



Minnesota
STATE COLLEGES
& UNIVERSITIES

Minnesota State Colleges and Universities Board Work Group on Technology

25% Online Credit Discussion

February 12, 2009



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Governor's challenge

- **Generate 25% of credit through online**
- Assumes that generating additional pure online credit enrollment will be the best way to serve students and the State



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Minnesota's Challenge

- **Meet the current and future economic needs of the state**
 - Minnesota's unemployment rate is 6.9%, the highest since 1984
 - Minnesota employment growth has lagged the US average over the past six years
 - Minnesota annual pay growth has lagged the US average over the past six years



MnSCU's Imperative

- **Meet the current and future economic needs of the state through all resources available:**
 - **Classroom based courses**
 - **Hybrid courses**
 - **Online courses**
 - **Credit courses**
 - **Non-credit courses**
 - **Customized training services**
 - **Academic and student support services**



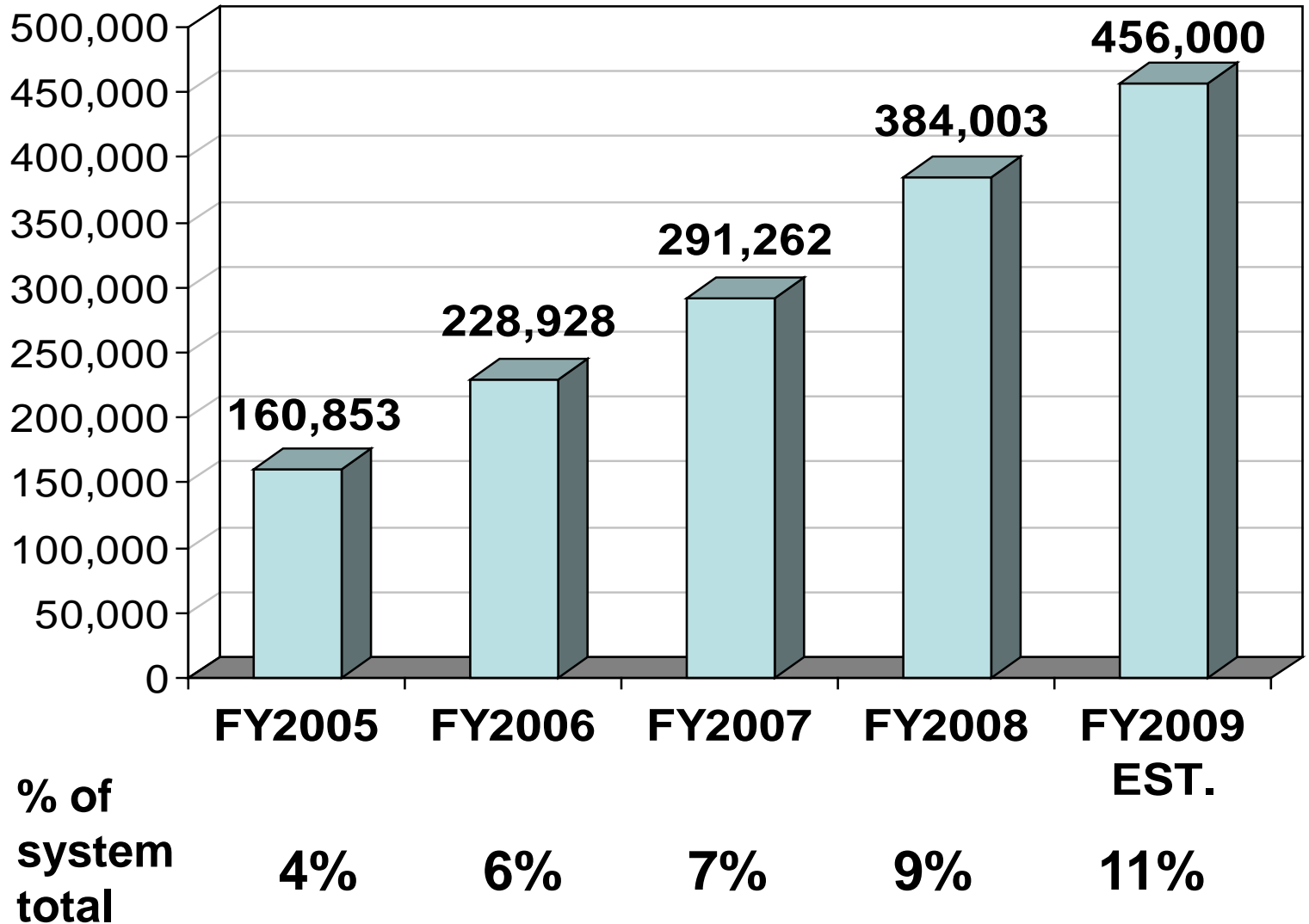
Evolution of online in the system

- Phase 1: Seeded development
- Phase 2: Increased (but limited) collaboration and integration
 - Online enrollment has grown substantially
 - This growth is not sustainable with the current approach
- Phase 3: Have reached a stage where a different business model is needed



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Credits earned through online courses have nearly tripled in past five years





Online Comparisons

- System online headcount has grown twice as fast as U.S. colleges and universities since 2003.
- All system colleges and universities were offering online courses by 2004 compared to 70 percent of surveyed U.S. colleges and universities.

Source Sloan Consortium Survey of 2, 500 U. S. colleges and universities.



MnSCU is at a point of change

- Technological innovation and new learning tools
- Once in a generation economic challenge
- Maturation of the Minnesota State College and University system
- Heightened competition from for-profits and non-profits
- Urgency in meeting workforce needs of the State



Challenges and Opportunities

- Access
 - through the most effective means available; for some, that may not be online
- Student Success
 - online "success" compared to classroom
- Cost
 - online delivery compared to classroom
- Meet the economic needs of the state with all resources available



MnSCU 2.0

	Information Technology	Digital Media	Life Sciences	Health Care	Green Tech	Advanced Mfg	Advanced Services	Education
Veterans								
HS Grads (old demo)								
HS Grads (new demo)								
Adults / Retraining								
Adults / PT								

Prioritized and designed for target economic sectors and student groups

Approached tactically and contextually

Measured by student performance/ graduation rates, placement rates, and overall cost constraints



Futures

- Students will be trained for jobs not yet invented
- Bandwidth will be free and readily accessible
- Learning will be facilitated by games, simulations and virtual environments
- Compact portable technologies facilitate anywhere/anytime lifelong learning
- Education must be competency based
- Technology fluency is a basic skill



Response to the Governor's challenge

- Implications to the System (students, faculty, courses, infrastructure, business model)
- “Online” includes credit, continuing education, customized training, and seamless student services
- Achieve cost efficiencies by leveraging economies of scale and partnerships
- Improve learning quality and service delivery through targeted innovation
- Track, assess and demonstrate program success through rigorous analytics.
- Other considerations