A New Generation of Computer Labs
Office of Scholarship & Innovation

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Objective

To share the experiences of a complete redesign of the computer lab model and the role it can play to foster creativity, innovation, and improve the learner experience.
Introduction

Origin of this endeavor began with an idea to redesign what a computer lab is and what it does for students, faculty and staff.
The idea became not to simply build a lab...

Build a HUB for creativity and technology
Need for the redesign

Existing labs did not support new and emerging technology

Limited ability to explore or play with technology

Static – immovable furniture
Design methodology

IgnitED Labs designed around Dewey’s Four Natural Impulses of learners
New Design
Curriculum support

**EDT 180**: Technology Literacy: Problem Solving using Digital Technology Applications

**EDT 321**: Computer Literacy: Mobile Technologies and Your World

Support the faculty and students of EDT 180 & 231 by providing the technology and experiences to assist in exploring new ideas, and incorporating new tools in the educational process to reach their respective course learning outcomes.
**Additional opportunities**

**Exploratory workshops and seminars**: Offering regularly scheduled technology workshops and seminars

**External partnerships**: provides a unique opportunity for technology partners from outside of the college to demonstrate and showcase various tools, technologies, and educational use cases of technology

**Technology Infusion**: provides faculty and students the opportunity to learn and experiment with various technologies on infusing them into their respective course curriculum

**Technology Showcase**: provide regular showcase events to demonstrate the work of faculty, students, and or staff
Technology application categories

Digital & Interactive Media
- Virtual Reality (VR)
- Augmented Reality (AR)
- Virtual Presence Robots
- Video Production
- Audio Production
- Large-Format Printer

Robotics & Programmables
- LEGO Mindstorms
- Sphero
- littleBits
- MakerBot
- Raspberry Pi
- Arduino boards
- Drones

Development & Design
- 3D Printer
- 3D Scanners
- Laser Cutter
- Vinyl Cutter
- Woodworking
- Metalworking
- Electronics
Welcome to ASU’s IgnitED Lab

We’re the connective tissue between:

- Technology and learning
- Schools and tech companies
- Gizmos and impact
ASU’s IgnitED Lab is a space where:

**Technologists** can gain a deeper understanding of how educators use their tools.

**Educators** can provide learner-centric feedback.
ASU’s IgnitED Lab is the place where educators and technologists...

Create and tweak

Tinker and play

And ultimately improve learner experience
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