

Re-Imagining Your University's Educational Technology Culture

The **goal** of this cooperative game is to facilitate productive conversations about educational technology that take into account the needs and interests of a diverse set of stakeholders across your institution. All players are encouraged to work together to develop a vision for campus organization around technology and learning.

You can play either the Short Game or the Long Game. Both versions of the game make use of the **Organizational Card Set**. The Long Game also uses the **Stakeholder Card Set**.

Card sets and instructions can be downloaded from <http://blogs.uoregon.edu/introreport>. (Click on "Moving Forward" or "Game.") If you are downloading your own copies, please be advised that card sets print on 11x17 paper or cardstock.

The Short Game: Dream Big!

In an *ideal* scenario, what structures need to be in place at your institution in order to facilitate productive and innovative teaching with technology? Working cooperatively, arrange and sort the **Organizational Card Set** to visually represent how you think your institution ought to organize itself. Which units should bear which responsibilities? How should those units relate to one another? Be sure to include cards that represent needed services or units that might not yet exist at your institution. Blank cards are also available. Then document the results—we suggest photographing the card arrangement—and discuss them as a team.

The Long Game: What Is, What Could Be, and Who Makes It Happen

In the Long Game, use both the **Organizational Card Set** and the **Stakeholder Card Set** to think through your institution's present-day situation, its possible futures, and those stakeholders that can help realize a productive outcome.

Part A: Know Your Local Culture

Working together, sort the **Organizational Card Set** and determine which units and services currently exist at your institution. For now, discard any cards that represent services your institution does not currently provide.

After determining which cards best represent what is currently available, physically arrange them to visually demonstrate how your institution is currently organized. What are your strengths? What units are overburdened? Is there any overlap in responsibilities between units? What's currently missing from your org chart? Document the results and discuss them as a team.

Part B: Re-Imagine Your Local Culture

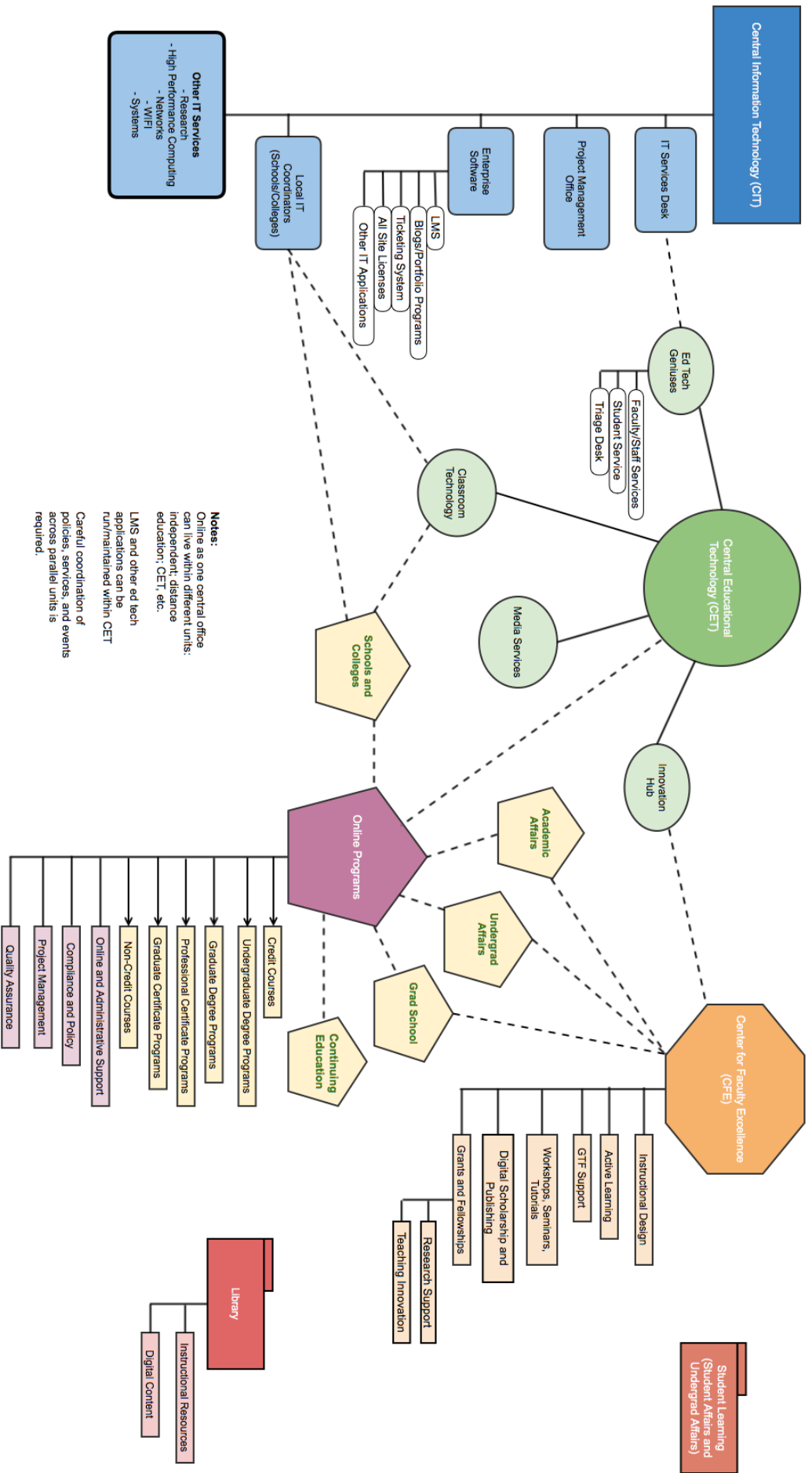
What structures need to be in place at your institution in order to facilitate productive and innovative teaching with technology? Working cooperatively, arrange and sort the **Organizational Card Set** to visually represent how you think your institution ought to organize itself. Which units should bear which responsibilities? How should those units relate to one another? Be sure to re-introduce those cards you discarded in Part A that represent needed services or units that don't yet exist at your institution. Document and discuss the results.

Part C: Consider Your Stakeholders

With the results of Part B still on the table, sort through the **Stakeholder Card Set** and collaboratively determine which stakeholders are key to your discussion. Discard any that are unnecessary at this time. For the purposes of this activity you can use the **Original Stakeholder Card Set** (64 cards, originally developed by Ohio State) or our **Modified Stakeholder Card Set**, which is a smaller subset of the original. Once you have determined which stakeholders are needed to help realize your vision of an ideal institution, place those cards alongside the results of Part B. Document and discuss the results.

Both Games: Review, Reflect, Discuss

When asked to envision an ideal organizational structure, what concerns motivated your game play? Were you addressing a problem, prioritizing goals, conducting a cost-benefit analysis? Review your documentation and discuss the team's key motivating factors, as well as any new ideas that emerged during game play.



Educational Technology Services and Support organized in four centralized, parallel categories:
IT, Edtech, Faculty development, Online.
 Modeled on the variety of structures observed in many peer institutions.
 Based upon the Instructional Technology Referral Office's current comparator research.