

# Technology Fee Presentation



Student Fee Management Committee – Spring 2023 – January 18, 2023

# Overview

- Organizational Structure
- Strategic Planning
- Funding for IT @ WSU
- Technology Fee Recommendation
- FY24



# Information Services



Digital  
Transformation  
and User  
Experience

Robin Honken,  
Director



Infrastructure  
and Data  
Services

David Gresham,  
Director



Teaching,  
Learning, and  
Technology  
Services

Ken Graetz,  
Director



Darrell W.  
Krueger  
Library

Ken Janz,  
Dean

# Strategic Technology Plan



## Adopted: Summer 2021

- **Teaching and Learning.** Empower technology-enriched teaching, learning, and student success.
- **Digital Transformation (Dx).** Prepare and support Winona State for shifts in culture, workforce, and technology that will transform our institution's operations.
- **Customer Partnerships and Experience.** Enhance customer relationships to realize the promise of, “the trusted partner for your digital life.”
- **Information Technology Core.** Provide a resilient, flexible, agile, and secure core information technology infrastructure. A foundation for the other three pillars.

<https://www.winona.edu/strategic-planning/>



# Planning Matters: Aligning Spending with Planning



## IT Budget Alignment to Information Technology Strategic Plan

### Projects Identified In the Information Technology Strategic Plan (Projects in Excess of \$100,000)

Project	Requestor	Who Benefits	Function	Consequences	Cost Center	FY22 Cost	FY23 Cost	FY24 Cost	Total
Enrich Learning Spaces - Classroom Technology Upgrades <i>Technology Planning Item 1.3</i>	Student Technology Fee Committee and AUTC	Students and faculty who use classrooms	Enhance Learning Spaces to Support Active Learning and HyFlex Delivery	Student and faculty disappointment.	Student technology fee primarily. Supplemented with e-Warrior funding.	\$100,000	\$100,000	\$100,000	\$300,000
Implement and enhance document imaging process (Knowledge Lake Upgrade) <i>Technology Planning Item 2.6</i>	Student Support Services (Admissions, Hub)	Students via improved administrative processes	End of Life Technology	Product going end of life. Will not be able to continue document imaging.	New cost center needs to be established.	\$50,000	\$50,000	\$50,000	\$150,000
Support efforts of Marketing and Communications to redesign the Website and update the Content Management system. <i>Technology Planning Item 3.3.1</i>	Cabinet	Prospects and the current university community.	Update and enhance the current University website.	Outdated website	New funding source will need to be identified. Total cost will be determined via current scoping RFP.	\$200,000			\$200,000

# Building a Culture of Assessment – Data!



**64%**  
of alumni reported that their participation in the DLLP led to the development of computer skills that exceed their co-workers'.

2012 Survey of Alumni – 3 Years Out from Graduation

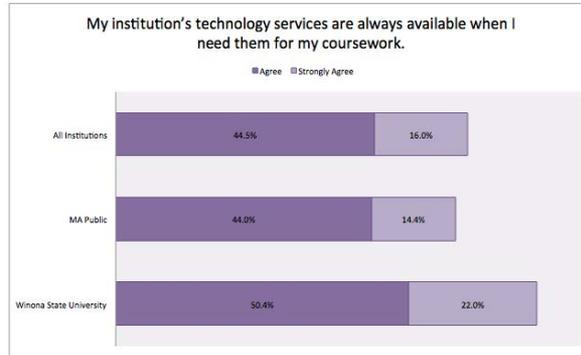
Data



**89%**

agreed with the statement, *“The use of the laptop is important for my academic success.”*

Data



Data



External Group (Top Employers)

**94%**

Agree - WSU is a leader in technology and technology infused learning (Second Highest of 10 accomplished)

Data

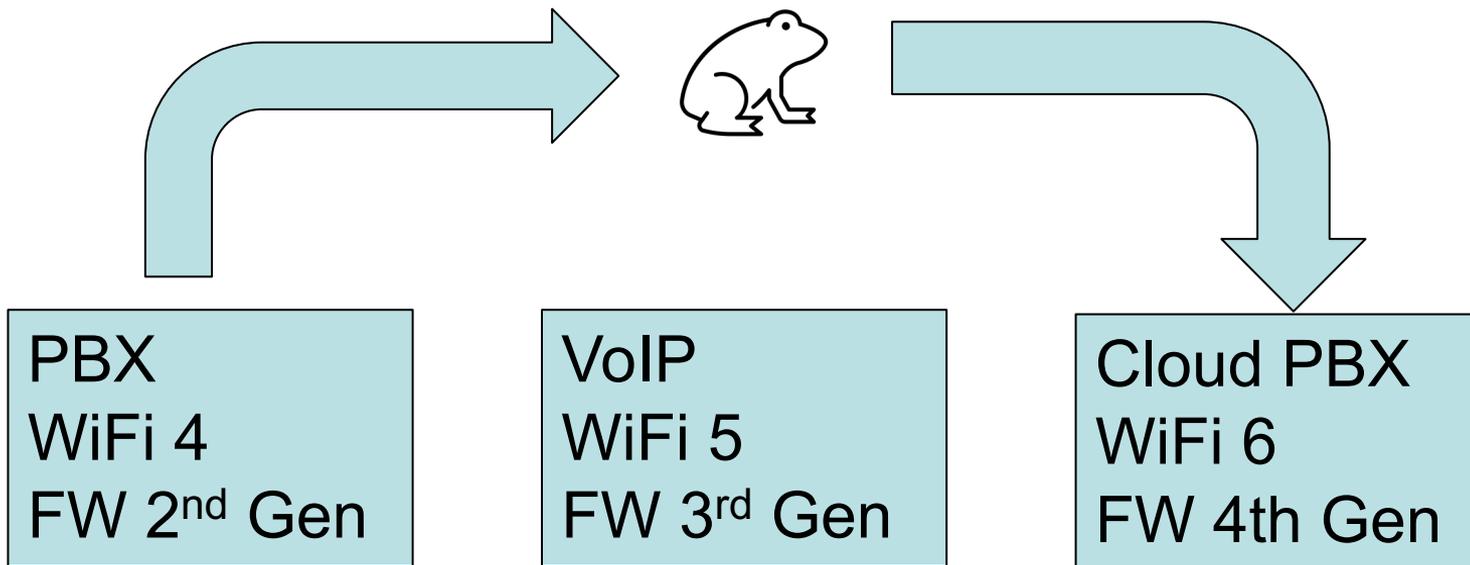


**48%**

Program played a role in their decision to attend WSU

*“How would you describe your overall technology experience at your institution?”  
90% of WSU students selected either Good or Excellent, compared to 77% for all 4-year public institutions.*

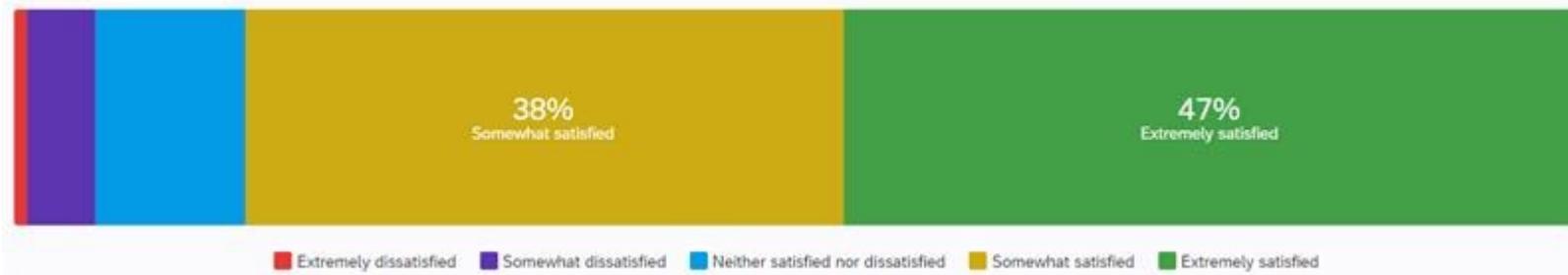
# Leapfrogging Technology



# New Wireless Network



Satisfaction with Warrior wireless network performance.



# New Wireless Network



## **Good:**

- Wifi has been great since the change this summer.
- I thought the wireless connection overall improved from the beginning of fall semester to the end.
- I think it works great!

## **Need Improvement:**

- Disconnections, especially when moving from place to place.
- SLC/Pasteur does not seem as good as other places on campus.

**\$ - Money**

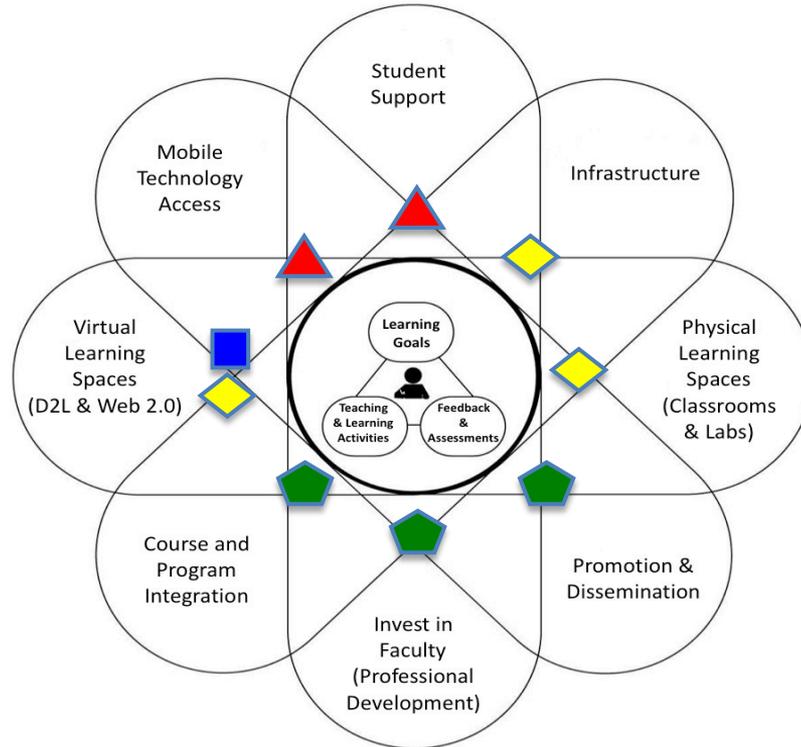
# Funding Sources - IT

- e-Warrior: Digital Life and Learning Program Fee\*
- Student Technology Fee\*
- Res Hall Technology Fee\*
- General Fund



\* Represents a significant part of the IT budget

# Student Fees



-  e-Warrior: Digital Life and Learning Program Fee
-  Student Technology Fee
-  General Operating Budget of the University
-  Office of the Chancellor Enterprise Fund

# Inflation

**7.7% Inflation Rate**



# IT is asking for a 2.84% Increase



	FY23	FY24
Per Credit	\$7.62	\$7.96 (2.84%)

Collected total is roughly \$1,057,000

All University Technology Committee AUTC Approved 9-0



# **WSU Student Technology Fee**

**What is proposed  
for FY24?**

# Student Help

## \$183,000 (\$183,000 Last Year)

- Student staffing for walk-in support positions
- Student Technology Fee and e-Warrior Program supports over 100 student Positions



# Salaries



**\$416,376 (\$359,501 Last Year)**

- 8 Staff
  - Help desk phone support
  - Instructional design
  - classroom support
  - network support

# Equipment

## \$100,000

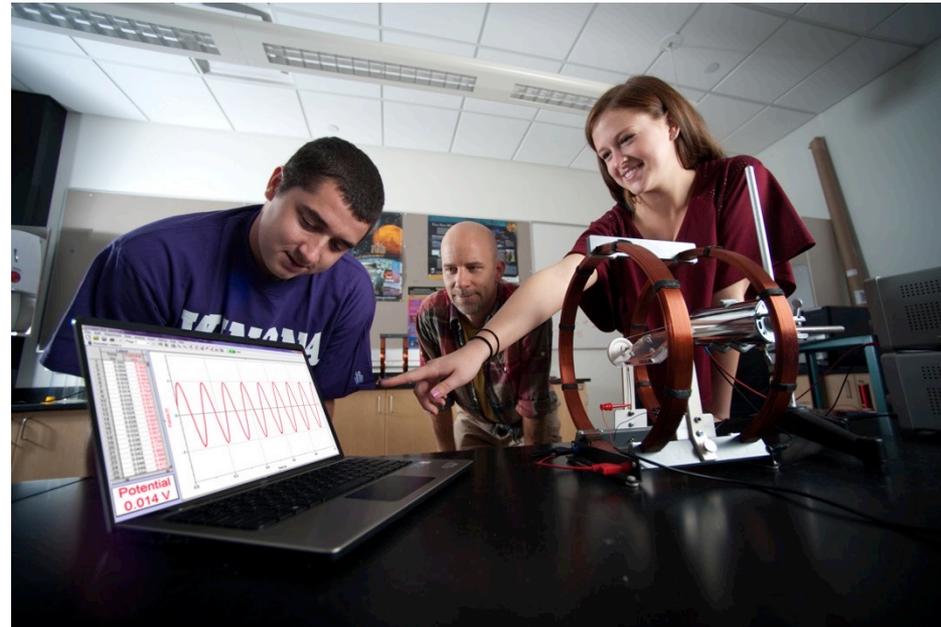
- **Classroom Upgrades**
  - Projectors
  - A/V Systems
  - Podiums
- **Network Switches (111 Comm. Closets)**
- **Wireless Access Points**
- **Servers**
  - Storage
  - Streaming Media



# Software and Maintenance

## \$405,108 (\$357,000 Last Year)

- Server – OS & Database
- Utility – Antivirus, AntiSPAM, Backup, Network Monitoring Tools, & Remote Access (VPN)
- Applications – All the Microsoft, Adobe Products, SAS, SPSS, ArcGIS, EMS, etc



# Supplies

## \$52,636

- Student and Public Printers
  - Paper
  - Toner
  - Consumables
- Campus Card Supplies
- Networking Supplies
- Lower cost equipment



# Balance the Budget



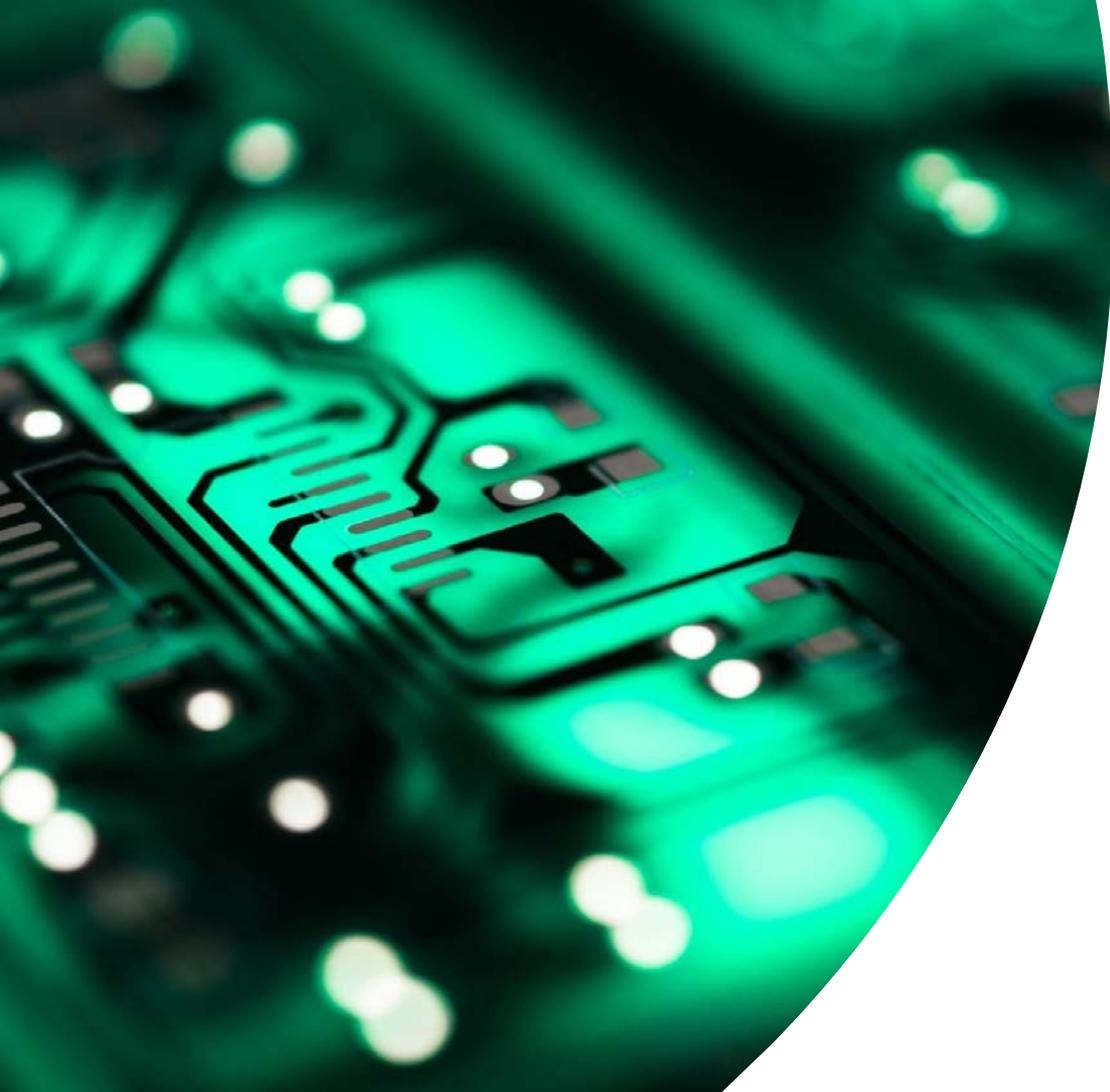
- Using collected funds - \$1,057,120
- The entire reserve - \$100,000
- Total Revenue - \$1,157,120
  
- Total Expenses - \$1,157,120

**2.84% increase + using the entire reserve = balanced budget**

NEW  
INITIATIVES

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# Tomorrow's Technology

# Tomorrow's Technology



- Open Educational Resources (OER)
- Extended Reality at Scale
- Personalized Learning Assistants
- Actionable Learning Analytics
- Online and Hybrid Course Quality Improvement
- Active Learning Classrooms

# Questions

