

2009-2010 Innovation of the Year Award Nomination

Program Title:		Technology Midway	
Description of Entry:		In August 2009, OIT showcased technology capabilities and recent computer advances to GCC employees in a two-day, fun, state-fair atmosphere staged in High Tech Center 2 on the main campus. Information and activities included demonstrations of dual-boot personal computers and iMacs, Google Applications and Google Analytics, Pay-4-Print, GCC Chat Services, Gmail, SharePoint, and the new Employee Relations and Technology Resources websites.	
Department/Unit:		Office of Information Technology	
Contact Person:		Greg Rogers	
Criteria Met		Value	
Quality	This innovation equipped faculty and staff with the knowledge and skills to use new technologies in the workplace. Students are given optimum learning opportunities, as instructors pass on their knowledge in the classrooms.	Education	In this highly-engaging learning environment, participants quickly began to digest and assimilate new information, make connections to their previous experiences, and pull together disparate pieces of knowledge they would ultimately take to their workplace and/or use in the classroom.
Efficiency	This innovation delivered a maximized transfer of learning to employees by streamlining training content in an intensive two-day, multi-layered, interactive model delivered in an open-entry/open-exit format.	Responsibility	This innovation demonstrated our responsibility to efficiently transform a learning program into an energizing experience for all campus constituents.
Cost effectiveness	This innovation added value to the college while keeping incidental production costs to a minimum. (e.g. balloons, candies, popcorn, and thumb drives). Care was taken to use recycle materials for the primary décor. Participant evaluation was positive, rating the learning activities as being <i>valuable, informative, way cool, fantastic, amazing, very useful, great for new hires, essential, important for all faculty to know, and worthy to be recommended to others.</i>	Responsibility	This training model demonstrates our responsibility to deliver accelerated learning, while keeping costs to a minimum.
Replication	This innovation provided an easy-to-implement template (using a fair and carnival venue) for packaging training on a diverse number of new technologies (or programs, processes, procedures) to a large group of participants in a concentrated amount of time in a centralized area.	Excellence	Excellence in innovation was evidenced in the way this easy-to-replicate experiential learning environment was conceived and realized through a focus on fun and campus camaraderie.
Creativity	A fun, collaborative, and stimulating carnival/fair environment, with sounds, colorful visuals, games, prizes, free popcorn, and an old-time carnival movie shown on a large screen captured the learners' attention and participation. Individual booths showcased new technology while costumed OIT staff "hawked" our new products.	Excellence	This concept effectively demonstrated a paradigm shift that made learning new technologies both challenging and enjoyable and free of the common stress factors that tend to shut down the learning process.
Timeliness	This innovation was a well-timed training (given prior to the start of the fall semester during which the technologies would be in use). It encompassed all new OIT initiatives/ endeavors that had been developed throughout the summer. What could be better?	Excellence	This innovation demonstrated that proactively addressing training needs in a way that is full of fun and interactive results in knowledge, the acquisition of effective tools and, thus, excellence for all.
Learning	The knowledge gleaned from this innovation is continually being passed on to students; and ultimately, could be mobilized and shared for the collective benefit of "One Maricopa." Already in place to ensure continuing knowledge exchange is <i>Wizard of IT</i> . This is a hybrid extension activity of <i>Midway</i> in which demos and training on new technologies are delivered on a mobile cart by an IT "wizard" to formal classroom settings and various campus venues (e.g. Student Union cafeteria and the building lobbies).	Education	The team approach to developing this innovation required the sharing of knowledge which resulted in the education of both our employees and students.
Collaboration	From inception to realization, this activity was borne on the intuition, insight, and inspiration of the entire OIT staff. Team synergy took over as ideas were exchanged in the managers' meetings, and flowed down to the various OIT units as plans firmed, and the concept became a reality.	Excellence	Ultimately, this innovation attests to the power of excellence that results from the hard work of many hands and minds, as they bring a timely and creative idea to fruition.