

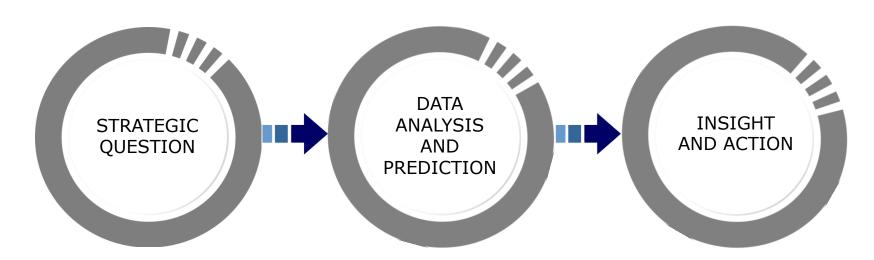
Liam Bennett – Mobile Solutions Architect



Define Analytics

"Analytics is the use of data, statistical analysis, and explanatory and predictive models to gain insights and act on complex issues"

EDUCAUSE



Why Analytics



Differentiate from competition?

Access to services?

Student experience?

Return on investment?

Impact?



What are users doing?

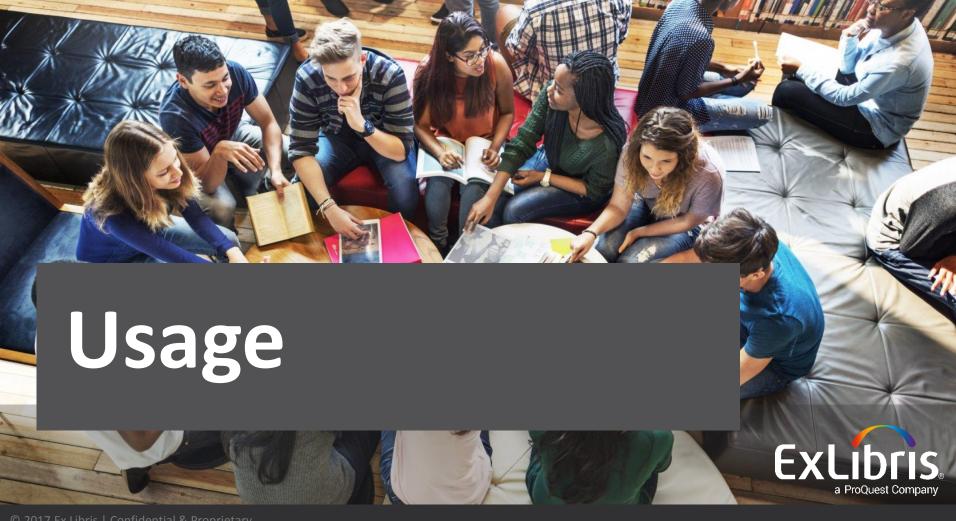
Measure?



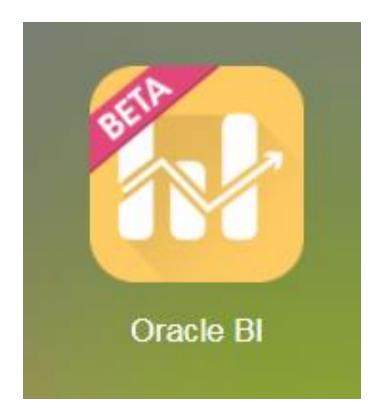
Usage?

Research?

Student feedback?





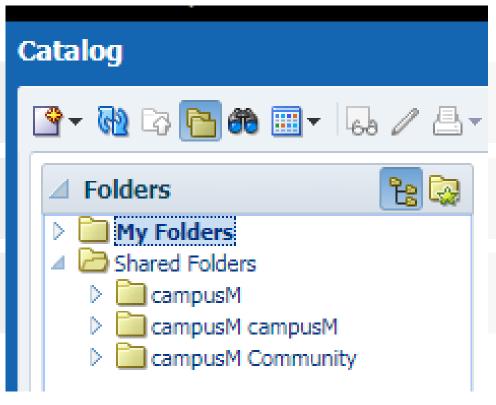


	REPORTING	ANALYTICS
PURPOSE	Monitoring and alerting	Extracting insights
TASKS	Building, organizing, "cleaning"	Questioning, examining, interpreting
OUTPUTS	Canned reports	Customizable ad-hoc responses
DELIVERY	Automated, scheduled	Prepared and presented by analyst
VALUE	Distills information for analysis, alerts exception	Provides business insights and recommendations





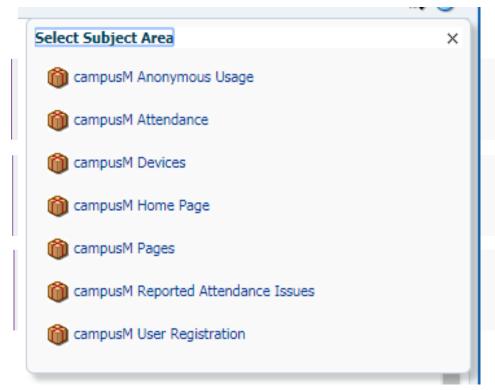




Personal Folders

Ex Libris Reports

campusM Community

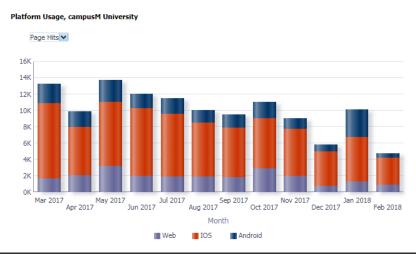


Complete Subject Areas

Granular Data Points

New Subject Areas?

Work with trends





Mobile moment



This refers to the short instance of time that a mobile user spends to conduct some small task.

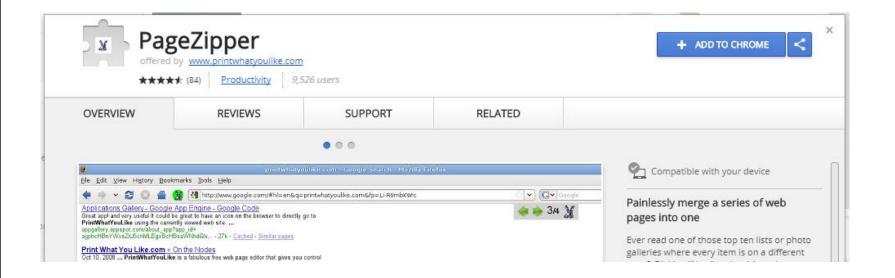
That could be checking a bank balance, reading an email, or posting a photo to Instagram.

Google has assessed that consumers have such moments on average 150 times a day.

'We multitask like never before, and our attention spans are now shorter than that of a goldfish.'

Google has identified four types of people looking for mobile moments:

I Want to Know
I Want to Go
I Want to Do
I Want to Buy



Life's too short to spend clicking "Next"

Timetable - a good use case

I want to know my next event

Open campusM

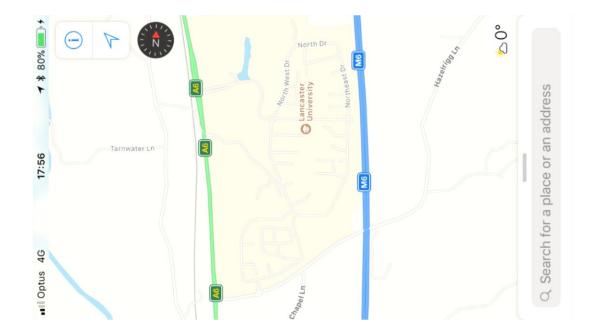
Digest information and close



Maps - a good use case



Kirsty - New undergraduate, just arrived on campus



Google/Apple maps good enough?



Surveys, questionnaires, focus groups?

campusM and Alterline



The Digital Student Journey

2016

- 3 customers Kings College London, Aston, Lancaster
- Available for between 2-4 weeks
- Push/email/tweets/incentives used to encourage participation







Over 1000 students took the survey.

http://www.campusm.com/studentdigitallives/

Scope

Investigating the digital lives of students

How they use technology

How they feel about technology

What makes a good and bad experience

Key findings – technology

Technology is a vital part of students' lives... especially smartphones and laptops

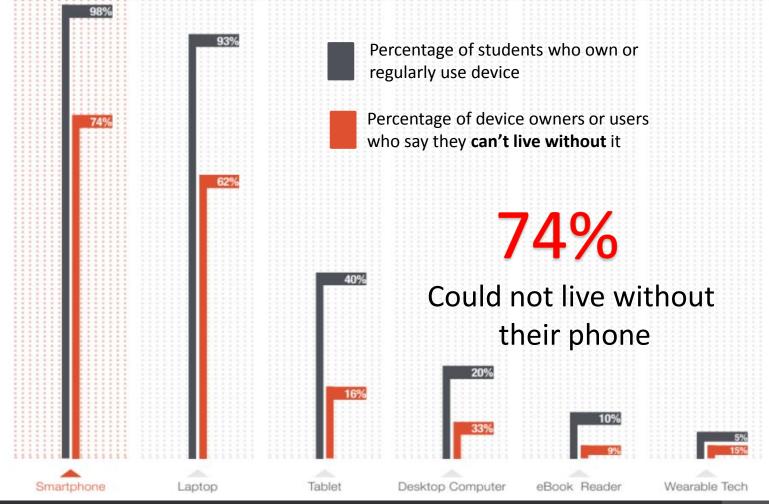
88% say they find it easy to use new technology

87% acknowledge that technology is engrained into their lives

88% would struggle to complete their studies without technology

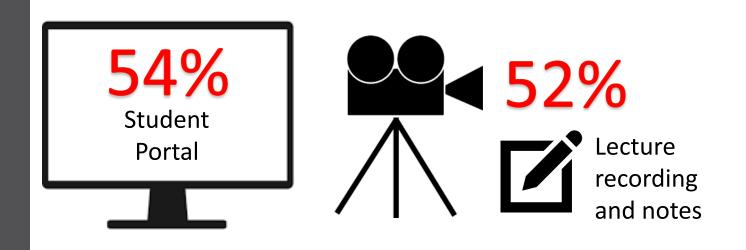


Key findings – device use



Key findings – importance of services

Students were asked which 3 digital services were most important to them





App ranked higher than accessing course timetable (46%), library catalogue (25%) and the VLE/LMS (24%)

Key findings – campusM

82%

would recommend their campusM app to a friend or colleague

79%

Agreed that the app saved them time

74%

Says the app allows them to easily find information

52%

Use the app at least once a day

Almost a third could not manage without the campusM app



2017 Survey

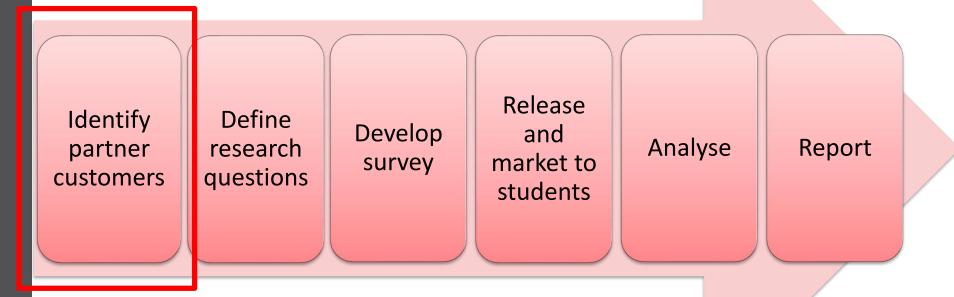
7 institutions enrolled – UK and USA

5 finished

2 on-going

Alterline processing results – available later in 2018.

Get involved?





































































































































ExLibris

Anonymised data – share and publish?

