<table>
<thead>
<tr>
<th>Name of person reporting outcomes</th>
<th>Roberta (Robin) Sullivan</th>
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<tbody>
<tr>
<td>Email</td>
<td><a href="mailto:rrs@buffalo.edu">rrs@buffalo.edu</a></td>
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<tr>
<td>IITG Project Title</td>
<td>2017-Buffalo (UB)-Sullivan-Keeping Pace with Web-based Technology: A MOOC...</td>
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<tr>
<td>Have you applied for, or received additional funds? (choose all that apply):</td>
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<tr>
<td>• Have applied for additional IITG funds to extend this project</td>
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<td>• Have applied for campus funds to support this project</td>
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<td>• Have received campus funds to support this project</td>
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<td>• Other (please specify in text box below)</td>
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**Access Keywords: Enrollment, Diversity, Capacity, Affordability**
This MOOC brings digital literacy and lifelong learning skills to faculty, staff, students, and anyone in the world interested in learning more about the 4Cs of 21st century learners, including communication, collaboration, creativity, and critical thinking. The material in the MOOC, and the complementary crowdsourced EmTechWIKI, are available free of charge and open to everyone. SUNY affiliated participants earn a Coursera Certificate of Completion at no cost, and everyone may earn a Mastery Badge, while others pay a small fee if they want a Coursera certificate.

**Completion Keywords: Completion, Persistence, Transfer, Retention**
This project supports progress towards a degree by helping participants master technical skills such as video, blogs, and infographic creation to be able to effectively apply the 21st century skills described above. It also helps them learn how to be a savvy consumer of information on the web.

**Success Keywords: Applied Learning, Student Supports, Financial Literacy, Career Success**
The project helps build career skills that employers are looking for in today’s job market. Some of these skills are critical thinking/problem solving, oral/written communication, teamwork/collaboration, and information technology application.

**Inquiry Keywords: Scholarship, Discovery, Innovation, Mentoring**
The discovery-based activities in this project lend themselves to students with an interest to succeed and also with an interest in entrepreneurship and lifelong learning. The activities in the EmTechWIKI are centered around goals the participants have in their day to day life such as sharing information, storytelling, or supporting a point of view. These skills are helpful in both leading other people and in marketing new ideas.

The results of the initial pilot were shared at the 2018 Conference on Instructional Technologies (CIT). In addition, a number of additional local presentations have disseminated information about the project. In the first half year following the launch of the MOOC, three scholarly articles have been written and submitted for publication. The project design team has also been invited to contribute a book chapter based on the MOOC case study.

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The following publications were developed as a result of this IITG project.


Sullivan, R., Neu, V., Yang, F. (in press). Faculty Development to Promote Effective Instructional Technology Integration: A Qualitative Examination of Reflections in an Online Community. Online Learning Journal (OLJ).

The following resources may also provide additional context relating to the goals of #EmTechMOOC:


Engagement Keywords: START-UP New York, Commercialization, Workforce Development, Alumni/Philanthropic Support, Community Service.
This project is excellent for workforce development and it engages faculty and students learn about the skills necessary for today’s society.

We have received a minimal amount of additional funding from University at Buffalo Center for Educational Innovation to support the continued employment of our student programmer to improve the functionality and usability of EmTechWIKI. EmTechWIKI is the socially-curated and crowdsourced database of established and emerging technology tools and resources, which complements the Coursera-based MOOC.

1st Choice:
Instructional Technologies

- 3D Printing
- Artificial Intelligence
- BYOD
- Clickers (Classroom Response Systems)
- Cloud-Based Teaching & Learning Environments
- E-Readers
- Games (Hardware/Software)
- Immersive Environment (Virtual Reality)
- Lecture Capture Technologies
- LMS
- Mobile Learning
- Open Educational Resources (OER)
- Open Source Programs and Apps
- Podcasting
- Video Production
- Virtual Assistance
- Wearable Technologies
- Web/Video Conferencing

2nd Choice:
Connected Learning Models
### Connected Learning Models

- Active Learning
- Collaborative Learning Technologies
- Virtual Learning Communities

### 3rd Choice:
Digital Learning Support Environments

**What recommendations would you make to scale-up or share your project more broadly (within an educational sector, or perhaps SUNY-wide)?**

The MOOC is live and accessible to anyone in the world. Our targeted learners include faculty, staff, students, and anyone in the world interested in learning more about the 21st century skills. Our challenge now is getting the word out about this learning opportunity to encourage participation.

Our team submitted a proposal for an IITG renewal to seek funding to support a MOOC specialization to combine three previously existing SUNY MOOCs. We were not awarded funding for the 18-19 cycle. We were provided encouragement to re-submit again in the next round. We hope to secure additional funding so we can continue to improve upon this project.

The success of this initiative is evident. Even though many steps have been taken to streamline the upkeep and maintenance, the speed at which technology evolves is at an extremely rapid pace. The crowd-sourced, and socially-curated, database collection needs attention to remain a viable resource. Additionally, it takes time and effort to market this new innovation and to continue to facilitate, nurture and support the online learning community to allow and encourage learners to learn with and from each other. Additional funding is necessary to support this very worthwhile endeavor.

If you would like to create a community of practice within the SUNY Learning Commons, please describe "members of your community" who would be most interested in your outcomes. Please be specific (e.g., math faculty, instructional designers, student services, registrars, administrators, accreditation or assessment specialists).

We have established a community of learners inside the MOOC for participants. The design team functions through a series of Google Docs, forms, etc. Therefore, we do not need to establish a SUNY Workplace community. We have been utilizing SUNY Workplace as an important vehicle to advertise the MOOC to encourage those from SUNY campuses to register.

Do you intend to create an ongoing "Community of Practice" within the SUNY Learning Commons to continue work and dialog regarding this project?  
Yes

**Overall, how successful was IITG in meeting your project goals? (You may elaborate on your response in the final question if not addressed elsewhere.)**

Extremely successful

Do you wish your current abstract to be used?  
No

If you wish to re-word the abstract to reflect updates or outcomes, you may do so in this text box (please keep it brief - less than 150 words - you can expand on this in your files and links)

The ability to use established and emerging technology tools is not optional for learning and career advancement in today’s digital age. It is a necessity. Many people, both in and out of higher education, fall short in this respect. Through this project, we created a MOOC to will build on participants’ abilities to understand and use web-based technology tools, regardless of their current skill level or their personal and professional trajectories.

The SUNY Exploring Emerging Technologies for Lifelong Learning and Success (#EmTechMOOC) provides
accessible, curated information and application exercises pertaining to current and emerging technologies such as audio, video, and social networking that are relevant to learners and professionals alike. Additionally, it provides space for supportive dialogue and sharing among participants.

The content is an open-access resource available on the Coursera platform provides ongoing utility for the lifelong learning needs, interests, and career advancement for people across the globe who are invested in their personal and professional growth.

The ability to register for the MOOC and additional information is accessible at: http://suny.edu/emtech

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<th><strong>Project Website Address (Hyperlink 1)</strong></th>
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<td><a href="http://suny.edu/emtech">http://suny.edu/emtech</a></td>
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<th><strong>Project Website Address (Hyperlink 2)</strong></th>
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<td><a href="https://www.coursera.org/learn/emerging-technologies-lifelong-learning">https://www.coursera.org/learn/emerging-technologies-lifelong-learning</a></td>
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**Consistent with the RFP, you must indicate which Creative Commons license you intend to use.**

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