

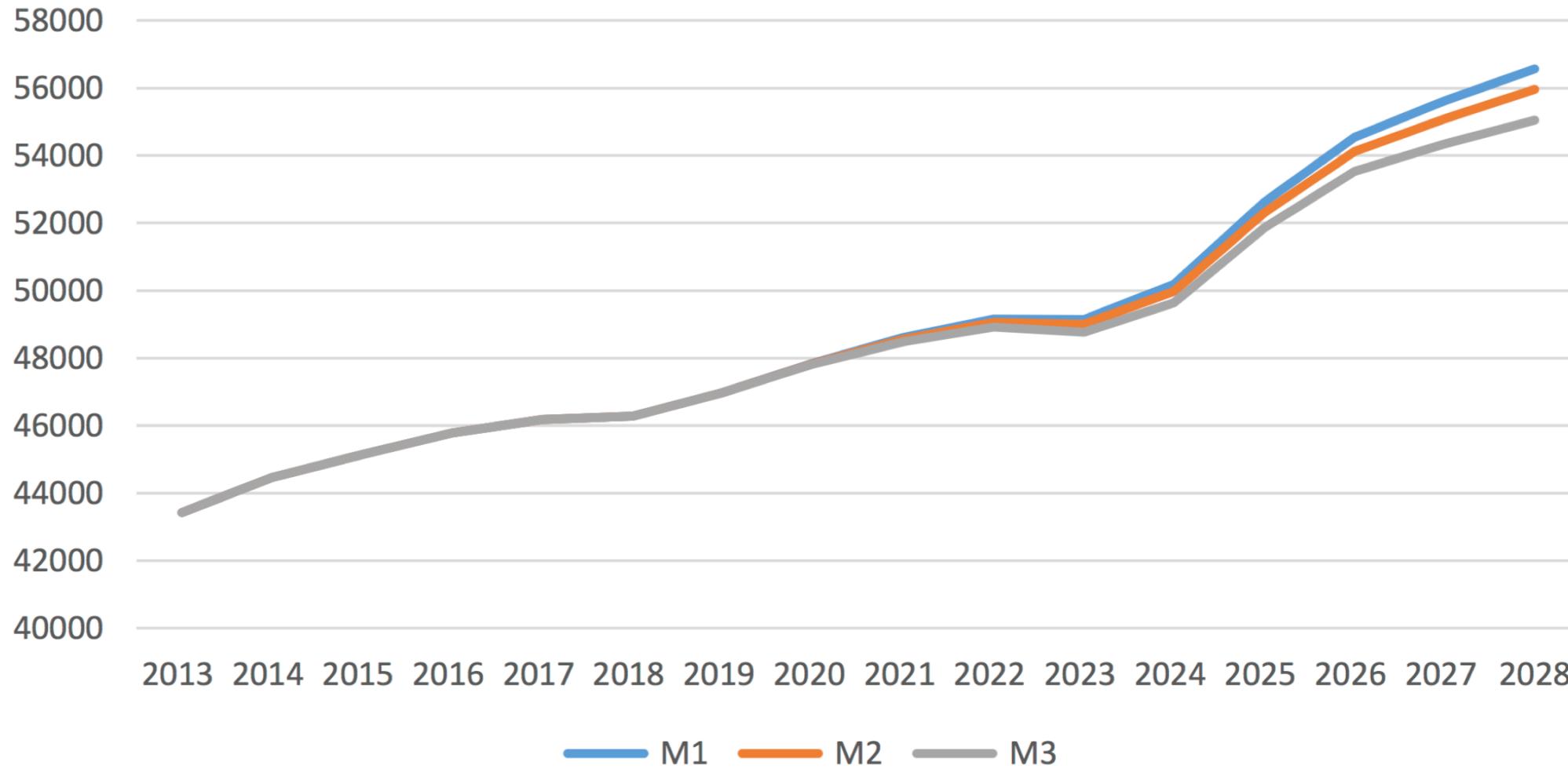
# The Strategic Development of the Department of Computing & Creative Practices over the next five years and [my] role in executing it

John Kelleher

# Backdrop

- ▶ 5 years since Hunt
- ▶ core expenditure/student down 15%
- ▶ funding cuts 20%
- ▶ 2,000 reduction in staff, 10% drop
- ▶ staff-student ratio 1:15 to 1:19.5
- ▶ 25,000 extra students

Figure B: Projection of Entrants to Third Level Education,  
2013-2028



# Future considerations

- ▶ Highest EU tertiary achievement in 30-34
- ▶ 75% employers satisfied - challenges post-graduate development
- ▶ ICT Skills Action Plan 2014-18 falls short
- ▶ National Access Plan 2015-19
  - ▶ pathways
- ▶ Concerns around quality - 'real risk' (HESP 2014-16)
  
- ▶ Meet Performance Compact with HEA
- ▶ Progression rates
  - ▶ Engage with ISSE/NFETL



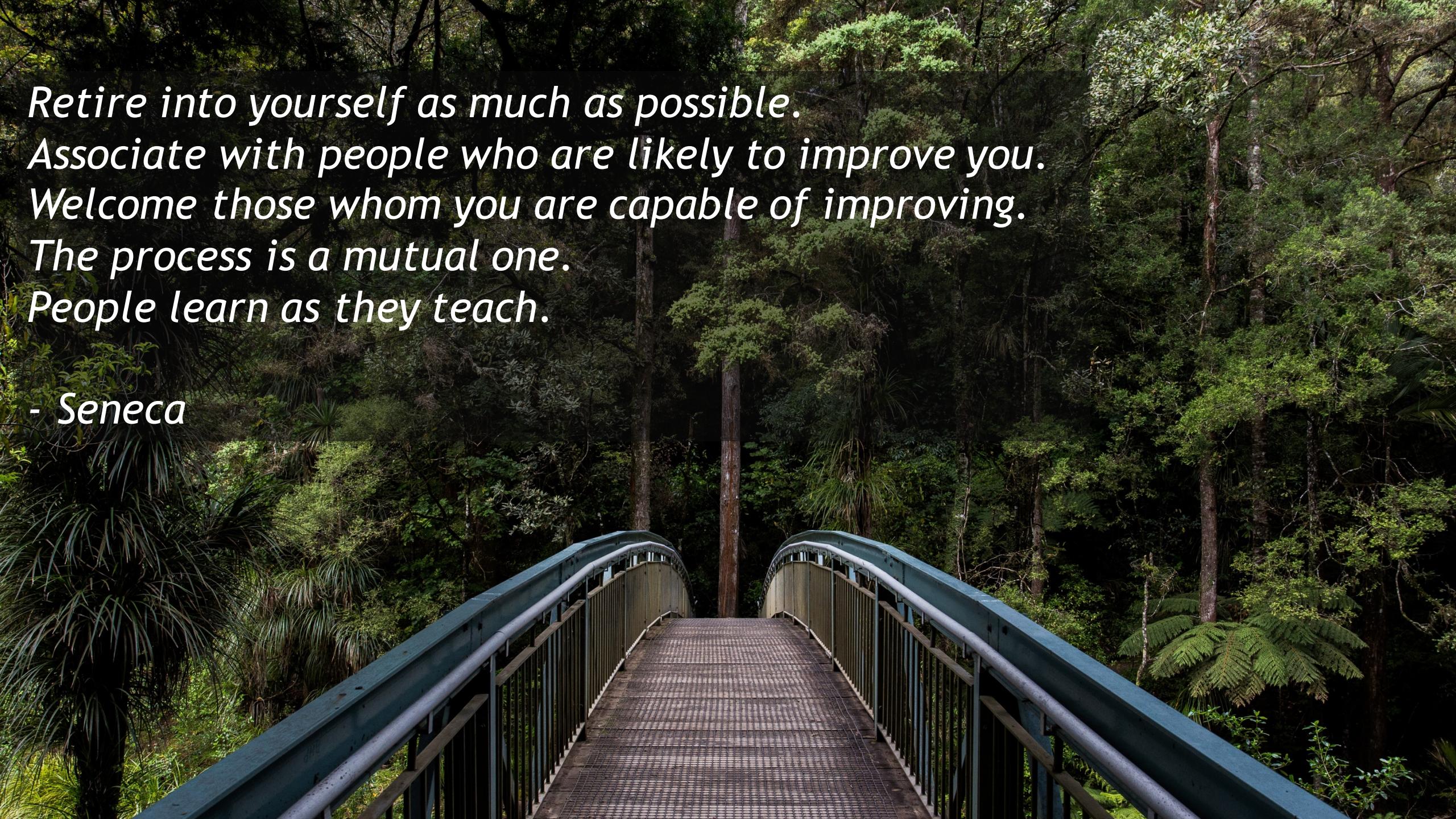
# Student Experience

# Student Experience

- ▶ Excellence in T,L&A a keystone of performance
- ▶ ISSE shows 1<sup>st</sup> years have lowest level of engagement
  - ▶ traditional contact hours foster dependency - flip classroom
  - ▶ manage transition to independent/peer learning/PBL
  - ▶ need xtra-mural activities - contribute
  - ▶ improve feedback mechanisms
- ▶ Form career plans, e-Portfolio, ‘outduction’
- ▶ Soft skills important - critical thinking, problem solving, team work

*Retire into yourself as much as possible.  
Associate with people who are likely to improve you.  
Welcome those whom you are capable of improving.  
The process is a mutual one.  
People learn as they teach.*

*- Seneca*



# Staff Experience

- ▶ **Focus & Reflection**
  - ▶ Professional doctorates
  - ▶ Kaizen / CPD
- ▶ **Revitalise Programme Boards**
- ▶ **Fix research pipe-line -> fix research**
- ▶ Computing meet COL (Centre for Online Learning)
- ▶ **Ambassadors through research, community engagement, scholarship**
- ▶ **Foster an Identity for C&CP**

# Action Specifics

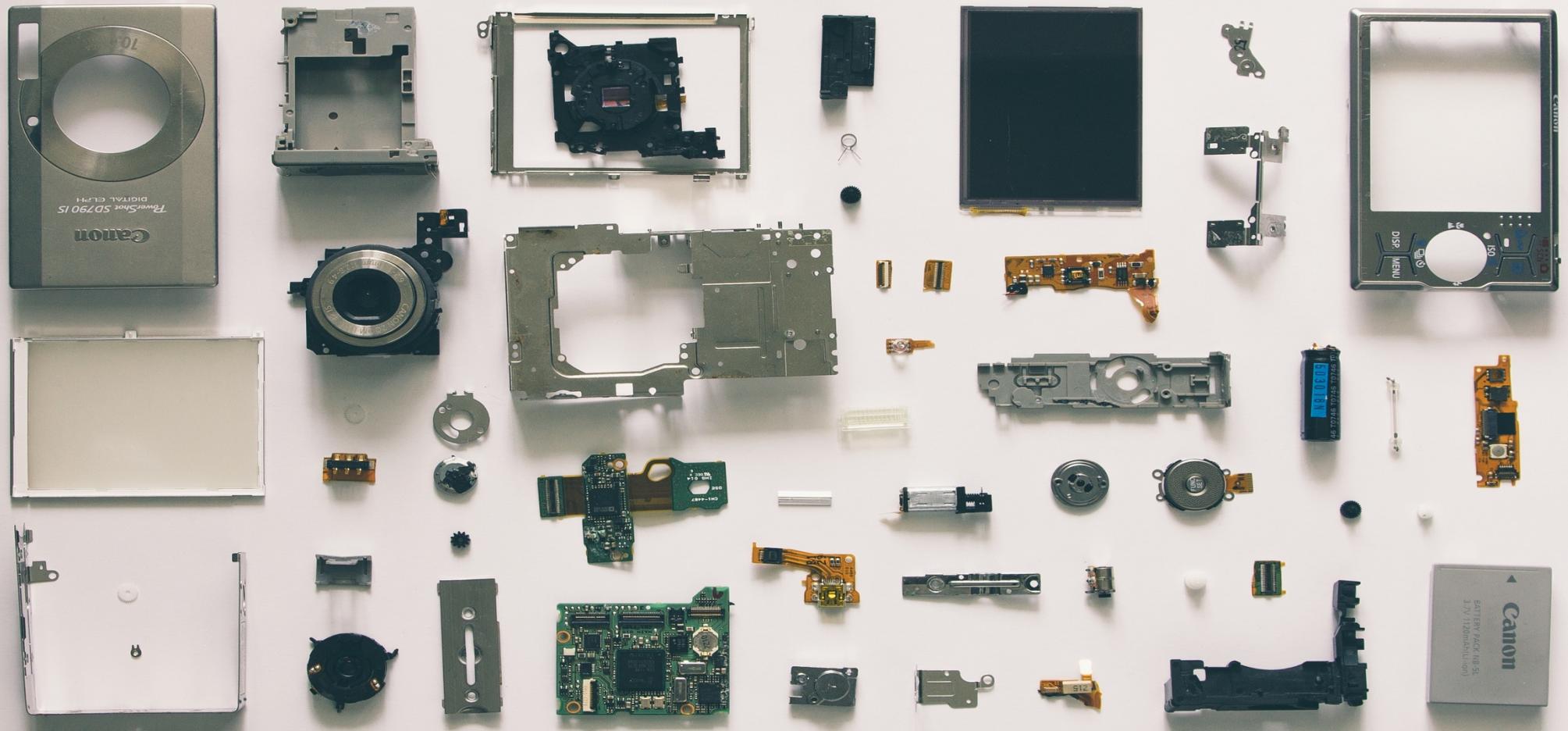
- ▶ Reconsider exclusive focus on Microsoft (Software/Web/Games)
- ▶ Consolidate expertise & appraise market shifts
  - ▶ Web development programme
  - ▶ Encourage shift in focus (Creative Design) to support better deployment
- ▶ Targeted community engagement
  - ▶ projects, businesses/NFPs, Erasmus+, CoderDojo, CTY
- ▶ Attract life-long learners and minorities - IT camps, minor awards, AFU, 'A Taste of ITS'
- ▶ Promote professionalism - department blog ('water-cooler' effect), research activities - underwrite our relevancy
- ▶ Graduate survey & follow-up

A black and white photograph taken from a low vantage point, looking upwards at a cluster of modern skyscrapers. The buildings have dark, reflective facades with a grid pattern of windows. The sky is bright and overexposed, creating a dramatic contrast with the dark buildings. The perspective is upward, emphasizing the height of the structures.

# Fintech

# Fintech

- ▶ Technology meets Finance
- ▶ Neglected opportunity
  - ▶ IFS2020 (2015-2020)
  - ▶ Established and growing
- ▶ Tradition of Business
- ▶ Leverage existing expertise and relationships
- ▶ Broaden computing offering



# Internet of Things

# Internet of Things

- ▶ Technology meets physical world
- ▶ ‘Smart’ homes/cars/cities/bodies
- ▶ ‘Second major revolution’ - Philip Moynagh, Intel’s VP for IoT
- ▶ Tremendous growth projections
  - ▶ DCU Alpha, WIT
- ▶ Aligns with Dept. Mech & Elec. Engineering
- ▶ Underway

# Questions

John Kelleher, IT Sligo

