The LSA Predictors

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May 6, 2007

Our technology department likes what we call "wins" – efforts that actually result in a large number of staff members using and benefiting from a technology-based resource we've put in place. Like all technology departments we have finite resources, human and material. Is it possible to predict what new projects will make it and which will not?

Probability of Large Scale Adoption (LSA) rubric:

	Low – 0 point	**Medium – 10 points**	**High – 20 points**
Simplicity: *How easy is this to use? How much training and support do I need?*	Professional help/training needed to make any use of the product. High, steep learning curve and practice needed.	Requires some help to get started. Large range of features that may not be readily apparent.	Usable with little or no training at a basic level.
Convenience: *Can I use this where I normally work – in my classroom and at my desk?*	Must use outside one's own classroom in a lab or other special location.	Special equipment must be brought in and set up. Reservations required.	Can be used in classroom with existing equipment or with easily portable, readily available equipment.
Reliability: *Can I count on this working? Is it easy to trouble-shoot problems?*	High incidence of failure. Bandwidth intensive or crash prone. Reliability depends on external personnel, resources**.**	Failures can be predicted. Works when preparation has been adequate.	Works with a very high degree of reliability – 99% of the time. Works the same way each time.
Usefulness: *Does the use of this help me meet a goal? Does it allow me to work in ways in which I am already comfortable working?*	No immediate application to meet curricular or other school goals. Does not support my current teaching methods or meet the needs of any special population of children I teach.	Meets the needs of some students in my classes or for some objectives in my curriculum. May be motivational to some students. May mean I deliver instruction sing a different means.	Directly tied to a curricular goal or state standard. Fits easily into my current instructional practices, enhancing them.
Affordability*: Is this something that my district, school, or department can afford?*	Requires major capital outlay for equipment, software and/or training. Requires ongoing expenditures on maintenance or licensure. Not within current budget.	Costs can be met by reprioritizing current budgets. Low training costs. May require recent computer OS, speed and memory.	Little or no expense involved. Minimal ongoing expenses for maintenance or licenses. No training costs.

This is a first stab at this, so who knows if it works or not. Districts with different resources and priorities will obtain different ratings. Getting a "zero" in either the Usefulness or Affordability categories would seem to negate high scores in the others. Should these be more heavily weighted?

This is how I would rank applications in our district. (We are adequately funded, but not over funded.)

TV/VCR/DVD S=20, C=20, R=20, U=20, A= 10 Total =90
Digital still camera: S=20, C=20, R=10, U=10, A= 20 Total =80
Data warehousing/data mining S=0, C=20, R=10, U=20, A= 10 Total =60
Blogging S=10, C=20, R=10, U=0, A= 20 Total =60
Digital video editing S=0, C=0, R=20, U=10, A= 10 Total =40
Interactive field trips using ITV S=0, C=0, R=0, U=10, A= 0 Total =10

So right now, what are the chances of large scale adoption in your district of Internet 2, Twitter, or Second Life?

Feel free to try this out.