Duke Digital Initiative Update for ITAC
Lynne O’Brien and Bob Price - July 12, 2007

Overall outcomes and trends in 2006-07 DDI Instructional Programs
[Information gathered through surveys, focus group interviews, direct observations and IT staff interviews. Detailed reports on Fall 2006 and Spring 2007 available at: http://cit.duke.edu/about/standard_reports.do]

Instructional programs supported by the Duke Digital Initiative in 2007-08 resulted in three primary outcomes:

- Increased consumption and authoring of digital multimedia resources, including significant growth in the use of podcasts as a source of course content
- Successful and increasing use of tablet PCs and iPods for enhanced classroom presentation and multimedia display
- Broader use of multimedia for major student course projects, resulting in reports of increased student motivation, more integration of original source materials into student work, greater use of authentic cultural materials, and better overall quality of student work

Usage statistics

### iPod Program Statistics for 2006-07

<table>
<thead>
<tr>
<th>Fall 2006</th>
<th>Course titles</th>
<th>Instructors</th>
<th>Students</th>
</tr>
</thead>
<tbody>
<tr>
<td>122</td>
<td>76</td>
<td>81</td>
<td>1608</td>
</tr>
<tr>
<td>Spring 2007</td>
<td>135</td>
<td>73</td>
<td>1481</td>
</tr>
<tr>
<td>Total (unique)</td>
<td>257</td>
<td>123</td>
<td>141</td>
</tr>
</tbody>
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### Tablet PC Program Statistics for 2006-07

Fall course titles: 7 (Chem, ECE, ME, Comp. Sci., BME)
Spring course titles: 13 (Lit., Econ., Italian, French, ECE, ME, BME, Comp. Sci.)
Participants in 2006-07 Faculty IT Fellows Program on Tablet PC use: 6

### Student Course Video Production Projects for 2006-07

Fall course titles: 5 (Art History, French, Spanish, Japanese)
Spring course titles: 4 (French, Public Policy, ISIS, Writing 20)
Broadening the impact of DDI in 2007-08

In keeping with the original conception of DDI as a mechanism for us to experiment with, develop, and implement new and emerging technologies to advance the undergraduate experience— we are broadening the impact of DDI by implementing technology to enhance the formal and informal learning experiences of our undergraduates.

2007-08 Programs

- Mobile Digital Content Program: (commonly known as the iPod Program): Given that most students now already own a portable media player, this year’s program will provide short-term iPod loaners to undergraduate students and TAs who do not already have a portable media player that can be used in support of course activities. We will continue to provide instructors and faculty teaching undergraduate courses with portable media players (iPods) at no cost for the upcoming academic year.

- Tablet PC Loaner Program: Building on experience from this past year, we will now expand the number of Tablet PC semester loaners available to faculty for their use in exploring class presentation, note taking, and collaborative activities.

- Digital Video Equipment Program: Recognizing that many courses and students at Duke could benefit from access to digital video equipment, this program will significantly increase the number of digital video production kits available for checkout on campus. We will also continue to provide training and consultation to instructors who wish to incorporate video-based materials and assignments in their courses.

- Audio and Video Capture Program: This new program will provide funding for selected audio and video capture of instructional activities in the classroom, lab, lecture hall and beyond. Through this program, we seek to create digital materials that can add lasting value to the curriculum and potentially to the larger Duke community.

- Virtual Collaborative World Pilots: This new program will explore the potential uses of virtual worlds in formal and informal learning. Immersive environments (3D worlds) offer educational institutions the ability to simulate the particular qualities that make campus-based learning personally involving, meaningful, and rewarding. The unique value of campus life is a matter of proximity—the ability to position oneself in direct relation to relevant people and resources. Online worlds make it possible to extend this value online, thus providing learners with access to a campus context regardless of their real-world locations.

- Exploratory Projects: This program is designed to support 3-5 faculty-led initiatives aimed at enhancing the undergraduate experience and serving the instructional needs of our community, particularly in the areas of active, collaborative learning, knowledge capture and publication. We will work with our campus partners, faculty advisory groups, and student organizations to develop these projects.

- Technical Assessment/Communication: We will be working to develop more effective ways of assessing the efficacy of our DDI-related initiatives as well as communicating the results of our initiatives.