

GRAND VALLEY STATE UNIVERSITY

INFORMATION TECHNOLOGY DIVISION

JANUARY 2026 NEWSLETTER

GVSU IT YEAR IN REVIEW

Dear Faculty and Staff,

As we reflect on the past year and look ahead to what's next, I want to pause and sincerely thank you for what we accomplished together in 2025.

Guided by [Reach Higher](#) and the university's [Digital Transformation \(DX\) Strategy](#), we transformed ideas into impact - moving from "what if" to "what is" through your creativity, commitment, and collaboration. Across classrooms, offices, labs, and virtual spaces, your partnership made it possible to advance technologies that truly support teaching, learning, research, and innovation at GVSU.

One highlight of the year was the inaugural [GV Technology Summit](#) on October 2, which brought together faculty, staff, and students to celebrate our progress and imagine what's next. The energy, ideas, and engagement that day reflected the best of what this community can achieve when we work together.

To explore the innovative projects and strategic advancements we achieved this year, I invite you to visit the [2025 Year in Review webpage](#).

In this newsletter, you'll find a preview of what's ahead in 2026 - including opportunities to share your voice in shaping the next Digital Transformation (DX) Strategy, a save-the-date for the 2026 GV Technology Summit, and more ways to stay engaged.

The year ahead is filled with new possibilities, bold ideas, and continued collaboration. On behalf of the entire IT division, thank you for your trust, your partnership, and your dedication to moving GVSU forward. We look forward to continuing this important work together.

Warm Regards,

Miloš Topić, Ph.D.
Vice President for IT & Chief Digital Officer



Share Your Input: Help Shape the Future of Tech at GVSU!

GVSU is entering the next phase of its Digital Transformation (DX) Strategy, and faculty and staff input is essential. Earlier this month, you should have received an email with more details and an invitation to participate.

Digital transformation focuses on leveraging technology and data to improve teaching, research, and operations.

Share your feedback through a [short suggestion form](#) and [attending an in-person or virtual town hall](#).



Speed TECHing Event: January 23, 2026 Virtual Event, 9:00 a.m. - Noon

Discover new ways to elevate your teaching at **Speed TECHing**, an exciting professional development event for faculty and staff. Explore innovative tools and strategies, expand your teaching toolkit, and connect with campus experts—all in one dynamic session. Choose between two dedicated spaces: one offering personalized, one-on-one support and the other featuring quick, interactive technology demonstrations designed to inspire and empower your teaching and learning practices.

Topics include Adobe Express, Digital Accessibility, OneDrive best practices, and more!

[Check Out the Full Schedule & Register Today!](#)



GV Technology Summit Returns! Mark Your Calendar - November 3, 2026

Mark your calendars for the **2026 GV Technology Summit on November 3, 2026!** Building on the success of our inaugural Summit in 2025, next year's event will be a full-day experience held at Kirkhof Center on the Valley Campus. More details are coming soon, including the call for proposals and early registration. In the meantime, [check out highlights from the 2025 Summit](#).

Questions? Contact techsummit@gvsu.edu.



Advancing Teaching & Learning with XR Insights from the XR Collective

Formed in early 2025, the XR Collective brings together faculty, staff, and students from various disciplines who are exploring extended reality (XR). The group was created to address a growing need for shared learning and collaboration, as faculty were often experimenting with XR in isolation. Emphasizing applied practice over theory, the Collective serves as a feedback loop where participants share real classroom experiences, student impact, and logistical challenges, informing how IT Innovation + Research support XR infrastructure, deployment, and future investment. Monthly hybrid meetings foster an open, collaborative culture that lowers barriers for XR-curious faculty by focusing on what works, what doesn't, and why.

Learn More / How to Join:

Visit the [XR Collective webpage](#) for details on upcoming meetings and how to get involved, or email Paul Hillman (HillmanP@gvsu.edu) or Hunter Bridwell (bridwehu@gvsu.edu) for more information.



Meet Erion Adams Emerging Technologies Developer

Erion Adams is an Emerging Technologies Developer within IT Innovation + Research at GVSU and recently celebrated one year with the university in January 2026. She co-leads the STING program, where students learn to build virtual reality experiences used in real classroom settings, mentors College of Computing students from underrepresented groups, and helps solve problems using emerging technologies. Erion also leads large technical initiatives, including a recent hackathon with the GRPS Museum School.

What Erion enjoys most about her work is the shared curiosity between herself and the students she works with, along with the excitement of building new technologies.

Erion's path into tech is nontraditional. After studying Media and Information at Michigan State University, she pivoted into software engineering through apprenticeships, self-guided learning, and mentorship. She continues to expand her skills and is considering returning to school for Computer Engineering.

Outside of work, Erion enjoys traveling, learning about flight, gaming with friends, watching YouTube and Twitch, and growing her plant collection.

Need IT Assistance?

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