Name of Society/Organization: EDUCAUSE

URL: www.educause.edu

What is the mission of your organization?

EDUCAUSE is a nonprofit association and the foremost community of IT leaders and professionals committed to advancing higher education. EDUCAUSE programs and services are focused on analysis, advocacy, community building, professional development, and knowledge creation because IT plays a transformative role in higher education. EDUCAUSE supports those who lead, manage, and use information technology through a comprehensive range of resources and activities.

Please describe the membership of your organization: number of members, demographic profile, and common interests.

EDUCAUSE encompasses nearly 2,300 colleges, universities, and educational organizations, including over 270 corporations, with more than 17,000 active members. The EDUCAUSE membership comprises every type of higher education institution, from community colleges through major research universities and state university systems. Likewise, member representatives include all categories of higher education IT professionals, from chief information officers and senior IT administrators to research computing and advanced networking professionals as well as instructional technologists and designers. Our members are united by their desire to use technology effectively to achieve higher education’s mission of learning, discovery, and engagement.

How does your organization influence computing education?

EDUCAUSE has an indirect influence on computing education. We represent the IT leadership of colleges and universities, not computing educators per se. However, our members provide opportunities for student internships and employment in the provision of institutional IT services. Our members also provide IT support for both learning and research. We make a special contribution to the use of technology in learning through the EDUCAUSE Learning Initiative (www.educause.edu/eli). Our teaching and learning activities address all disciplines, though, without specifically focusing on any one area.

What do you see as the most significant three challenges facing computing education in order to achieve the goals that your organization wants for computing education?

1) Defining a curriculum for computing education that is relevant to the way IT is used now as well as how it is likely to be used in the future.
2) Making this curriculum attractive and exciting enough to attract and retain the interest of all types of potential students from an early age.

3) Revising academic and professional development for computing faculty and related educators to provide the skills and perspectives necessary to facilitate student success in the new curriculum.

Effective learning experiences based on hands-on interactions with the provisioning of IT services at our member institutions might help address all three of these challenges.

What are the top three things that should be done to improve computing education?

1) Modernize computing education so that it is no longer so strongly associated with programming computers.

2) Attract many more women and minorities into it and related fields, both as students and faculty.

3) Address the tremendous impact of computing on society throughout the curriculum, not just in computing education.

If all the groups coming to this meeting got behind a common goal or strategy, what would you suggest that it would be?

Create a new vision of the overall goals and benefits of computing education and identify concrete examples that realize all or parts of the goals. Identify or establish a coalition of contributors dedicated to realizing the vision.

What concrete outcome would you hope this meeting to achieve?

A brief visionary statement of the new goals and benefits of computing education that can inspire students, faculty, and institutions to participate in its development and implementation.

What would you want representatives from your organization to learn from the summit?

How IT leaders at colleges and universities can best contribute to a solution. There are many opportunities for synergy between computing education and campus technology operations.

What would help your organization the most at this workshop?

To learn how we can best contribute to a solution through the support we provide to our member institutions. Can our community members do more in providing valuable “real-world” experiences for students and faculty at their institutions? Can students and faculty contribute to and learn from our national and international collaborations in IT services, applications development, policy, and so forth?
We will be able to invite at most two representatives from each participating society/organization. Could you please provide names and short bios of two representatives from your organization?

**Dr. Diana G. Oblinger**

Diana Oblinger, president and CEO of EDUCAUSE, formerly served as EDUCAUSE vice president responsible for the association’s teaching and learning activities and the EDUCAUSE Learning Initiative. She previously held positions in academia and business: Vice President for Information Resources and the Chief Information Officer for the University of North Carolina system, Executive Director of Higher Education for Microsoft, and IBM Director of the Institute for Academic Technology. She was on the faculty at the University of Missouri-Columbia and at Michigan State University and an associate dean at the University of Missouri. Oblinger also serves on a variety of boards, such as the National Science Foundation’s Advisory Committee on Cyberinfrastructure.

**Dr. Julie Little**

Dr. Julie Little has devoted the past twenty years to exploring and integrating information technologies into teaching, learning, and research practices. Her research interests focus on faculty development, facilitating communications and collaboration in distributed learning environments, and designing effective uses of instructional technologies. As EDUCAUSE Director of Teaching, Learning, and Professional Development, Dr. Little works with the EDUCAUSE Learning Initiative to advance teaching and learning through IT innovation; she also heads development of professional programs to advance IT leadership in higher education.

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Sample bios of meeting PIs:

**Dr. Mark Guzdial** is a Professor at Georgia Tech's School of Interactive Computing and is Vice-Chair of the ACM Education Board. He is a member of the leadership team for NCWIT and of the advisory board for the Anita Borg Institute.

**Dr. Jane Prey** is a Senior Research Program Manager in the External Research group at Microsoft Research and is a member of the ACM Education Board. She spent 11 years as a faculty member in the Department of Computer Science at the University of Virginia. She served a two year rotation as a program officer in the National Science Foundation's CCLI program.

**Dr. Heikki Topi** is an Associate Dean at Bentley College and is a member of the ACM Education Board. He was one of the leaders in developing the ACM/AIS Information Systems undergraduate curriculum. He is a Senior Editor for *Information Systems Management*. 