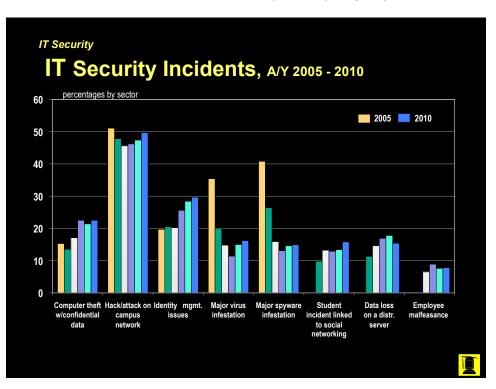


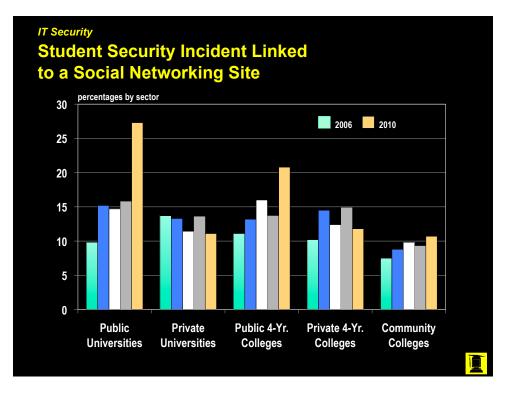
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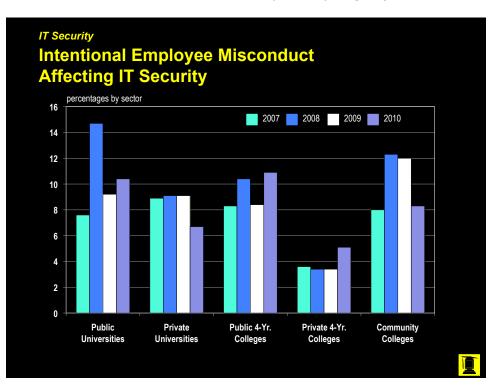


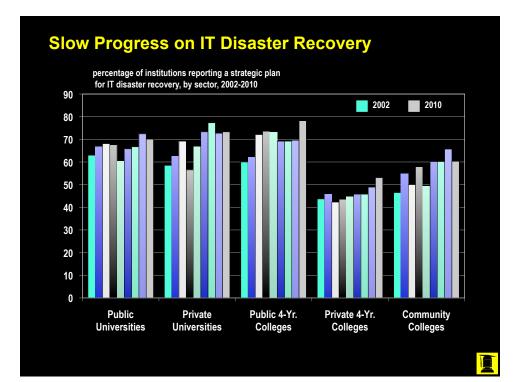


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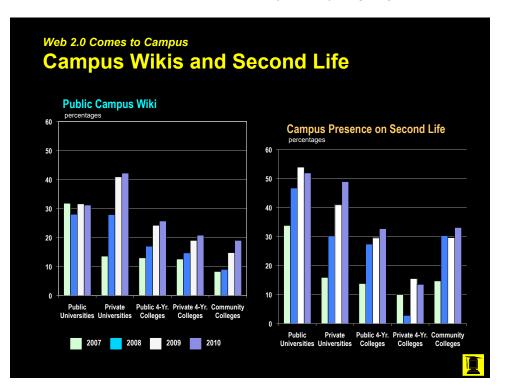


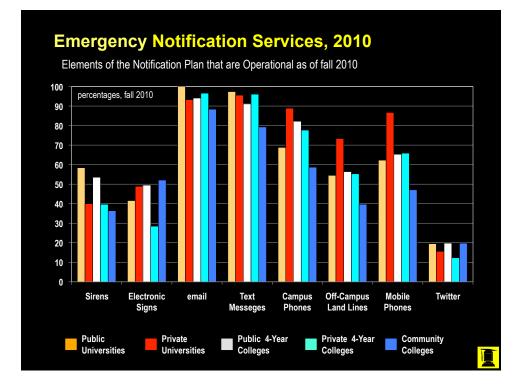


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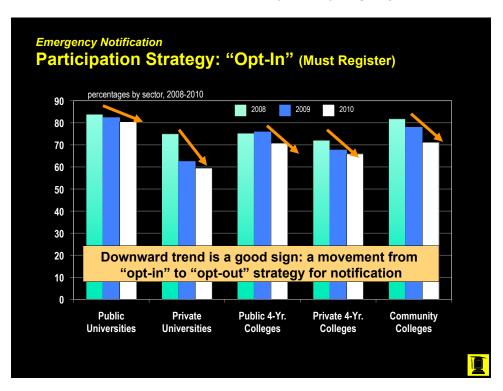


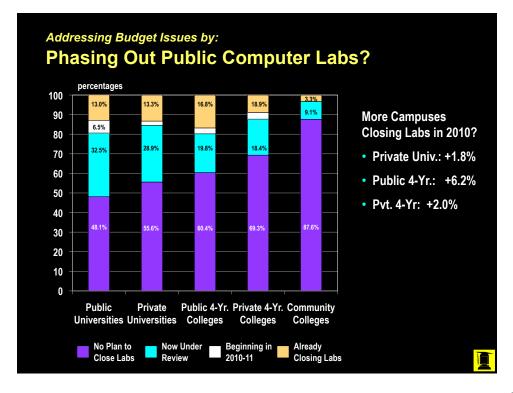
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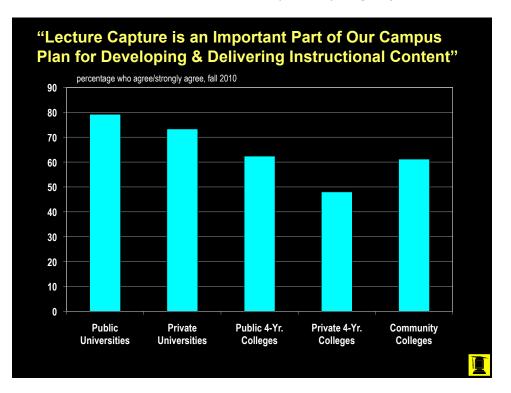


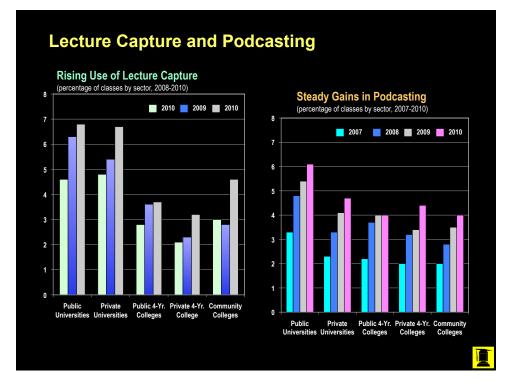
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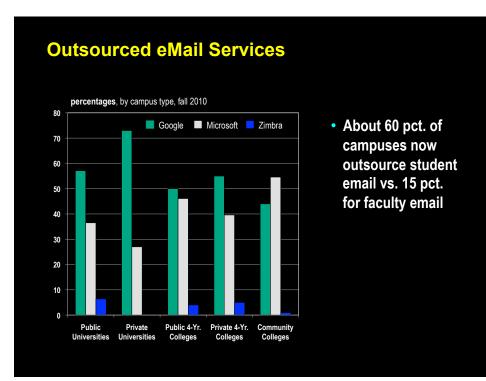


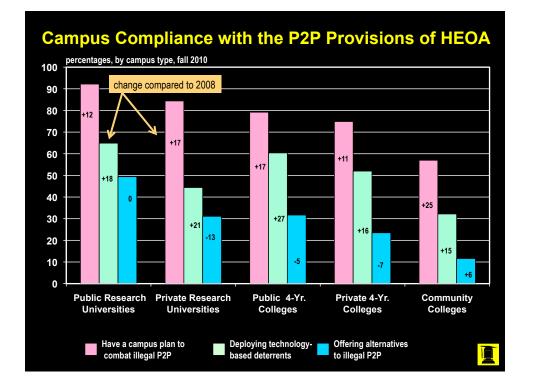


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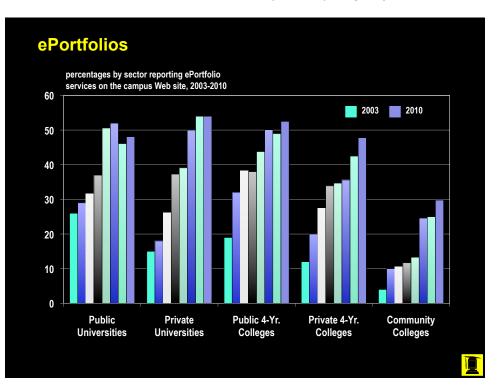
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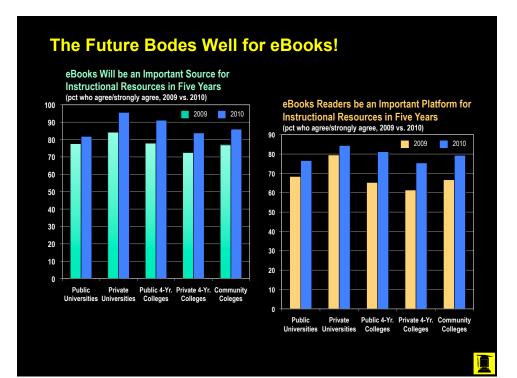






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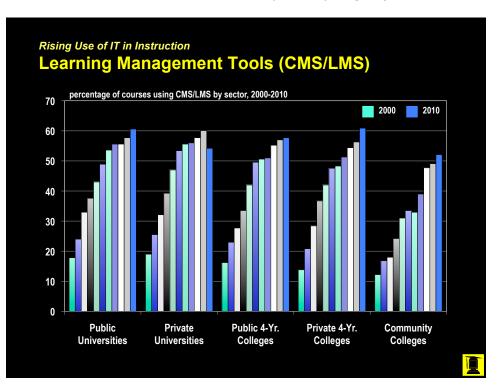


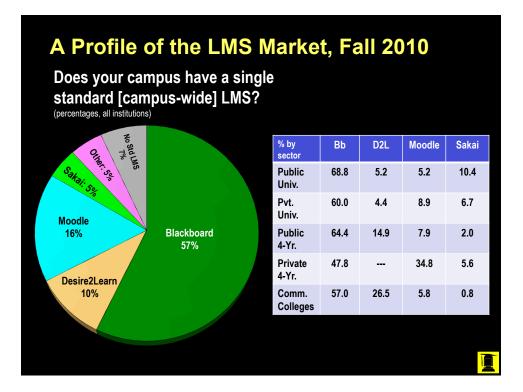


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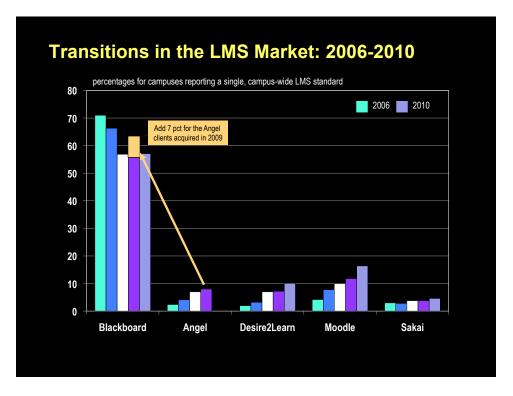




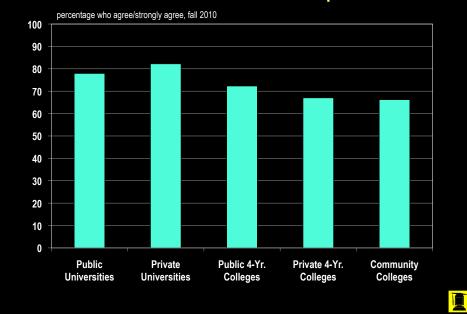
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#### "Mobile Apps are an Important Part of Our Campus Plan to Enhance Instr. Resources & Campus Services"

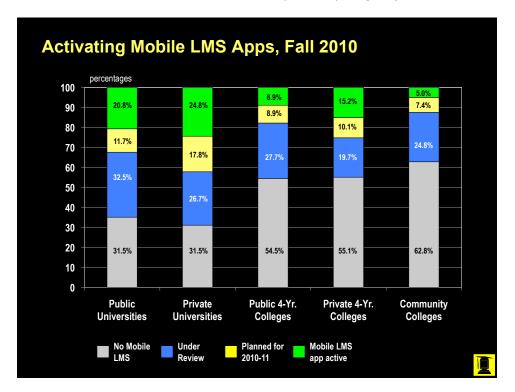


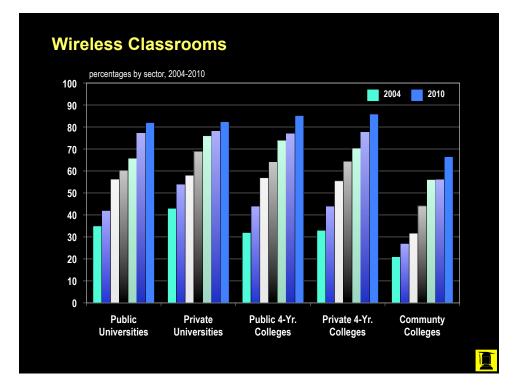
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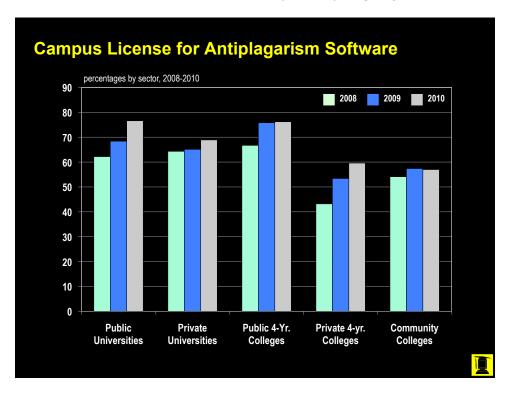


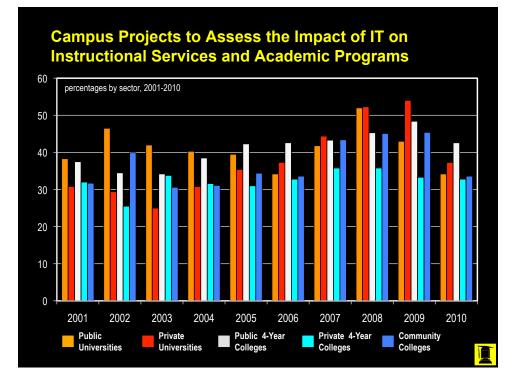


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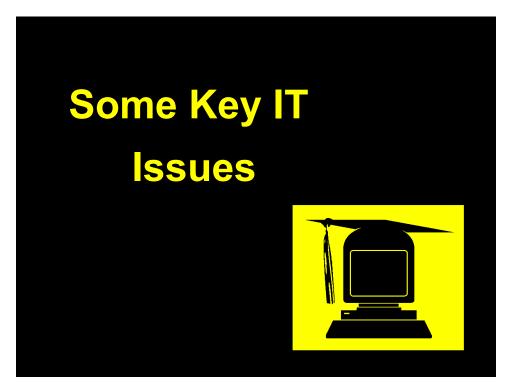


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# <section-header> Continuing Impact of Budget Cuts Impact on resources, services, and infrastructure Compounding consequences of cuts early in decade, new cuts, plus mid-year cuts. Struggling to meet rising expectations and demand with fewer resources Rising stress on units and individuals



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#### 2010 Digital Puck Awards



Wayne Gretsky

"skate to where the puck is going, not to where is it..."

- Mobile Apps: from bookmarks on browsers to buttons on smart phones
- eBooks: an ever-arriving but soon to be here technology
- Lecture Capture: what are we gonna do with all this stuff?

#### **Transitions in the LMS Market**

- "a mature market with immature technology..."
- More campuses using hosted services
- Time certain termination of legacy Blackboard LMS applications a catalyst for review
- Unclear impact of increasing competition on LMS Mobility Services



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INSIDE

#### eBooks

- CIO's bullish on content and platforms
- No clear, compelling value statement on eBooks – to date
- Still very early in the cycle...

#### eBooks – Year Two

It not clear that eBooks – from any provider, on any platform, or accessed via any eBook reader – provide, at present, a compelling value proposition for most college students. Indeed, for eReaders and digital texts to advance in the campus market publishers and eReader providers will have to address three key challenges: price, features, and format.

digitaltweed

15 Aug 2010

#### **Managing Online Education**

- New project launched by WCET and The Campus Computing Project
- Focused on the instructional, organizational, and IT infrastructure for online and distance ed.
- 2009 WCET conference video at: campuscomputing.net

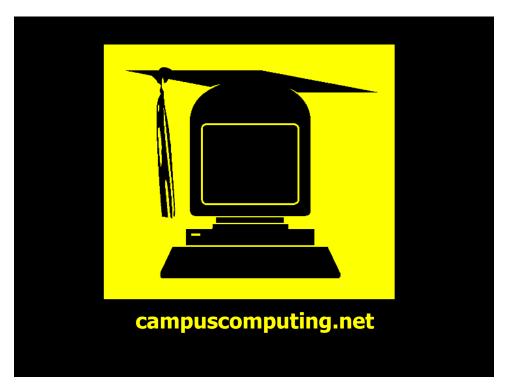


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