The ability of higher education faculty members to engage in professional technological development is still limited by time constraints and fear of appearing incompetent. The purpose of this project is to overcome these problems by utilizing and subsequently evaluating desktop video-conferencing and web-based delivery as arbiters of collaboration and agents for change in an academic world where change does not come easy. The training and evaluation project takes the approach of utilizing low-cost desktop video-conferencing, data collaboration, and web-based delivery systems to deliver technology instruction to our fellow colleagues. Several technology workshops have been designed, delivered via desktop video-conferencing and the World Wide Web, and subsequently evaluated. These workshops were delivered via web-based software using synchronous and asynchronous instruction using: (a) multipoint video; (b) multipoint audio; (c) instructor-led and narrated web touring; (d) web-based pre-, post-, and in-class materials; (e) shared whiteboard; (f) text chat; and (g) interactive instructor questioning.