

GOAL 1
EXCELLENCE

45%
COMPLETED

The iSchool will demonstrate excellence in scholarship, teaching, and collaborative partnerships.

OBJECTIVE 1.1.

INCREASE EFFORTS TO BE RECOGNIZED FOR EXCELLENCE IN SCHOLARSHIP

Marketing

Design and implement a marketing strategy that promotes brand recognition, interest in FSU's iSchool programs, improves enrollment, and increases iSchool ranking

OBJECTIVE 1.2.

ATTRACT AND RETAIN HIGH QUALITY STUDENTS AND FACULTY

Recruitment

Create and implement a recruitment strategy to improve student enrollment, recruit world-class faculty

OBJECTIVE 1.3.

OFFERS HIGH QUALITY INNOVATIVE AND RESPONSIVE CURRICULA

Innovation and Curriculum

Define, operationalize, and measure the concept of innovative curricula

OBJECTIVE 1.4.

SUPPORT FACULTY IN CONDUCTING QUALITY RESEARCH

Excellence in Research

Ideate, implement, and monitor mechanisms to support faculty research

OBJECTIVE 1.5.

ENGAGE IN COLLABORATIVE PARTNERSHIPS THAT BENEFIT FACULTY, STUDENTS, STAFF AND EMPLOYEES

Collaborative Partnerships

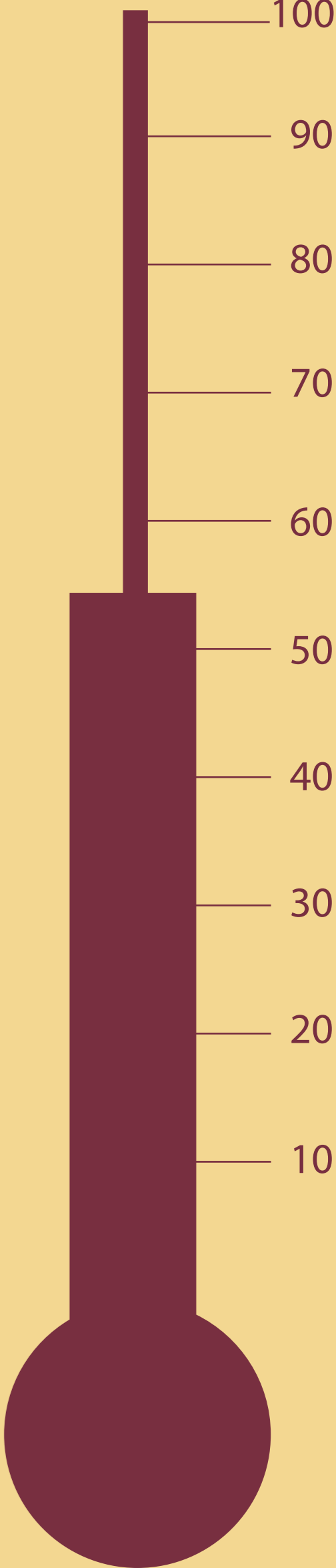
Organize existing collaborative partnerships and market and incentivize public-private partnerships

GOAL 2 INFRASTRUCTURE

The iSchool will have a state-of-the-art infrastructure to fully support scholarship, teaching, and collaborative partnerships.

54%

COMPLETED



OBJECTIVE 2.1.
**REVIEW AND ANALYZE
CURRENT
INFRASTRUCTURE**

Technology
Infrastructure
Evaluation

Evaluate existing technology infrastructure and conduct needs assessment to support faculty and students achieve excellence

OBJECTIVE 2.2.
**IDENTIFY EXISTING
INFRASTRUCTURE
NEEDS**

Technology
Infrastructure
Planning

Establish and implement a technology infrastructure plan to remain an innovator in the information fields.

OBJECTIVE 2.3.
**DEVELOP A 5-YEAR
PLAN TO ADDRESS
NEEDS**

Technology
Infrastructure
Implementation

Implement a technology infrastructure plan to support research, collaborative environments, teaching, and innovation, and support graduate information technology programs and the Information MakerSpace.

GOAL 3
INFORMATION
ENTREPRENEURSHIP

The iSchool will be an environment that fosters information entrepreneurship.

100%

COMPLETED

OBJECTIVE 3.1.

CREATE AN ENVIRONMENT WHERE FACULTY, STAFF, STUDENTS, AND ALUMNI ARE ABLE TO DEVELOP INNOVATIVE IDEAS FOR MARKETABLE PRODUCTS AND SERVICES

Information
MakerSpace
Planning

Create an Information MakerSpace within the Goldstein Library that allows students to work with and interact with cutting edge technologies such as 3D printers, virtual reality, and 3D design

OBJECTIVE 3.2.

IDENTIFY AND MARKET SPECIALIZATIONS THAT CUT ACROSS DEGREE PROGRAMS AND LEAD TO PATHS OF EMPLOYMENT IN THE INFORMATION PROFESSIONS

Market-based
Curriculum
Alignment

Align existing curriculum with market needs within undergraduate and graduate programs and identify forward-thinking careers for which we should prepare students

100

90

80

70

60

50

40

30

20

10

Goal 4

FINANCIAL
RESOURCES

The iSchool will have ample and sustainable financial resources to support excellence in our mission.

40%

COMPLETED

OBJECTIVE 4.1.

REVIEW AND ANALYZE ITS
CURRENT AND ANTICIPATED
REVENUE AND
EXPENDITURES

Revenue and
Expenditure
Organization

Support budget sustainability and resource needs by organizing existing revenue streams and expenditures

OBJECTIVE 4.2.

EXPLORE AND IDENTIFY
NEW OPTIONS AND
RESOURCES FOR
SUSTAINABILITY AND
GROWTH OVER NEXT FIVE
YEARS

Budget
Sustainability

Examine existing budget models from other iSchools and campus units and implement effective forecasting and budget management techniques to ensure continued operational excellence

OBJECTIVE 4.3.

FORMALLY DOCUMENT A
FINANCIAL PLAN FOR
2015-2019

Predictive
Needs
Assessment

Using predictive analysis techniques, project future budgetary needs among multiple scenarios and develop a budget cycle that fosters flexibility for dynamic revenues and growth sustainability for the next five years

100

90

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