

ITS eWARRIOR NEWS

WSU Information Technology Services

October 5, 2020

Volume 1, Issue 2

ITS HELPS BRING ABOUT THE ALL NEW Warrior Esports Lounge!

WSU ITS was integral in helping to bring WSU into the Esports world! The Warrior Esports Lounge is a free, recreational Esports gaming lounge outfitted with:

- 8 High Powered Gaming PCs
- 6 Nintendo Switches
- 5 – 65" Sony TVs
- Peripheral equipment like controllers and keyboards
- Over two dozen games including Super Smash Bros, COD: Modern Warfare, Minecraft and League of Legends

“When envisioning the Warrior Esports Lounge as a way to build community on campus through gaming, I knew immediately that IT needed to be a strong partner in the process. After receiving support from Ken Janz, I felt confident that we could make it happen. Through the exceptional project management, communication, problem solving, and execution by John Yearous, Travis Norman, Joe Gunderson, Micah Droessler, Matt Noland, and many more, we were able to move the project forward from conception to completion. The initial feedback from students who've seen the space has been overwhelmingly positive and I'm excited to see it come to life. I'm absolutely grateful to the WSU IT staff for their collaboration, commitment and support in the creation of the Warrior Esports Lounge.”

-George Micalone, Director – Student Union & Activities

<https://www.winona.edu/studentunion/esports-lounge.asp>



ITS MISSION

Information Technology Services (ITS) provides the technology-based foundation to support and empower the Winona State University (WSU) community to meet and exceed their educational and business needs.

ITS IS NIMBLE AND QUICK WITH TECHNOLOGY SOLUTIONS

When Nursing called with a need, ITS was immediately on the scene with technology solutions! For social distancing many nursing classes have moved into the Field house on the WSU-R Campus.



Due to the large size of the space and usage as a gymnasium - it presented a challenge to provide audio reinforcement and allow an interface with Zoom for a Hi-flex space usage.

This solution blends three wireless microphones into zoom, along with a local streaming service and a traditional RF hearing assist broadcast. This solution is leveraged to provide students the ability to listen to faculty lectures and skills instructions on their personal smartphone.

“Tech Quote”

“Any sufficiently advanced technology is indistinguishable from magic.”

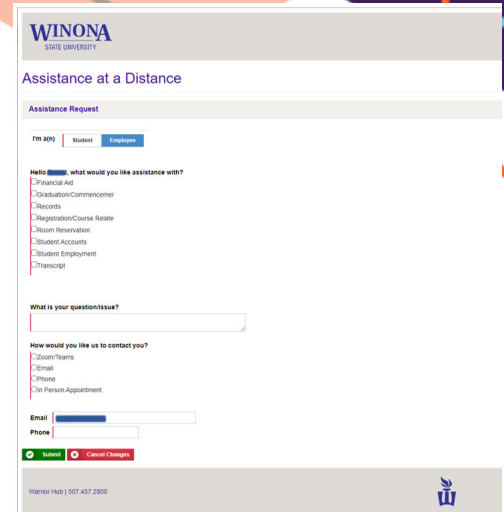
– Arthur C. Clarke, *Profiles of the Future: An Inquiry Into the Limits of the Possible*

‘ASSISTANCE AT A DISTANCE’ DIGITAL FORM AVAILABLE AT WSU

The new ‘Assistance At A Distance’ digital form allows students, faculty & staff to submit requests/questions to the Warrior Hub without having to physically visit. Based upon form selections, tasks are automatically assigned to the correct staff for quick attention. As soon as the requested tasks are addressed, the process ends with a survey link delivered to the customer.

“It’s a form that the team has been able to create and modify quickly as needed; that sort of rapid innovation has been a tremendous help. I can’t say enough positive things about the ingenuity and forward thinking of the ITS development team through this process.”

-Paul Stern, Associate Director – Warrior Hub



ITS VISION

Information Technology Services (ITS) endeavors to position the University as a national leader in the innovative and effective use of technology to support the academic enterprise.

TECH TEAM SPOTLIGHT

NAME: Charmaine Gorak

POSITION: eWarrior Digital Learning Commons (DLC) Coordinator

YEARS AT WSU ITS: 19 years at WSU

FAVORITE PART OF ITS: “I love working with the latest technologies and the students. Working with my team of students to support all students at WSU and the eWarrior Program rocks!”

FUN FACT ABOUT CHARMAINE: “I have two cockatoos. One is a large Umbrella Cockatoo named Zeus (large, loud and lovable!). The other one is a smaller Goffin Cockatoo named Callie.”

<https://www.winona.edu/technology/dlc.asp>



INFORMATION TECHNOLOGY SERVICES

PEOPLE | PERFORMANCE | INNOVATION

<https://www.winona.edu/technology/default.asp>