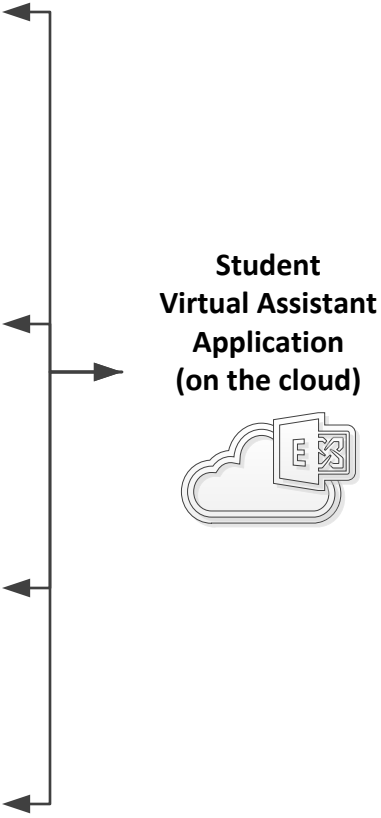
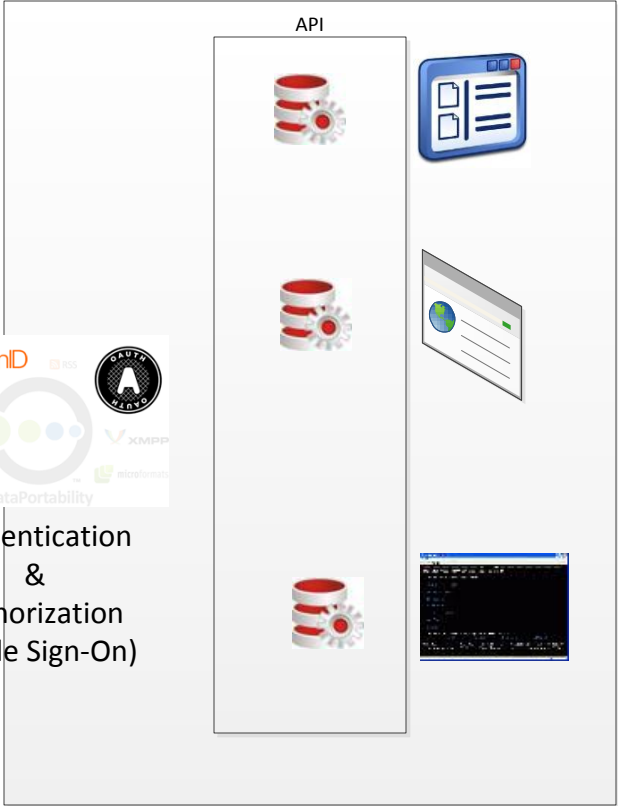


**Anytime, Anywhere Computing**

Students will consume/produce information from different mediums (mobile devices, wearable, internet of things) and will use interfaces beyond graphic user interface (GUI), aka screens. New interfaces include gestures, locations, voice.



Through **algorithms** that can make sense of information from various data sources (student info system, co-curricular systems), a virtual assistant application can develop context that will be "smart" enough to provide students with insights beyond what may be obvious to them. For example, what courses to take based on their interests.



**Single Sign-On (SSO)** systems can enable students to use multiple systems without having to logon multiple times.

**Application Programming Interfaces (API)** will extend the capabilities of existing programs beyond what they were intend to do and enable students to interact with the applications by being able to share information from one application to another. (Ex – ability to save to Pocket app from Twitter)