2015 EDITORIAL CALENDAR



ISSUE	FOCUS ON THOUGHT LEADERSHIP	FOCUS ON IT	FOCUS ON TECH-ENABLED TEACHING
January–February 2015 Space Reservation: 12/23/14 Materials Deadline: 12/30/14 Publish Date: 1/15/15	Key Trends in Higher Education Technology: Looking Forward, Looking Back	Redesigning data security standards for 2015	The evolution of flipped learning: Beyond a video lecture
March–April 2015 Space Reservation: 2/18/15 Materials Deadline: 2/25/15 Publish Date: 3/16/15	New institutional models for the next decade: college presidents weigh in	The tools you need, and can create, in assessing technology effectiveness	From R&D to lessons learned: Taking games from development to how today's students learn best
May 2015 Space Reservation: 4/8/15 Materials Deadline: 4/15/15 Publish Date: 5/1/15	Taking perceptions of online teaching & learning from an alternative to a "must"	How technology can reduce growing costs for high-demand student services	A how-to guide on creating a device-agnostic classroom
June 2015 Space Reservation: 5/6/15 Materials Deadline: 5/13/15 Publish Date: 6/1/15	Digital campus start-up guide: Why brick & mortars need virtual help	Critical open source tools for the campus IT department	STEM program best practices for keeping those interested committed
August–September 2015 Space Reservation: 7/15/15 Materials Deadline: 7/22/15 Publish Date: 8/17/15	Collaboration best practices from leaders in HE (CIOs, presidents, deans, etc.)	Using the cloud to centralize and time-manage critical processes across campus departments	Practical uses of emerging technologies across curriculum (3D printing, Google glass, virtual tech)
October–November 2015 Space Reservation: 9/16/15 Materials Deadline: 9/23/15 Publish Date: 10/15/15	Looking at the factors that lead to graduation success: data analytics, instructional interventions, innovative curriculum, and more	Next-gen tools for online/blended learning	Using ePortfolios for more than a resume

Editorial calendar topics and focus are subject to change.

2015 EDITORIAL FOCUS



January–February 2015: Security, Flipped Learning

Thought Leadership

Key trends in tech looking forward, looking back: thought-leaders share their opinions for future trends.

IT

Redesigning security standards for 2015: What new practices/tools should be in place for solutions currently in use, such as big data analytics, cloud computing, and BYOD MDM.

Tech in Teaching

The next-steps in Flipped Learning: Tips on creating video, online resources, best practices for colleges and higher-ed; taking it from beyond video lecture to the next level.

March-April 2015: Tech Assessment, Gaming

Thought Leadership

College presidents from Presidential Papers think-tank on the new institutional models of the future and beyond.

ΙT

New tools: How to craft your own tool to measure the value/effectiveness of campus technology solutions.

Tech in Teaching

Institutions as game developers: What kinds of games are being developed; new research on game development; taking game development best practices into gamification of curriculum; is gaming moving from R&D phases in universities to implementation in higher education?

May 2015: Student Service Tech, Tablets

Thought Leadership

Perceptions of online teaching in the industry: How on-campus professionals view higher-ed professionals who deal exclusively in online education; changing perceptions of online teaching in higher-ed and the supportive measures used to change negative perceptions.

IT

How can technology reduce the cost of increasingly in-demand student services including internships, study abroad, creative undergraduate project opportunities, and service Learning, and still provide a competitive advantage? From new online services like the recent LRM platform for post-grad internships and jobs to new study abroad forums—tech is everywhere.

Tech in Teaching

Practical how-to's for tablet integration in college courses.

June 2015: Online Management Platforms, Open Source, Analytics

Thought Leadership

A digital campus start-up guide: Today more colleges and universities are starting to separate schools just for online learners. How do you start an online offshoot? What are the tools/resources needed outside of the traditional campus and for blended learning? What is the ROI in the future?

IT

What are the open source IT tools that are quickly becoming critical for today's IT dept? How are campus IT departments using open source tech on their campus? What are the far-reaching potentials? What other critical apps does IT have in their toolbox?

Tech in Teaching

Proactive STEM initiatives in institutions in the U.S. with a focus on keeping undergrads in their programs and PhD-track women and minorities in the field.

August–September 2015: Cloud Tech, 3D Printing

Thought Leadership

Collaboration best practices from college leaders/ presidents/deans/CIOs and the benefits made tangible across an institution's departments on campus.

IT

Using the cloud to centralize and time manage critical processes in campus departments: Microsoft's new cloud services; the power of centralizing IT services; upgrades in department day-to-day functionality; a deeper look into new security concerns.

Tech in Teaching

Practical uses of emerging technology across curriculum: 3D printing in undergraduate programs, Google Glass, and virtual reality.

EDITORIAL FOCUS



October–November 2015: STEM, Online/Blended Learning Tech, ePortfolios

Thought Leadership

The graduation rates in American colleges and universities have been declining over recent years. What are innovative institutions doing to stem the tide and achieve real graduation success with their students? A look at the factors that go into graduation success — data analytics, intervention, innovation in course design, student support — and some of the best practices out there.

ΙT

Next-gen customizable tools for online and blended learning.

Tech in Teaching

Using ePortfolios for more than just resume-building: Causes for slow adoption rates on campus; using ePortfolios to develop audience-writing skills; using ePortfolios for collaborative/communicative activities in online and blended learning courses.

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