# BMCC STUDENT TECHNOLOGY FEE PLAN

Academic Year 2018 - 2019



199 Chambers Street, New York, NY 10007

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#### **Committee Members**

33.3 (4/12) of the committee are students

Joseph Spadaro, Vice President, Information Resources and Technology (Chair)

Alison Young, Business Manager

Kathleen Dreyer, Director, Library

Michael Hutmaker, Dean, Student Affairs

Everett Flannery, Chairperson, Respiratory Therapy Program

Christopher Stein, Chairperson, Media Arts and Technology

Joel Hernandez, Chairperson, Science

**Christopher Medellin**, *Director*, *E-Learning* 

Radha Longo, Student

Younes Zerhouni, Student

Loren Bueno, Student

Danielle Blount, Student

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### Budget Summary

<b>Staff Costs</b> HE Associate, HE Asst and Asst to HEO Info Sys Assoc, Info Sys Spec, Info Sys Asst, IT Support Asst Fringe Benefits Sub-Total	\$437,321 \$390,808 \$422,346	\$1,250,475
Consulting		
SIS App Development & SSO Integration	\$150,000	
Sub Total		\$150,000
Hardware, Networking, Peripherals		
PCs	\$100,000	
Laptops	\$157,248	
Projection Device	\$4,000	
Routers/Hubs/Wiring	\$300,000	
Tablet	\$60,000	
Cameras and Equipment	\$260,000	
Other	\$454,735	
Sub-Total		\$1,335,983
Software		
DegreeWorks	\$17 <i>,</i> 081	
Warranties for Human Patient Simulator	\$35,141	
Athletic Webpage	\$3 <i>,</i> 000	
VoiceThread	\$10,800	
CSM Platform	\$13 <i>,</i> 000	
SoftChalk Create	\$5,775	
Titanium Software-College Discovery	\$1,675	
FWS Job Placement System	\$15,000	
Dynamic Forms for FWS	\$7,100	
Digication	\$9 <i>,</i> 000	
Projectable Labyrinth	\$10,000	
Network Edge, Core and Data Center Upgrade	\$100,000	
Qless	\$30,000	
Advancement of Security for Instruction to Prevent Botnet	\$100,000	
AVID Media Services	\$200,000	
Maxient Judicial Software	\$11,000	
	\$1,859	

Career Fair App	\$2,000	
Lynda.com	\$73,000	
Student Health 101	\$8 <i>,</i> 400	
Financial Literacy Supplement	\$2,589	
Mentorcore	\$4,800	
Navigate	\$126,000	
Robotel language Lab Upgrade	\$50,000	
EMSI Career Coach	\$18,000	
Next Gen	\$7,000	
Software License Renewals	\$100,000	
Sub-Total		\$962,220
Library Electronic Databases		
Renewal of Databases and Subscriptions	\$210,000	
Sub-Total		\$210,000
Miscellaneous		
Playposit Video Platform	\$7,500	
Online Couse Quality Matters pilot	\$4,800	
Remote Production Video Equipment Rental	\$26,000	
Mongoose Texting Platform	\$19,000	
COMEVO Online Orientation	\$7,500	
Sub-Total	. ,	\$64,800
		<i>+,</i>
Enterprise Initiatives (Blackboard, Email, etc)		
STI	\$454,791	
UWI	\$880,713	
Sub-Total		\$1,335,504
TOTAL		\$5,308,982

Student Technology Fee Project Application Program Year 2018-2019

#### PROJECT # 1

Project Name:	Multimedia Production Equipment
Expected Start Date:	July 1, 2018
Expected End Date:	June 30, 2019
Person Responsible:	Christopher Medellin
Proposed Budget:	\$10,000

#### **Project Description**:

In an effort to increase student access to innovative and technology-enhanced online learning experiences; shore up our ADA/508 accessibility efforts; and providing students with technology-driven engagement and retention support, the E-learning Center proposes launching a Student Corps for Course Technology and Media Development Support Pilot Program during 2018-2019 school year.

We are requesting \$10,000 to outfit the e-learning center with necessary equipment for media and interactivity production including lighting, software, hardware, video filming equipment, and editing suite. This equipment will be used to train students who will provide the following services to faculty:

- 508/ADA accessibility support (video, text, audio, HTML)
- HTML page creation (Page layout, UI/UX streamlining)
- Multimedia content (video, animations, interactivity, infographics, photos/images)
- Interactive OER Exams (test banks, quizzes, authentic assessment scenarios)
- Scenario-based learning activities (simulations, interactive-based learning)
- Enhanced video lectures (interactive video lectures with built-in quizzes) the following equipment will be procured with these funds:
- Cameras for two productions spaces
- lighting equipment for two production spaces
- recording equipment and software

- teleprompters
- hardware for production and storage of media
- software for processing of media
- software for production of e-learning interactive modules
- licenses for photo imagery
- green screens and software
- various microphones (boom, lapel, etc.)

#### Rationale:

Currently, the BMCC faculty is tasked with not only teaching their courses but creating mediarich, interactive, data-driven courses that are ADA/508 accessible. This caliber of course development, design, and production can be very difficult to execute within our Learning Management System. The skills needed to create these courses are very specific and not native to many of our current faculty. The E-learning Center would like to provide the necessary production assistance to faculty, while at the same time providing the necessary training for them to acquire these skills themselves and apply them independently down the road.

Providing faculty with the necessary support will require the E-learning Center to outfit two small workspaces with permanent multimedia production capabilities. We image spaces where faculty can make appointments to sit with e-learning staff or student workers (see tech fee request for ' Student Corps for Course Technology and Media Development Support ' for more information) to produce content, build Blackboard courses, enhance test banks, create interactive modules, videotape lectures or introductions, and produce animated presentations.

#### **New/Continuing**:

This request is a new program.

#### How will the Project be assessed:

It will be used to create technology-enhanced course content and the number of modules created will be the assessment measure.

#### Goal 2. Improve the student experience

Completing homework and generally working on media projects outside of class is a major part of all media production courses. When students don't own the hardware and software needed to do this work they must use college computers. This project seeks to improve students experience with access to this school equipment.

#### Goal 3. Facilitate timely degree completion, graduation and transfer

If the project is successful in improving student access to and experience with the equipment needed to complete media production work outside of class we expect that this will also improve these students' performance in their courses which will in turn facilitate their degree completion.

#### Goal 4. Prepare students for 21<sup>st</sup> century careers and contribute to workforce development in NYC.

In order to be prepared for 21<sup>st</sup> century careers in the media production related majors, students need to complete electronic portfolios that showcase their digital work. These laptops would help students to complete, refine and prepare this digital work for their portfolios. They could also be used to help create the portfolios themselves.

Student Technology Fee Project Application Program Year 2018-2019

#### PROJECT # 2

Project Name:	VoiceThread
Expected Start Date:	July 1, 2018
Expected End Date:	June 30, 2019
Person Responsible:	Christopher Medellin
Proposed Budget:	\$10,800 for 2500 active users and Tier 1 support

#### **Project Description**:

VoiceThread is a companion software product for Blackboard that provides interactive collaboration and sharing. The tool enables any user to add images, documents, and videos, and to which other course users can add voice, text, audio file, or video comments.

#### **Rationale**:

We are proposing a fourth year of VoiceThread. The program has rapidly expanded in popularity, particularly but not only for online and hybrid courses, as it provides a user-friendly means to incorporate voice and video instruction, feedback, and conversation.

The Modern Languages department has incorporated it for a large number of its courses as the vehicle for students to submit oral assignments. The number of active users has grown from approximately 550 to 2500 in the last year.

#### **New/Continuing**:

Continuing

#### How will the Project be assessed:

Number of faculty users, number of student users, number of VoiceThreads

## How will this project further the institutional goals as stated in the BMCC Strategic Plan 2015-2020: Reaching Greater Levels:

2. *Improve the student experience*. Outcomes:

- Provide equipment necessary to improve courses with efficient use of technology.
- 4. Prepare students for 21st-century careers and contribute to workforce development.to succeed in the workplace.
- Provide the necessary equipment to provide students and faculty with support for to acquire technical, media, and information literacy supported by data.

Student Technology Fee Project Application Program Year 2018-2019

#### PROJECT # 3

Project Name:	Online Course Quality Pilot
Expected Start Date:	July 1, 2018
Expected End Date:	June 30, 2019
Person Responsible:	Christopher Medellin
Proposed Budget:	\$4,800

#### **Project Description**:

The E-Learning Center has formed a Task Force to research available models for voluntary, non-judgmental collaborative peer feedback for online and hybrid courses. Quality Matters provides a widely-accepted system for evaluating course quality. This project will test the Quality Matters rubric on selected online courses at BMCC. Membership (\$1750 for one year) includes training for two BMCC instructional designers, who will then facilitate internal use of the QM rubric. In addition, E-Learning will engage in a "preparatory review" of up to five established online courses (\$350 ea), with instructor consent, using QM reviewers. One of those five courses will then go through the full QM-managed course review process (\$1000). Any course receiving QM certification will be announced to the college and published on the E-Learning web site.

#### Rationale:

BMCC students deserve to know that online classes are following best practices for distance education. In addition, online and distance education is under heightened scrutiny by the US Department of Education and the Middle States Commission. BMCC is developing a voluntary peer systems to create an ongoing quality assurance model. In part of the quality assurance model, the E-Learning Center will test the Quality Matters system as a potential outside partner—an independent third party—in our efforts to ensure students receive a high-quality learning experience from online courses.

#### New/Continuing: New

#### How will the Project be assessed:

The E-Learning Council will review the Quality Matters rubric and process to decide whether to continue as members in QM, which would give access to their review system and rubric. Feedback will be gathered from faculty who use the system to engage in "preparatory reviews" as well as the faculty member who engages with the full review.

The criteria will include ease of use, applicability to BMCC students and faculty, and whether the reviews measure what our faculty are interested in measuring.

### How will this project further the institutional goals as stated in the BMCC Strategic Plan 2015-2020: Reaching Greater Levels:

This project will directly address strategic objective 13: "improve and increase online and hybrid offerings."

Student Technology Fee Project Application Program Year 2018-2019

#### PROJECT #4

Project Name: Digication e-Portfolio
Expected Start Date: August 1, 2018
Expected End Date: July 31, 2019
Person Responsible for Project: Christopher Medellin
Proposed Budget: \$9000 for 1200 users at \$7.50 per user

#### **Project Description**:

Digication is an online application that enables students to archive and share academic work and reflections through the creation of one or more online e-portfolios. It is an archive of student work and achievements that can be used or design for a variety of purposes, from assessment of student learning, to highlighting particular projects or milestones, or for employment searches.

#### Rationale:

Currently the Teacher Education Department is using the product most widely; however, there are other faculty using it as a teaching tool throughout the college. In addition, several academic student units such as ASAP, AATC and BLA are also using the tool. The use of e-portfolio will continue to expand as it is a high-impact practice that more faculty and staff are being trained in. Digication was selected for the e-portfolio platform as it is easy to use and the tool of choice at a number of other CUNY colleges that BMCC students transfer to.

#### New/Continuing: Continuing

#### How will the Project be assessed:

Number of users, number of portfolios, number of classes created.

How will this project further the institutional goals as stated in the BMCC Strategic Plan

2015-2020: Reaching Greater Levels:

2. Improve the student experience.

Student Technology Fee Project Application Program Year 2018-2019

#### PROJECT # 5

Project Name:	Playposit
Expected Start Date:	July 1, 2018
Expected End Date:	June 31, 2019
Person Responsible:	Christopher Medellin
Proposed Budget:	\$7,500 Proof of Concept License

#### **Project Description**:

Playposit is a video platform that allows for the creation of interactive videos so learners can be more deeply engaged with content and instructors have data to do more assessment and analysis of student performance. Embed user responses, graded questions, media elements, and open discussion interactions can be built into video timelines. Playposit brings accountability and evaluation to video. It allows learners to work self-paced, while engaging in an active video learning experience as well as create a live, synchronous learning environment. Seamless login, course/user management, and gradebook export through LTI integration with supported Learning Management Systems. PlayPosit is IMS Global Certified as an LTI provider.

#### Rationale:

Instructors need an easy-to-use tool that allows for the creation of interactive videos that are experiential and produce data that can be used to assess, improve, and engage students. Playposit transparently tracks usage by instructors and understand impact in real-time with a dashboard that allows deploying PlayPosit as a user (employee, instructor, etc.) training service. One of our goals at the E-learning Center is to provide tools and services to faculty that are easy to use, but robust in engagement of students, flexibility, and pedagogical efficacy. The following are features Playposit makes available to instructors and students:

Initiative/Goal	Current Progress	PlayPosit Value Add
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Deeper learner engagement	Videos and quizzing	<ul> <li>Active learning environment</li> <li>Higher retention of material</li> <li>Higher mastery rates</li> <li>Positive student perception</li> </ul>
Make passive video content <b>active</b>	Passive videos	<ul> <li>Longer video lifespan before re-producing</li> <li>Further distinguishing branded content</li> <li>Fostering community contributions</li> <li>Personalizing instructor voices and presence</li> </ul>
Enrich (while tracking) online distance learning	Quiz results	<ul> <li>Detailed analytics inform higher quality instruction</li> <li>Nuanced, context-aware analytics allow for refined remediation</li> </ul>
High quality video-based assignment workflow	Unknown	<ul> <li>Platform devoted to pedagogical elements of interactive video. Easy workflow, intuitive design, powerful analytics.</li> <li>High Quality integrations with video hosts and LMS's</li> </ul>
Easy transfer of info when hosts change	Unknown	<ul> <li>PlayPosit interaction wrapper can sync to a new video source automatically.</li> <li>Permits easier movement between video hosts or LMS's</li> <li>Seamless experience for students when video hosts change</li> </ul>

#### **New/Continuing**:

This is a New pilot program.

#### How will the Project be assessed:

Usage: number of classes, number of (student) users, number/minutes of video created Faculty evaluation of ease of use, efficacy, and engagement level with students. Number of faculty using of digital storytelling and number of classes Student evaluations on engagement level of content using Playposit as opposed to content not using it.

## How will this project further the institutional goals as stated in the BMCC Strategic Plan 2015-2020: Reaching Greater Levels:

#### 2. Improve the student experience.

#### Outcomes:

- Increase engagement with content by making it more engaging, interactive, effective, and accessible.
- 4. Prepare students for 21st-century careers and contribute to workforce development.

#### Outcomes:

- Provide software necessary for offering technologically advanced courses and programs closely aligned with 21st-century technology skills needed to succeed in the workplace.
- Provide the necessary software to provide students and faculty with support to acquire technical, media, and information literacy supported by data.
- Empower learners to become instructors and create their own interactive experiences.

Student Technology Fee Project Application Program Year 2018-2019

#### PROJECT # 6

Project Name:	Mobile hotspots
Expected Start Date:	July 1, 2018
Expected End Date:	June 30, 2019
Person Responsible:	Kathleen Dreyer
Proposed Budget:	\$2,000

#### **Project Description**:

This project will fund the purchase of 10 mobile hotspots that will be available to be checked out to students for one month at a time. The cost includes the price of each device and the data plan from Mobile Beacon: \$70 per device and a data plan of \$120 per year for each device (see picture on next page). New York Public Library, Queens Public Library, and Brooklyn Public Library are using the Mobile Beacon hotspots in their very popular lending programs. (see attached article). We are starting with ten to test the popularity and the time involved in training students and staff to use the devices.

#### Rationale:

According to Pew Research, "[o]nly around half of blacks and Hispanics from households earning less than \$30,000 per year have traditional broadband service at home."1 71% of BMCC students come from households earning less than \$30,000 a year. Students who check out our tablets for three days but do not have internet at home would benefit from these hotspots. By loaning out these devices we would provide students with the tools they need to succeed

New/Continuing: New

#### How will the Project be assessed:

1Perrin, A. (2017). Smartphone help blacks, Hispanics bridge some – but not all – digital gaps with whites. Pew Research. <u>http://www.pewresearch.org/fact-tank/2017/08/31/smartphones-help-blacks-hispanics-bridge-some-but-not-all-digital-gaps-with-whites/</u>.

#### How will the Project be assessed: We will use circulation data.

How will this project further the institutional goals as stated in the BMCC Strategic Plan 2015-

#### 2020: Reaching Greater Levels:

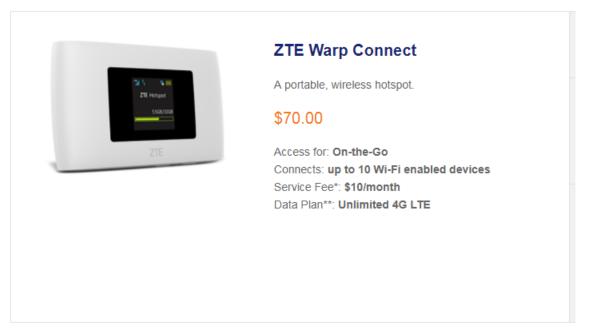
This project will further the goals:

#2 Improve the student experience

#3 Facilitate timely degree completion, graduation, and transfer.

In conjuction with the tablets the hotspot will allow students to conduct research for academic assignments, write papers, and search for and apply for jobs when away from campus. Students won't have to wait for a computer in a computer lab ensuring that they can complete their assignments on time.

Mobile hotspot from Mobile Beacon: <u>https://www.mobilebeacon.org/hotspot/</u>



### Bridging the Tech Gap Libraries across the country lend mobile Wi-Fi hotspots

By Timothy Inklebarger (https://americanlibrariesmagazine.org/authors/timothy-inklebarger/) | September 11, 2015

How will this project further the institutional goals as stated in the BMCC Strategic Plan 2015-2020: Reaching Greater Levels :



New mobile hotspot users attend a launch event at New York Public Library's Mott Haven branch. (Photo: New York Public Library)

(https://americanlibrariesmagazine.org/)

(https://oasc17.247realmedia.com/RealMedia/ads/click\_lx.ads/ALO/2083501375/Top1/default/empty.gif/3241466c32 467136644c594142717369?

X)

### Bridging the Tech Gap Libraries across the country lend mobile Wi-Fi hotspots

By Timothy Inklebarger (https://americanlibrariesmagazine.org/authors/timothy-inklebarger/) | September 11, 2015 (/#facebook) (/#twitter) (/#email)

The internet has transformed our access to business, education, and government services, directing us to computers when we need to find a job, do homework, or acquire information about public resources—yet millions of low-income households across the country still lack broadband internet access at home. Pew

Research Center's Internet and American Life Project reported in 2013 that 30% of US households were without broadband internet access. That percentage more than doubles in some low-income communities

For years, libraries have helped bridge the digital divide by offering internet access at brick-andmortar branches. Many are expanding this mission by offering patrons mobile Wi-Fi hotspots for checkout. New York City launched a program this year that provides 10,000 mobile hotspots to patrons across three library systems, and in 2014, Chicago Public Library rolled out its "Internet to Go" pilot program with 100 mobile hotspots across six branches.

Small and midsize cities are also working to address digital inclusion. A staggering 70% of the Kansas City (Mo.) School District's 14,100 students are without broadband access at home, according to Cheptoo Kositany-Buckner, deputy director of strategic initiatives at Kansas City Public Library (KCPL). "The urban core is still a place where we have digital deserts," she says, calling the divide a "21st-century civil rights issue."

KCPL is establishing its own pilot program this year to help students at two inner-city high schools. "The mission of the library is to be a doorway to knowledge for all; with this program, we hope to open the door for students and their families to be able to operate in today's digital society," Kositany-Buckner said when the program was announced in May.

KCPL's program was made possible through a grant from Mobile Beacon, a Rhode Island–based nonprofit that provides low-cost internet access and mobile hotspots for educational institutions. Alisson Walsh, Mobile Beacon's communications and outreach manager, says her organization has been awarding grants to libraries for the past three years. This year's awardees were KCPL and the rural Kitsap Regional Library in Bremerton, Washington, that serves a local American Indian community. Both library systems will receive 25 mobile hotspots, six months of free internet service and technical support, and 25 laptops, Walsh says.

We hope to open the door for students and their families to be able to operate in today's digital society.

-Cheptoo Kositany-Buckner, deputy director of strategic initiatives at Kansas City (Mo.)

Public Library

Mobile Beacon partners with K–12 schools, community colleges, nonprofits, and libraries, and is currently working with 80 libraries across the country on Wi-Fi lending. "Nobody knows lending better than libraries," says Walsh. Mobile Beacon's status as a national Educational Broadband Service—the only one working with public libraries— enables the nonprofit to offer its partners internet service through Sprint for \$10 per month per device and mobile hotspot devices for \$85–\$150.

The majority of Mobile Beacon's clients purchase the service, according to Walsh. San Mateo County (Calif.) Library launched its "Bring the Internet Home" program in April, through a combination of state grant funding and 200 donated mobile hotspots through Mobile Beacon's donation program. Walsh says many libraries start out small and then search for larger funding sources. "A great way to start is to get one device and test it and see if it fits your needs," she says.

New York City started out small in 2014 with 100 mobile hotspots after receiving Mobile Beacon's pilot-program grant. This year, the library launched the nation's most ambitious mobile hotspot lending program, dividing its 10,000 devices between the New York Public Library (NYPL), Queens Library, and Brooklyn Public Library. A 2013 report by the US Census Bureau shows that 27%—or 730,000—of households in New York City are still without broadband internet access.

According to Charity Kittler, library hotspot program manager at NYPL, the project was funded through a \$1 million grant from Google, \$500,000 from the John S. and James L. Knight Foundation, and \$250,000 each from the Robin Hood Foundation and the Open Society Foundations. Kittler says NYPL is also providing subgrants and support to 18 library systems in rural Kansas and six library systems in rural Maine as they roll out their projects.

Libraries are just beginning to learn what works and what doesn't with mobile Wi-Fi lending, and they are taking vastly different approaches when it comes to the amount of time patrons can borrow a device. While the three New York City systems exist on the same grant funding, each system has established different terms. Queens patrons can check out a mobile hotspot for a month at a time and renew three times; NYPL will lend a device for six months at a time with one renewal; and Brooklyn allows a hotspot to be checked out for a year. KCPL will be checking out hotspots to students and their families for an entire school year.

"New York Public Library wanted a long loan period," Kittler says. "We wanted to give [users] enough time to experience what it's like to have the internet at home."

Student Technology Fee Project Application Program Year 2018-2019

#### PROJECT # 7

Project Name:	TI83 or TI84 Graphing Calculators
Expected Start Date:	July 1, 2018
Expected End Date:	June 30, 2019
Person Responsible:	Kathleen Dreyer
Proposed Budget:	\$3,200

#### **Project Description**:

This project will fund the purchase of 30 graphing calculators to be used by students in statistics, calculus, and science courses.

#### Rationale:

We currently have ten graphing calculators that are in high demand. Students are required to use these calculators in some math and science courses. Because we have so few we often have to turn students away.

New/Continuing: New

How will the Project be assessed: We will use circulation data.

## How will this project further the institutional goals as stated in the BMCC Strategic Plan 2015-2020: Reaching Greater Levels:

This project will further the goals: #2 Improve the student experience #3 Facilitate timely degree completion, graduation, and transfer.

The graphing calculators are required in some courses (depending on the professor). Without them students cannot complete their assignments or learn the material properly. The calculators cost about \$105 each which is a considerable expense. By making more available to them in the library our students will have a better academic experience and will be more likely to complete their work on time.

Student Technology Fee Project Application Program Year 2018-2019

#### PROJECT # 8

Project Name:	Add on Laptop/tablet kiosk
Expected Start Date:	July 1, 2018
Expected End Date:	June 30, 2019
Person Responsible:	Kathleen M. Dreyer
Proposed Budget:	\$27,000

**Project Description**: Add on a 12 bay laptop kiosk to our existing kiosk.

#### Rationale:

In fall 2017 we set up our 12 bay laptop kiosk from Laptops Anytime. In that time the 12 laptops have been checked out a total 3,694 times. This is approximately one third of the circulation of our only laptops that can be only be obtained at one of our service points. Based on these numbers it appears that students prefer using the kiosk.

New/Continuing: Continuing

How will the Project be assessed: We will use circulation data.

## How will this project further the institutional goals as stated in the BMCC Strategic Plan 2015-2020: Reaching Greater Levels:

This project will further the goals: #2 Improve the student experience #3 Facilitate timely degree completion, graduation, and transfer.

Many students do not own computers and rely on what is available on campus. The kiosk allows students to be independent and makes the availability of technology more visible. By making technology like this available to students in the library our students will have a better academic experience and will be more likely to complete their work on time.

Student Technology Fee Project Application Program Year 2018-2019

#### PROJECT # 9

Project Name:	Laptops and tablets for library lending program
Expected Start Date:	July 1, 2018
Expected End Date:	June 30, 2019
Person Responsible:	Kathleen M. Dreyer
Proposed Budget:	\$25,000

**Project Description**: Purchase 10 Dell laptops and 10 Dell tablets. The library circulates tablets for a three day loan; laptops can be checked out for three hours. This new request would grow our very popular lending program. The laptops and tablets have circulated over 15,000 times since we started this program about four years ago.

**Rationale**: The program is very popular and we often do not have any laptops or tablets to loan out. Labs are very full across campus and having the laptops and tablets available gives student's great access to the resources they need to write and research papers, conduct job searches, and learn new skills.

New/Continuing: Continuing

How will the Project be assessed: We will use circulation data.

## How will this project further the institutional goals as stated in the BMCC Strategic Plan 2015-2020: Reaching Greater Levels :

This project will further the goals: #2 Improve the student experience #3 Facilitate timely degree completion, graduation, and transfer.

Many students do not own computers and rely on what is available on campus. The Dell tablets we have been purchasing are really small laptops. They come with a keyboard. Students often use them for writing their papers and creating resumes. By making technology like this available to students in the library our students will have a better academic experience and are more likely to complete their work on time.

Student Technology Fee Project Application Program Year 2018-2019

#### PROJECT # 10

Project Name:	Library Databases
Expected Start Date:	July 1, 2018
Expected End Date:	June 30, 2019
Person Responsible:	Dr. Kanu Nagra
Proposed Budget:	\$210,000 (this is an increase of \$20,000 from last year)

**Project Description**: This project will fund the purchase of electronic resources to be used by students and faculty.

**Rationale**: Students and faculty rely on access to ejournals, ebooks, streaming media, and databases for their research and assignments. The amount is higher than last year because of the dramatic increase in usage for our streaming media database, Kanopy. This database is being heavily used by faculty in their courses.

#### New/Continuing: Continuing

#### How will the Project be assessed:

Professor Kanu Nagra, the library's Eresources Librarian, regularly reviews usage data and gathers input from faculty across the College

### How will this project further the institutional goals as stated in the BMCC Strategic Plan 2015-2020: Reaching Greater Levels :

This project will further the goals: #2 Improve the student experience #3 Facilitate timely degree completion, graduation, and transfer #Prepare students for 21st century careers and contribute to workforce development in NYC.

These databases are needed by students for research in a wide variety of disciplines. Access to newspapers such as the New York Times and the Wall Street Journal help make them informed citizens.

Student Technology Fee Project Application Program Year 2018-2019

#### PROJECT # 11

Project Name:	Media Production Student Loaner Laptop Program
Expected Start Date:	September 1, 2018
Expected End Date:	June 30, 2019
Person Responsible:	Kathleen Dreyer
Proposed Budget:	\$35,000

**Project Description**: This project would purchase loaner laptops for students who are taking media production classes. The laptops would be outfitted with the high-end hardware and software that is required in some of the media production classes at BMCC. The laptops would be placed in and loaned out by the Library.

Equipment \$35,000 total:

- (5) 15 inch Mac Book Pro: \$13,000
- (5) Dell XPS 15: \$13,000
- (1) Laptop cart: \$1,000
- (10) Avid Media Composer Licenses: \$3,000
- (10) Pro Tools Licenses: \$3,000
- (5) Cinema 4d Licenses: \$2,000

Adobe CC would also be installed on the laptops. There is an existing CUNY-wide license for Adobe so there will be no additional cost.

#### **Rationale**:

In order to do homework and work on portfolio projects outside of class, students in media production majors and courses need to work with expensive software that also requires higherend computers. There are currently 6 labs where some of this work can be done but each lab has constraints and limitations that limit the availability to students.

#### **Courses Affected (24)**

ANI: 401, 402 ART: 101, 203, 303, 338 MMP: 100, 200, 210, 240, 250, 260, 310, 350, 460 MMA: 100, 215, 225, 235 VAT: 171, 271, 165, 265, 301

Media Production Software

The following software are used in the media production classes and are cost prohibitive for students to buy:

• Adobe CC (Photoshop, Illustrator, InDesign, AfterEffects, Premiere, Lightroom and more)

- o MMP, MMA, ANI, ART
- Avid Media Composer
  - o VAT
- Avid Pro Tools
  - o VAT
- Cinema 4D
  - o ANI

The following sections lists the existing labs and their limitations.

#### LRC S510c MEA and CIS Lab

This lab is only available to students in MEA, CIS and ART classes. Tutors are provided. The lab is often closed when tutors are not working and so has limited hours. It's also closed at times when classes are not in session but students could work in the library, like spring break. This lab does not have the software for, nor permit use by students in VAT and ANI classes.

#### Media Center Classrooms, S530a and S530b

These rooms double as classrooms and labs so their availability as labs is limited. As the number of sections of ANI and VAT classes grows, these rooms are less and less available as labs. This is a negative inverse relationship where the as the number of students grows and the need for lab spaced grows, the amount of available lab space shrinks (because each additional section uses up lab time).

This space is not available for use by students in MMP, MMA or ART classes.

Open Access Lab S115b

This space has a number of computers equipped with Adobe CC. Because this is an open access lab there is no guaranteed space for students with media production needs.

The required hardware and software are not available to support use by students in VAT and ANI classes.

#### Other Open Access Labs

These labs all have the same basic limitations: low number of computers with Adobe CC installed. No software or hardware for VAT and ANI students, no guaranteed access for media students.

- Fiterman LL03: 4 macs, Adobe CC only (only 1 is functional at the time of writing).
- Fiterman LL04: 2 Macs, Adobe CC only
- Murray M1109: 4 macs, 3 windows, Adobe CC only

#### New/Continuing:

This is a new project

#### How will the Project be assessed:

- 1. Number of students checking out the computers. An exact target number is difficult to know but we expect to have students from all five areas (ANI, ART, MMA, MMP, VAT).
- Student Survey. If accepted we would like to conduct a survey of students' knowledge of, access to and satisfaction with the study labs. The survey would be conducted in Spring 2018 for a baseline and again in Fall 18 and Spring 19 for comparison. If this project is successful we expect the access and satisfaction to improve.

## How will this project further the institutional goals as stated in the BMCC Strategic Plan 2015-2020: Reaching Greater Levels:

#### **Goal 2. Improve the student experience**

Completing homework and generally working on media projects outside of class is a major part of all media production courses. When students don't own the hardware and software needed to do this work they must use college computers. This project seeks to improve students experience with access to this school equipment.

#### Goal 3. Facilitate timely degree completion, graduation and transfer

If the project is successful in improving student access to and experience with the equipment needed to complete media production work outside of class we expect that this will also improve these students' performance in their courses which will in turn facilitate their degree completion.

## Goal 4. Prepare students for 21<sup>st</sup> century careers and contribute to workforce development in NYC.

In order to be prepared for 21<sup>st</sup> century careers in the media production related majors, students need to complete electronic portfolios that showcase their digital work. These laptops would help students to complete, refine and prepare this digital work for their portfolios. They could also be used to help create the portfolios themselves.

Student Technology Fee Project Application Program Year 2018-2019

#### PROJECT # 12

Project Name:	Projectable Labyrinth <sup>*</sup>
Expected Start Date:	August 1, 2018
Expected End Date:	June 30, 2019
Person Responsible:	Jean Amaral and Kathleen Dreyer
Proposed Budget:	

# Projectable labyrinth equipment (iPad, stand, and lighting)\$6,000Consultant fees (for delivery, installation, set up, and training)\$4000

TOTAL

\$10,000

#### **Project Description**:

There is a growing body of research that demonstrates the benefits of mindfulness and contemplative practices for students. This project will provide the opportunity for students to explore and engage with mindfulness and contemplative practices both outside the classroom and through coursework.

The Sparq Meditation Labyrinth system was designed for educational institutions by Matt Cook, a librarian at University of Oklahoma, and collaborators:

"It is a projector-based labyrinth system that allows the user to change patterns (or put the system to sleep) instantly via a touchscreen interface. Off-the-shelf components used to build the system included theater style lighting and a supporting truss system, an iPad mini, and a rotating frame controlled by the iPad."

The Sparq labyrinth includes designs from several contemplative traditions (e.g., native America, Ancient India, medieval Europe) which are projected onto the ground. An individual chooses from among the six designs the labyrinth they would like to walk.

#### Rationale:

<sup>\*</sup> A labyrinth, while often confused with a maze, is a meditative unicursal path promoting contemplation and reflection; when walking the labyrinth, individuals follow the path to the center and then back out to the start.

This project complements and builds on the recent *Mindfulness across the Curriculum: Exploring the Role of Contemplative Practices in Teaching and Learning* project lead by Leslie Rennis and Precious Sellars-Mulhern. In our increasingly fast-paced and stressful environment, it is important that we provide space to step back, slow down, and reflect. The labyrinth will be a visible embodiment and invitation to quiet the mind, reduce stress, and increase focus. As one student wrote of the Sparq Labyrinth at the University of Oklahoma:

"I have ADHD and the labyrinth made a tremendous difference in reducing the level of anxiety I usually feel around finals. After taking a short break walking the labyrinth, I literally felt like a new person (no stress, anxiety, able to take deeper breaths, felt overall tranquility which is almost impossible for me to do—especially in that amount of time)."

#### **New/Continuing**:

This is a new project.

#### How will the Project be assessed:

After the first year of operation, we will provide a report detailing the uses of the labyrinth, including questionnaire responses from students and faculty.

# How will this project further the institutional goals as stated in the BMCC Strategic Plan 2015-2020: Reaching Greater Levels:

This project addresses the following strategic goals:

- Improve the student experience.
- Prepare students for 21<sup>st</sup> century careers.
- Cultivate institutional transformation, innovation, and sustainability.

As a contemplative activity, walking the labyrinth can reduce stress and improve focus, which will be helpful for students in both their academic studies and on the job. The labyrinth promotes mindfulness for students, faculty, and staff, contributing to overall organizational well being.

Student Technology Fee Project Application Program Year 2018-2019

#### PROJECT # 13

Project Name:	Podcast Booth
<b>Expected Start Date:</b>	September 1, 2018
Expected End Date:	March 31, 2019
Person Responsible:	Jean Amaral and Gina Cherry

#### **Proposed Budget**:

5x7 gold series vocalbooth	\$10,495.00
2 RE20 microphones	\$998.00
MOTU 4pre digital audio interface (mixer):	\$449.00
Mac desktop	\$1500.00
2 Rode Microphone boom arms	\$198.00
2 RE20 shock mounts	\$198.00
TOTAL	\$13,833

### **Project Description**:

The podcast booth will provide a soundproof space for students to create podcasts that can be distributed to the BMCC community, New York City, as well as globally. We will partner across campus to create podcasts with student clubs, SGA, as well as for courses (e.g., English, Speech, Media Arts).

#### Rationale:

This project builds on our work with open educational resources and open pedagogy, where we emphasize engaging students as information and knowledge producers rather than just consumers.

#### **New/Continuing**:

This is a new project.

## How will this project further the institutional goals as stated in the BMCC Strategic Plan 2015-2020: Reaching Greater Levels:

This project addresses the following strategic goals:

- Improve the student experience.
- Prepare students for 21<sup>st</sup> century careers.
- Cultivate institutional transformation, innovation, and sustainability.

This project will provide a venue and space for student voices and promote student agency, creativity, and knowledge, contributing to the goals above.

Student Technology Fee Project Application Program Year 2018-2019

#### PROJECT # 14

Project Name:	Software License Renewals	
Expected Start Date:	July 1, 2018	
Expected End Date:	June 30, 2019	
Person Responsible:	Gus Kanellopoulos	
<b>Proposed Budget</b> :	\$100,000	

**Project Description**: Purchases and renewal of academic software licenses including Accutrack, Solidworks, Hots, Labstats, Camtasia, Quickbooks, Northstar, Cinema4D, Vision Software.

#### Rationale:

This Project permits the academic programs to upgrade their software to current levels. The backroom programs permits the distribution of programs software, backup of data, security of workstation software and powering up/down of equipment during off hours for software updates and to save energy. Camtasia software will allow faculty and staff to create training and course videos for students to be used on blackboard and other venues.

New/Continuing: Continuing

#### How will the Project be assessed:

End of semester student computer facilities surveys.

# How will this project further the institutional goals as stated in the BMCC Strategic Plan 2015-2020: Reaching Greater Levels:

Faculty/students will have access to the latest and newest versions of academic software available for their coursework in computer labs and open access labs.

Student Technology Fee Project Application Program Year 2018-2019

#### PROJECT # 15

Project Name:	Computer Hardware Replacement	
Expected Start Date:	July 1, 2018	
Expected End Date:	June 30, 2019	
Person Responsible:	Gus Kanellopoulos	
Proposed Budget:	\$100,000	

**Project Description**: Replace academic workstations throughout the college including computer labs, classrooms and cafe areas.

**Rationale**: Replace out of warranty workstations to support latest versions of academic software, adobe CC, Autocad, Maple, Matlab etc.

New/Continuing: Continuing

#### How will the Project be assessed:

End of semester student computer facilities survey and college wide surveys.

# How will this project further the institutional goals as stated in the BMCC Strategic Plan 2015-2020: Reaching Greater Levels:

Replacement of out of warranty workstations in the classrooms will allow classes to run the most recent software as well as minimize downtime of workstations. Thus improving the classroom experience for students and faculty.

Student Technology Fee Project Application Program Year 2018-2019

PROJECT # 16

Project Name:	Upgrade network cabling in chambers computer labs
Expected Start Date:	July 1, 2018
Expected End Date:	June 30, 2019
Person Responsible:	Gus Kanellopoulos
Proposed Budget:	\$60,000

#### **Project Description**:

Install new cat 6 network cabling to the workstations in the computer labs at Chambers Street.

#### **Rationale**:

The current network cabling at the chambers street computer labs is over 10 years old and in need of replacement. The new cat 6 cabling will allow for faster network speeds to the workstations and better network reliability. This will improve web browsing and video streaming. The improved network connection will allow us to service the workstations quicker as this will speed up imaging and software deployment thus less downtime of the workstations.

New/Continuing: New

#### How will the Project be assessed:

Overall web browsing, video streaming speeds and quality will be assessed.

# How will this project further the institutional goals as stated in the BMCC Strategic Plan 2015-2020: Reaching Greater Levels:

This will improve student/faculty web experience in computer labs especially for classes using online assessment and blackboard coursework.

Student Technology Fee Project Application Program Year 2018-2019

PROJECT # 17

Project Name:	Network Edge & Core Upgrade	
Expected Start Date:	July 1, 2018	
Expected End Date:	June 30, 2019	
Person Responsible:	Amish Batra & Flavio	
Proposed Budget:	\$400,000	

**Project Description**: This project is to upgrade existing Network Edge & Core Infrastructure (Switches, Fiber Cables) across all three Campuses to support additional wired devices & increase performance of our existing core switches.

**Rationale:** The network infrastructure upgrade will allow us to provision more wired devices on our network such as newer Access Points that need two cat 6 cables per device, networking all projectors for monitoring etc. and core switches will provide faster throughput with low latency.

#### New/Continuing: Continuing

**If continuing, evidence of effectiveness from the previous year:** We have been adding more capacity in all of our IDF closets in different campuses and able to support additional devices with faster throughput.

#### If New, description of how effectiveness will be assessed:

**Assessment of Project:** 

Project Sponsor/Submitted By: Joseph Spadaro

**Phone Number:** (212) 220-8327

Student Technology Fee Project Application Program Year 2018-2019

#### PROJECT # 18

Project Name:	Advancement of security for instructional to prevent botnet and
malware.	
<b>Expected Start Date:</b>	July 1, 2018
Expected End Date:	June 30, 2019
Person Responsible:	Barry & Amish
Proposed Budget:	\$200,000

**Description of Project:** This project is to enhance security measures in all instructional areas (Labs, Cafeteria, Servers, Portable devices, Laptops etc).

**Rationale:** All students access resources like Portal, BMCC website, instructional websites etc. will moved behind F5 & integrated with Multi-layer inline approach. This upgrade will allow our security team to proactively monitor and prevent network attacks.

#### New/Continuing: Continuing

#### If continuing, evidence of effectiveness from the previous year:

We have rolled out Palo Alto & Forti Sandbox to replace FireEye and seeing optimistic results in application visibility. The new technology give us inside view if users are infected with malware or botnet in real time.

#### If New, description of how effectiveness will be assessed:

Student Technology Fee Project Application Program Year 2018-2019

PROJECT # 19

Project Name:	SIS Application Development & SSO Integration
Expected Start Date:	July 1, 2018
Expected End Date:	June 30, 2019
Person Responsible:	Laszlo, Beena & Amish
Proposed Budget:	\$150,000

**Description of Project:** This project is to buy software, pay licenses & consultant to help BMCC application developer team to develop/support key student's access applications/systems as part of our CUNYfirst migration and integrate with single-sign-on feature for easier access.

**Rationale:** Students will be able to access applications like Graduation Apply, Miscellaneous appeal, change of major, Title IV appeal etc. 24\*7 & cut lines at all SIS offices by 90%.

#### New/Continuing: Continuing

**If Continuing, evidence of effectiveness from the previous year:** We have implemented cluster database & supporting applications like grade change, student verification at security desk & integrated shadow system with Access control for face recognition etc. The shadow system developed in-house is the best way to support BMCC centric applications without compromising security & accessibility. Our reports shows all the applications build by CCC are used on a daily basis.

#### If New, description of how effectiveness will be assessed:

**Assessment of Project:** 

Project Sponsor/Submitted By: Joseph Spadaro

**Phone Number:** (212) 220-8327

Student Technology Fee Project Application Program Year 2018-2019

PROJECT # 20

Project Name:	Qless Software Renewal	
Expected Start Date:	July 1, 2018	
Expected End Date:	June 30, 2019	
Person Responsible:	Amish Batra	
Proposed Budget:	\$30,000	

**Project Description:** This project is to cover the renewal fees associated with the Qless software we purchased for the College. This software is used by several different areas including Student Affairs and Enrollment Management.

**Rationale**: The software allows us to virtually manage student queues for services such as Financial Aid, Bursar, Registrar, etc. and to help create a more positive student experience.

**New/Continuing**: Continuing

**How will the Project be assessed:** The project will be assessed by the number of users utilizing the system in each area and by the actual response times vs expected response times.

How will this project further the institutional goals as stated in the BMCC Strategic Plan 2015-2020: Reaching Greater Levels: This project aligns with the Strategic Plan goal to "Improve the Student Experience." The project also aligns with the IT Strategic Plan Framework to have a "Division that is Responsive to the tech needs of the Community."

Project Sponsor/Submitted By: Joseph Spadaro

Phone Number: (212) 220-8327

Student Technology Fee Project Application Program Year 2018-2019

PROJECT # 21

Project Name:	AVID MEDIA SERVICES/NETWORKING
<b>Expected Start Date:</b>	August 1, 2018
Expected End Date:	June 30, 2019
Person Responsible:	Vinton Melbourne
Proposed Budget:	\$200,000

#### **Project Description**:

To support and an extended hardware warranty on the College's digital media equipment from Avid Technology. Also to increase the media storage capacities and upgrade cloud servers, on site servers and network.

This allows the Media Center extends the product support and warranty coverage that is set to expire based on the terms of the original purchase. Without this coverage the College will not be able to adequately support the equipment that is required for the curriculum of the Media Arts Department and other academic and non-academic activities of the Media Center or the software that is used in the classroom labs.

Rationale: Upgrade and new hardware

New/Continuing: Continuing

### How will the Project be assessed:

Assessment will happen by how much additional usage the server receives, especially as it pertains to cloud work as well as the increase in classes and students served. Also, so that what we are providing is comparable to what is being used in the professional industry, so that students will be able to find work in the working world

Student Technology Fee Project Application Program Year 2018-2019

PROJECT # 22

Project Name:	LOANER PROGRAM	
Expected Start Date:	July 1, 2018	
Expected End Date:	June 30, 2019	
Person Responsible:	Vinton Melbourne	
<b>Proposed Budget</b> :	\$150,000	

**Project Description**: To support the Student Loaner Program with Upgrade/increase of field production support equipment, accessories and upgraded check out system. This program provides students with media equipment that can be used for the fulfillment of academic projects.

Rationale: Increased class enrollment/change in the field

New/Continuing: Continuing

#### How will the Project be assessed:

Assessment will occur with increased request of loaner equipment for student productions and the need to keep up with industry standards as students are being taught with the intention that they should be able to walk into any production/post production facility and understand what equipment they are using.

Student Technology Fee Project Application Program Year 2018-2019

PROJECT # 23

Project Name:	Richard Harris Terrace (RHT)	
Expected Start Date:	July 1, 2018	
Expected End Date:	June 30, 2019	
Person Responsible:	Vinton Melbourne	
Proposed Budget:	\$150,000	

**Project Description**: The RHT is used by the college community as a meeting space, for conferences and events and for other college activities. The current equipment needs to have a professional-upgrade which includes the video system displays and sound reinforcement systems.

Rationale: Old Technology

New/Continuing: New

#### How will the Project be assessed:

Assessment will happen via the requests from faculty and students who use the space and need updated connections and setups.

Student Technology Fee Project Application Program Year 2018-2019

PROJECT # 24

Project Name:	Remote Production Equipment Rental for MEA 300
Expected Start Date:	September 2018
Expected End Date:	June 30, 2019
Person Responsible:	Christopher Stein
Proposed Budget:	\$26,000

#### **Project Description**:

This project would rent remote video production equipment for an MEA 300 Topics in Media Arts and Technology course. This course will teach students how to plan, produce and deliver video for live events. To run the course remote video production equipment is required. The College does not currently have all of the equipment required for the course. This project would finance renting equipment to supplement what the College has so that the course can be taught.

### Rationale:

Video production for live events is a large business in New York City but it is something that we currently do not teach. Running this course allows us to fill that gap and provide VAT majors with a new skill that helps prepare them for careers in the industry.

This is the first time the course is being taught and in order to ensure that the correct equipment is in place, functional and ready to go for day one of the course we have come to the conclusion that renting the equipment for is the best course of action. This run of the course with rental equipment will allow us to then determine the best equipment for the College to purchase for future courses. New/Continuing: This is a new project

#### How will the Project be assessed:

- 1. The course will not be able to run with out the proper equipment. Running successfully is a positive outcome.
- 2. Student Survey. At the beginning and conclusion of the course we will survey students on their attitudes towards being prepared for a career that includes live video production. We expect them to feel more knowledgeable of and prepared for this type of work at the end of the semester.

# How will this project further the institutional goals as stated in the BMCC Strategic Plan 2015-2020: Reaching Greater Levels:

# Goal 4. Prepare students for 21<sup>st</sup> century careers and contribute to workforce development in NYC.

As stated before recording live events is a big industry in NYC and we currently have no courses that directly prepare students for a career in this area of TV production. This course would prepare students to enter this segment of the workforce. The equipment rented would be industry-standard equipment so that they will learn on the same equipment professionals use in recording events.

Student Technology Fee Project Application Program Year 2018-2019

PROJECT # 25

Project Name:	SoftChalk Create
Expected Start Date:	September 1, 2018
Expected End Date:	June 30, 2019
Person Responsible for Project:	Dr. Pedro Pérez
Proposed Budget:	\$5,775

### **Project Description:**

SoftChalk is an award-winning authoring program that allows educators to easily create and post content for delivery in any learning management system. At present, they offer four primary products: SoftChalk Create, SoftChalk Cloud, Private SoftChalk Cloud, and SoftChalk Share. For these purposes, we are more interested in SoftChalk Create which is an online platform that can be used to post content in the form of workshops or lesson plans. It is software that allows license holders the chance to build content in interactive and creative ways. Most importantly, it allows users the chance to access content anytime, thereby closing the gap in student participation resulting from scheduling conflicts. Online workshops serve as a creative and alternative way to meet the needs of our students. The ever-present challenge of conflicting schedules is dissipated as students will be able to access workshops and other content, at a convenient time, and more importantly, when they are ready to process the information. For this cycle we are including onsite training by experts of SoftChalk.

### **Rationale:**

In today's digital age the use of online education is growing in popularity. Online workshops are an opportunity to address the needs of our diverse and busy student body. Through the use of SoftChalk Create, different learning styles, such as visual and auditory, can be addressed as content is delivered via video and audio formats, in addition to standard text. SoftChalk Create workshops allow the user to engage in a more self-paced form of learning. The workshops we offer are tools they can benefit from inside and outside the classroom. Currently, the college has an older version of the l software with limited licenses. This will allow for our program to customize the content based on our audience.

The multiple user license will facilitate collaborations between campus units. We expect to partner with the Counseling Center to be able to expand the content for general students, including those determined to be at risk.

# New or Continuing Project?

This is a continuing project, only recently rolling out.

#### How will the Project be Assessed?

To assess the utility or usefulness of this project, users who access the content will be sent a follow up survey with a few questions about their experience. Currently, we target students on academic probation to complete the online workshops. However, it will be more useful to increase the target to all CD students as they embark on the completion of their degrees.

Some of the survey questions will include the following:

- 1. Was the content of this link helpful to you as a BMCC CD student?
- 2. Did you get the information that you were looking for?
- 3. Was it easy to follow?
- 4. Would you recommend this link to other students?

We will be working with the Office of Institutional Research to edit the survey items as well as the best way users can complete the assessment component.

#### How will the project further the institutional goals as stated in the BMCC Strategic Plan?

Utilization of this product by BMCC students is in line with the goal to improve the student experience. One of the objectives associated with that goal includes enhancing timely, concise, and targeted communication with students. SoftChalk create uses online cloud platforms to develop lessons that students can access readily, including from mobile devices.

#### Submitted by:

Dr. Pedro Pérez & Mr. Adrian Solomon

Student Technology Fee Project Application Program Year 2018-2019

### PROJECT # 26

Project Name:	Titanium Software
<b>Expected Start Date:</b>	September 1, 2018
Expected End Date:	June 30, 2019
Person Responsible for Project:	Dr. Pedro Pérez
Proposed Budget:	\$1,675

#### **Project Description:**

Titanium is an electronic medical records (EMR) system designed specifically for university and college counseling centers. They're budget-friendly software is used at over 1000 locations in the United States and internationally. In addition to counseling centers, Titanium is used by disability centers, psychology department teaching clinics, employee assistance programs, as well as customers other than educational institutions.

The Titanium Schedule also includes access to the Listserv. Listserv offers the opportunity to directly interact with other Titanium Schedule users across the U.S. and around the world. The Listserv is free to join, and it's a great resource for exchanging ideas and getting advice about Titanium from a colleague perspective. There is also a searchable archive with years of previous postings.

### **Rationale:**

Typically, the university absorbs the cost of the software for Counseling Centers that use the software. In this case, a split in Titanium was sought to differentiate users from the Counseling Center, from users in the College Discovery Program. It is believed that two separate licenses would facilitate compliance with codes of privacy.

#### **New or Continuing Project?**

This is a continuing project.

### How will the Project be assessed?

To assess the utility or usefulness of this software, the monthly reporting feature will be used. Counselors will be able to submit reports of all students seen, including the duration of counseling. The project will be considered successful if the majority of caseload students are seen at the end of a given semester, as noted by the Titanium scheduler. This will confirm both user and student utility.

### How will the project further the institutional goals as stated in the BMCC Strategic Plan?

Utilization of this product by our students is in line with the goal to improve the student experience. One of the objectives associated with that goal includes implementation of an advisement model responsive to students' needs and interests. Titanium is designed to maintain progress notes of student interaction by counselor. While the information is protected, it also allows for follow-up discussion and planning.

### Submitted by:

Dr. Pedro Pérez

Student Technology Fee Project Application Program Year 2018-2019

PROJECT # 27

Project Name:	Self-Regulation Training through HeartMath
Expected Start Date:	Fall 2018 semester
Expected End Date:	June, 30, 2019
Person Responsible:	Dr. Pedro Pérez, College Discovery Director
	Prof. Vanessa Rozzelle, College Discovery Counselor
Proposed Budget:	\$1,859.00 total budget amount
	Inner Balance Sensor 7@ \$159.00 \$1,113.00
	EmWave2 Standalone handheld 3@ \$199.00 \$597.00
	emWave Pro Software 1@ \$149.00 \$149.00

#### **Project Description**:

The mission of the College Discovery Program is to address the academic, personal and vocational development of our students through intense counseling, academic advisement, tutorial/supplemental instruction and financial assistance. In addition, the goal of counseling is to foster personal, social and academic development. This project, *Self-Regulation Training through HeartMath*, will introduce students to techniques that can help them manage stress, improve academic performance and build personal resistance.

The training will be implemented in small groups as well as individually. It will be facilitated by CD counselors who are HeartMath Certified Practioners. This project will allow counselors to schedule group trainings for 5-7 students. They will learn the fundamentals of using HeartMath to improve academic performance, classroom presentation, test-taking and managing stress in their personal lives. Workshops will be scheduled throughout the semesters to address the needs of more students rather than limited to individual sessions. **Rationale**:

Presently, the HeartMath software is limited to our desktop. Therefore, we can only train students during individual sessions. Having this equipment available and portable for groups will allow more students to benefit from this innovative technology. We will be able to schedule training more regularly and extend this opportunity to more students in the program. This

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training will be extended during class time for students enrolled in the College Discovery Freshmen Year Experience. It is our intention to familiarize all CD students with self-regulation techniques that could help manage stress that can affect academic and classroom performance.

#### **Inner Balance Sensor**

The Inner Balance sensor for Android and iPhone trains students to shift and replace emotional stress with emotional balance and coherence. Student can download the app to their phones and use the sensor for feedback and move towards restoring balance.

### emWave Pro Software

This software will be used to update previously purchased emWave PC programs. It includes updates and major changes to previous software. The updates will be beneficial for individual training available during counseling sessions.

### emWave2 Stand-alone Handheld

The emWave2 Standalone Handheld can be used in workshop settings without computer hardware. Also, it allows student to come to the office to practice the techniques or in workshops when the phone feature is not accessible. The handheld provides the same real-time coherence feedback in helping students make a shift and sustain balance.

# New/Continuing: new and continuing

# How will the Project be assessed:

Students will be given a pre-survey before the training and a post-survey after the completion of the training to determine their understanding of self-regulation and the effectiveness in using this technology.

# How will this project further the institutional goals as stated in the BMCC Strategic Plan 2015-2020: Reaching Greater Levels:

This project supports the goal in the BMCC's Strategic Plan that focuses on facilitating timely degree completion, graduation and transfer. College Discovery students enter college underprepared academically, economically and personally. Counselors address issues that could affect a timely graduation. These issues are often related to their ability to adjust to college and manage their personal life. Introducing students to techniques that have a scientific basis for increasing calm, improving focus, reducing anxiety and boosting energy could have a positive effect on their completion rate, leading to graduation and transfer.

Student Technology Fee Project Application Program Year 2018-2019

PROJECT # 28

Project Name:	Dynamic Forms software to integrate with Federal Work Study (FWS)	
Online Job Placement System and Scholarship Manager		
Expected Start Dat	e: July 1, 2018	
Expected End Date	:: June 30, 2019	
Person Responsible	e: Ralph Buxton	
Proposed Budget:	\$7,100	

**Project Description**: The goal of this project is to enhance our current FWS and Scholarship Manager applications through an electronic forms integration that will allow for a number of current PDF forms to be transitioned to online forms with e-signature capability. The dynamic forms platform interfaces and works seamlessly integrate with our other Nextgen FWS JobX, FWS TimesheetX and Scholarship Manager applications.

**Rationale**: Originally purchased through financial aid administrative income allowance, this software was purchased as a sole source solution in April of 2017 with the necessary approvals of procurement and the IRT. Our plans will be to integrate this tool with our FWS JobX application with transforming the federal W-4 and I-9 form, New York state IT-2104 form, and the required rights and responsibility form as part of job placement into online forms with e-signatures. Our current process requires in-person submission of paper forms (the PDF forms in JobX needed to be printed out and signed with a wet signature). This online forms capability frees the student from visiting the office in-person to complete placement, as all the other features of placement can be virtual. This solution will assist in streamlining the job placement process and offering students 24/7 ability to submit these forms. For the scholarship manager application, the online forms tool will provide enhancements to the current scholarship process such as the creation of an online needs assessment form for international students who apply for need-based scholarships and the ability for students to upload photos and thank you letters to send to donors. In production, this externally hosted system carries an annual licensing fee of approximately \$7,100.

### New/Continuing:

### How will the Project be assessed:

Effectiveness will be assessed through student usage rates versus students who continue to submit in-person paper PDFs. Also, we will review the submissions for day and time to inquire if these services are being used in a 24/7 manner. Second, a student satisfaction survey will be made of both new to elicit satisfaction levels with the new process as well as suggestions for improvement and refinement.

Student Technology Fee Project Application Program Year 2018-2019

PROJECT # 29

Project Name:	Federal Work Study (FWS) Online Job Placement System
Expected Start Date:	July 1, 2018
Expected End Date:	June 30, 2019
Person Responsible:	Ralph Buxton
Proposed Budget:	\$15,000

#### **Project Description**:

The goal of this project was to design and implement a web-based multifunctional student employment system for the FWS program which will permit electronic submission and web display of job opportunities; candidate/employer match; placement, referral and tracking; e-forms processing; and automated time entry for payment.

#### Rationale:

Initially funded through the 2006-7 Technology Fee program the development phase is completed and began with a soft launch in summer '10 and the jobs component fully implemented with the fall 2010 semester. All components of the software were implemented in production in Spring 2012. During the 2014-15 year, the interfaces to CUNYfirst were tested and implemented and the product is now seamlessly integrated with CUNYfirst. In production, this externally hosted system carries an annual licensing fee of approximately \$15,000.

New/Continuing: CONTINUING

### How will the Project be assessed:

Effectiveness will be assessed by two measures. First, a comparison will be made with respect to year-to-year participation rates for on-campus and off-campus employment. Second, a survey will be made of both new and continuing FWS participants as well as supervisors to elicit satisfaction levels with the new process as well as suggestions for improvement and refinement.

Student Technology Fee Project Application Program Year 2018-2019

PROJECT # 30

Project Name:	COMEVO Online Orientation
Expected Start Date:	July 1, 2018
Expected End Date:	June 20, 2019
Person Responsible:	Joseph Ginese
Proposed Budget:	\$7500 (1 year commitment)

#### **Project Description**:

The Comevo Online Orientation allows BMCC to create 10 different online orientation-style programs. These programs supplement the current efforts for welcoming, supporting, and transitioning new student to campus including but not limited to; the Getting Prepared to Start orientation program, the First Year Experience program, the Panther Partner program, as well as outreach groups. This service is an on-going contract, we are currently in our second year of service with Comevo.

#### **Rationale**:

As BMCC's incoming classes continue to seek more convenient ways of receiving information and participating in shared experiences, the Comevo Online Orientation allows BMCC to serve our students without having to be limited by space requirements or fixed time slots. With these online modules, we are able to make information and experiences available to new students 24 hours a day, 7 days a week, no matter where they are in the world as long as they have an internet connection. With the expansion of up to 10 different online programs, Comevo allows BMCC to scale this product to fit everything from specialized niche groups of new students, to all new and incoming students on campus.

### New/Continuing: Continuing.

#### How will the Project be assessed:

The Comevo Online Orientation has built-in assessment measures and features. These allow us to monitor data such as that amount of time a student visits the site and for how long. In addition to the usage data, each orientation has the capability to have pre and post tests as part of their experience. This feature allows us to monitor the learning taking place as a result of participating in the online orientation.

# How will this project further the institutional goals as stated in the BMCC Strategic Plan 2015-2020: Reaching Greater Levels:

This project is aligned with Strategic Plan 2:

SO 7: Improve new and continuing student orientation SO 8: Enhance timely, concise and targeted communication with students

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Student Technology Fee Project Application Program Year 2018-2019

PROJECT # 31

Project Name:	Symplicity CSM Platform
Expected Start Date:	07/1/2018
Expected End Date:	06/30/2019
Person Responsible:	Elizabeth Yan
Proposed Budget:	\$13,000 (for 12 months)

**Project Description**: Symplicity is our vendor for our Career Services module called Career Express. We currently have the Career Service Manager Full Edition which includes on-campus interviews, counseling, professional networks, career outcomes, experimental learning, faculty, email analytics, LDAP/CAS, invoicing, unlimited resume books, granular rights, event logs, kiosks, and Radius API access.

**Rationale**: Career Express is the system that the Center for Career Development uses to post all positions that we receive from employers. In addition, it is the system that students use to schedule appointments to meet with career advisors in the office and it tracks students participation/attendance for counseling sessions, workshops, career fairs and all other events that the Center for Career Development offers to students. Career advisors write their counseling session notes on Career Express as well.

# New/Continuing: Continuing

### How will the Project be assessed:

Symplicity can be assessed by the following statistics: The amount of traffic on the site measured by Google Anayltics, the usage of faculty through the faculty module and the referral of jobs by faculty to students, the number of students who log in to the system, including the number of applications submitted, and the number of jobs posted by employers. In addition, the usage of the counseling system (by students) to schedule appointments with a career advisor(s) and the posting of experimental learning opportunities in the system. The project can also be assessed through their analytics.

How will this project further the institutional goals as stated in the BMCC Strategic Plan 2015-2020: Reaching Greater Levels: This project will continue to allow the Center for Career

Development to keep improving its effectiveness in servicing students better since we are using now the full edition of this platform. Also, it will keep improving students experience with the Center as well as faculty and employers who interact with the office using this full edition platform.

Specifically, this project meets the following strategic plan objectives and goals:

# Strategic Priority 1: Excellence in Teaching, Researching and Learning

It meets the goal of fostering a culture of scholarly rigor and creativity for students, faculty, and staff.

Objective 1.3, Expand the use of technology to facilitate student learning, improve student services and ensure technologically proficient students, faculty and staff.

### **Strategic Priority 2: Student Success and Retention**

It meets the goal of supporting a learning environment and culture that promotes student success.

Objective 2.1, Provide comprehensive and cohesive student services that maximize student success.

### Strategic Priority 4: Community Engagement and Economic Development

It meets the goal of enhancing the college visibility and enhance stakeholder participation.

Objective 4.4, Provide greater opportunities for students, faculty, and staff to engage with the local and world community.

Student Technology Fee Project Application Program Year 2018-2019

PROJECT # 32

Project Name:	Career Fair App
Expected Start Date:	08/27/2018
Expected End Date:	03/31/2019
Person Responsible:	Elizabeth Yan
Proposed Budget:	\$2,000 (both fall and spring Career Fairs)

**Project Description**: The mobile application Eventus is an event planning program that allows participants to easily navigate large events such as the Center for Career Development's Career Fairs. The app is able to show interactive floor plans and surveys. Students and employers can schedule accordingly and students can research more information on employers, chat with employers, book appointments, and much more. The app is sponsored by NYiT (New York Institute of Technology). It can be streamlined to Symplicity (Career Express) and Radius.

**Rationale**: Large events such as the Career Fair brings in over 500 students and over 90 employers. The use of the application will bring much better ease to the organization of the even and it will allow both students and employers be put an ease to their carbon footprint by using less paper and importantly, they will have everything in their palm of their hands using their smartphones/tablets for seamless access 24/7.

#### New/Continuing: New

How will the Project be assessed: By having students and employers use the app we can closely monitor data that is built within the app and focus on the feedback to improve these types of events every year.

How will this project further the institutional goals as stated in the BMCC Strategic Plan 2015-2020: Reaching Greater Levels: This project will allow the Center for Career Development to improve its effectiveness in developing a better service for students. Also, it will improve students experience with the Center and employers and specifically, the process of engaging in these type of large events.

Specifically, this project meets the following strategic plan objectives and goals:

# Strategic Priority 1: Excellence in Teaching, Researching and Learning

It meets the goal of fostering a culture of scholarly rigor and creativity for students, faculty, and staff.

Objective 1.3, expand the use of technology to facilitate student learning, improve student services and ensure technologically proficient students, faculty and staff.

### **Strategic Priority 2: Student Success and Retention**

It meets the goal of supporting a learning environment and culture that promotes student success.

Objective 2.1, Provide comprehensive and cohesive student services that maximize student success.

Student Technology Fee Project Application Program Year 2018-2019

PROJECT # 33

Project Name:	Warranties on the Human Patient Simulator
Expected Start Date:	Fall 2018
Expected End Date:	June 30, 2019
Person Responsible:	Everett Flannery, Chair AHS
Proposed Budget:	\$35,141

Project Description: Continuing Payment for CAE Human Patient Simulator Warranties

Rationale: The human patient simulators contained in our laboratory are highly technical,

complex microprocessor controlled pieces of equipment and are very expensive to repair and

upgrade.

New/Continuing: Continuing

**How will the Project be assessed:** Student clinical competence will be assessed by faculty and also by student and faculty surveys.

# How will this project further the institutional goals as stated in the BMCC Strategic Plan 2015-2020: Reaching Greater Levels:

Goal 1.3 Expand the use of technology to facilitate student learning, improve student services and ensure technologically proficient students, faculty and staff.

Simulation technology greatly increases student competencies because faculty are able to present very low frequency events that might not be seen often in the clinical setting that often times have fatal consequences for the patient if not recognized and treated.

Student Technology Fee Project Application Program Year 2018-2019

PROJECT # 34

Project Name:	Paramedic Program Simulation
Expected Start Date:	Fall 2018
Expected End Date:	June 30, 2019
Person Responsible:	Gene Iannuzzi, Paramedic Program Director
Proposed Budget:	\$60,000

### **Project Description**:

High fidelity trauma simulation manikin capable of simulating deep wounds, wound packing, major bleeding, gunshot wounds, amputations, surgical airway, chest decompression, intravenous and intraosseous access, intubation, lung sounds, CPR and EKG monitoring

**Rationale**: Present technology does not allow for most effective trauma simulation. The goal of enhanced simulation is to give the student as close to real world conditions as possible to develop skills in high acuity/high priority/critical skill situations that may occur only rarely in actual clinical rotations but for which the student must be prepared to act with confidence under stress.

### New/Continuing:

This device will form a permanent addition to present BMCC simulation technology

### How will the Project be assessed:

Evaluations of student competence and student and faculty resource effectiveness surveys

# How will this project further the institutional goals as stated in the BMCC Strategic Plan 2015-2020: Reaching Greater Levels:

Goal 1.3 Expand the use of technology to facilitate student learning, improve student services and ensure Technologically proficient students, faculty and staff.

The use of this technology will greatly increase student proficiency in the prehospital care of acute trauma victims in ways not currently available with exisiting resources, resulting in students better prepared for employment in EMS agencies by reinforcing concepts developed in didactic and lab sessions. Will also enable faculty to refresh low frequency/high value critical skills and remain current in trauma care.

Student Technology Fee Project Application Program Year 2018-2019

PROJECT # 35

Project Name:	LRC Tutorial Services Request
Expected Start Date:	July 1, 2018
Expected End Date:	June30, 2019
Person Responsible:	Nandrani Algu
Proposed Budget:	\$73,000

#### **Project Description**:

#### Lynda.com Online Tutorial Solution

Provide students with 24/7 access to instructional online video tutorials designed to supplement classroom instruction and strengthen course related technical skills. The goal is to equip our students with tools for success as they embark on becoming professionals.

#### Features of this package include:

Online Learning Tutorials Exportable Usage Reports Custom Course Creation Self –paced Worksheets Printable Certificates of Completion

#### **Rationale**:

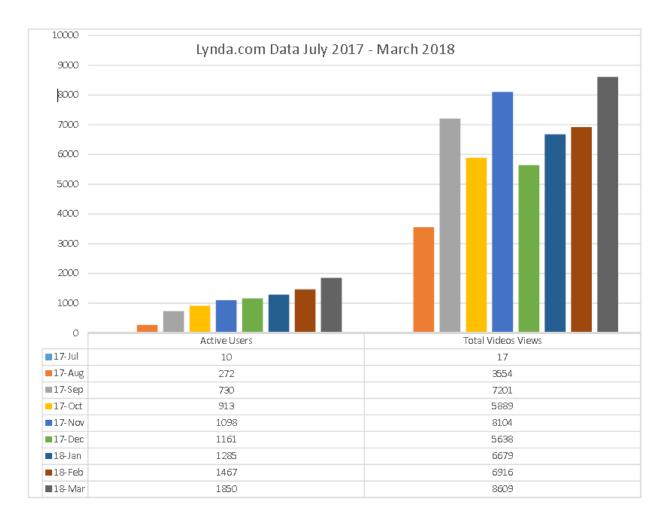
This software is used as a supplement to our scheduled Office 2016 training workshops. Students have unlimited access to software training courses.

#### **New/Continuing**: Continuing

#### How will the Project be assessed:

We'll have the ability to generate usage reports to determine how often the packages are being accessed online.

\*\*\*Please see enclosed data chart.



# Submitted by: Learning Resource Center

Student Technology Fee Project Application Program Year 2018-2019

PROJECT # 36

Project Name:	Laptops for Supplemental Instruction Study Sessions
Expected Start Date:	9/1/2018
Expected End Date:	O n g o i n g
Person Responsible:	Leticia Dinkins and Nandrani Algu
Proposed Budget:	\$22,750

#### **Project Description**:

This project will provide laptops for Supplemental Instruction Study Sessions to be used with BMCC students. The laptops will be outfitted with the software required in the courses in which the SI Leaders participate.. The laptops would be loaned to the SI Leader as needed to ensure that students understand how the software works and how to use the software to complete course assignments. The project will also include a CLT to oversee the storage, monitor the loan of the laptops, and conduct software and laptop maintenance for the SI Program.

#### Equipment \$22,750 total:

- (5) 15 inch Mac Book Pro: \$11,250
- (5) Dell Precision 5520: \$11,500

#### **Rationale**:

In the Supplemental Instruction (SI) program the student SI Leaders support students both inside the classroom and through out-of-class study sessions. In the 2017-2018 school year the attendance of students in the out-of-class sessions was below what was expected. We believe that one of the reasons for this is that for students in courses that require computers and special software to do work (MMP, MMA, CIS, CSC, Math) these out-of-class sessions had to be scheduled in a study lab with the appropriate software. While many of the classes were in Fiterman the lab is in Chambers. This meant that not only were sessions far away from the classroom but also the SI Leaders couldn't work with student's right before or right after class. The laptop program would allow SI Leaders to

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meet with students in the study spaces next to the classrooms and at times close to the class times. These study spaces are not equipped with computers.

A second benefit of the laptops is that they will allow the students in SI sessions to more deeply engage in the course material. Laptops outfitted with the course software will allow them to more frequently and more deeply engage in the course under the direction of the SI Leader.

# New/Continuing:

This is a new project

### How will the Project be assessed:

- 1. To assess whether more students attend out-of-class sessions we would compare the number of attendees from SI supported sections where the SI Leader did not have a laptop with the number of attendees in SI supported sections where the SI Leader did have a laptop.
- 2. Comparison between course outcomes for students in spring 2018 without the laptop program and fall 2018 spring 2019 with the laptop program.

# How will this project further the institutional goals as stated in the BMCC Strategic Plan 2015-2020: Reaching Greater Levels:

The SI program is part of the larger effort by the college to improve the academic support services for students and to improve student performance in gateway and other targeted courses. If the proposed laptop program meets its goals then it will further both the goals of the SI program and the institutional goals that SI furthers.

### **Goal 2. Improve the student experience**

# Goal 3. Facilitate timely degree completion, graduation and transfer

Student Technology Fee Project Application Program Year 2018-2019

#### PROJECT # 37

Project Name:	BMCC Athletic and Recreation Webpage
Expected Start Date	: January 1, 2018
Expected End Date:	One year from effective date, renewing automatically for up to (0-4) one Year terms unless terminated by CUNY in writing at least 30 days prior to expiration of then -current term
Person Responsible:	Stephen Kelly
<b>Proposed Budget</b> :	\$2500 - \$ 3000 (includes CUNY Collegiate discount)

**Project Description**: This project will continue to enhance the communication and information available to students and the BMCC community in general.

The information on the website will inform the BMCC community about intercollegiate sports, the fitness, recreational opportunities, special recreational and athletic events in addition to updated information regarding CUNYAC, NJCAA regional and national intercollegiate information. The staff will maintain the site with updated and current information.

**Rationale**: Yearly licensing, hosting, and support costs for SIDEARM (Learfield Sports, LLC) Athletic Content Management Application. ICS Sidearm is the web company that has developed the majority of Athletic websites for the CUNYAC and NJCAA Region 15

### New/Continuing: Continuing

**How will the Project be assessed:** Number of hits to the website for intercollegiate schedules, rosters, national and regional team and player statistics, recreation schedules, special events, and team try out schedule, information affidavits, physical forms, etc. It will also provide access to the BMCC athletic facebook page, twitter, You Tube, etc.

# How will this project further the institutional goals as stated in the BMCC Strategic Plan 2015-2020: Reaching Greater Levels:

Strategic Plan Goal - #2- Improve the Student Experience. Strategic Objective - #5 Enhance timely, concise, and targeted communication with students

Student Technology Fee Project Application Program Year 2018-2019

PROJECT # 38

Project Name:	Maxient Judicial Software
Expected Start Date:	July 1,2018
Expected End Date:	June 30, 2018
Person Responsible:	Ian J. Wentworth, Student Life Manager for Student Conduct and
	Academic Integrity
Proposed Budget:	\$11,000 Annually

**Project Description**: Maxient, a software used for student conduct, is a comprehensive software that meets all of our needs. The software will streamline incident reporting, simplify correspondence with students, provide organized filing of incidents, expedite faculty follow-up and provide thorough analytical data that will help us to enhance prevention strategies. No other software that we have looked at provide all of the services/features listed above. Maxient is also the most affordable software as the next closes company wanted \$9,000 more a year.

**Rationale**: The conduct process focuses on the ability to educate the student outside of the classroom thus "Strengthening college readiness." The Maxient System will provide access to a more comprehensive way of tracking sanctions. As we become more creative with our sanctioning, our students will have a greater understanding of their societal obligations as a citizen of BMCC. This will prepare them for what is next as they will, "start here, and go anywhere."

Students often provide feedback that we need to do a better job of communicating with them. This software provides us with a faster, more efficient way of creating correspondence and communicating with colleagues as to better serve our students. Therefore, the use of the program will help to, "Improve the student experience" and allow us to educate our students outside of the classroom on essential behavioral skills. The software is unique and can benefit BMCC in a variety of ways. Maxient is the only software that is inclusive of all of our needs, such as: students can receive immediate correspondence; follow-up will be easy to track; it is easily accessible for the entire community; maintains files for easy access; tracks prior history; reports and results of hearings can be routed to the appropriate party; and the program gives comprehensive analytics so that we better serve our students in understanding what trends there are that effect their behavior.

The ability to generate statistical data in regards to student conduct will benefit the institution on a whole. A great example of this is we can generate statistics as to where the most incidents take place. We can take that information and work with Public Safety to increase guard patrols and improve Public Safety's presence. This will help our students to feel safe and protected. This is an example of how Maxient can assist us as we "Cultivate institutional transformation, innovation and sustainability"

New/Continuing: New and Continuing

How will the Project be assessed: The project will be assessed in several ways:

- The time taken from receipt of report to close of case will be measured
- The number of students who repeat offenses will be calculated
- Effective use of the analytic data will provide a marked change, that change can be measured by comparing old procedure and new procedure.

# How will this project further the institutional goals as stated in the BMCC Strategic Plan 2015-2020: Reaching Greater Levels:

- The conduct process focuses on the ability to educate the student outside of the classroom thus "Strengthening college readiness."
- Students often provide feedback that we need to do a better job of communicating with them. This software provides us with a faster, more efficient way of creating correspondence and communicating with colleagues as to better serve our students. Therefore, the use of the program will help to, "Improve the student experience"
- We can take that information and work with Public Safety to increase guard patrols and improve Public Safety's presence. This will help our students to feel safe and protected. This is an example of how Maxient can assist us as we "Cultivate institutional transformation, innovation and sustainability"

Student Technology Fee Project Application Program Year 2018-2019

PROJECT # 39

Project Name:	Student Health 101
Expected Start Date:	Fall 2018
Expected End Date:	To be determined
Person Responsible:	Penelope Jordan
<b>Proposed Budget:</b>	1 year - \$8,400; 3 year - \$7,630; 5 year - \$7,245

#### **Project Description**:

Health & wellness is Student Health 101 is an online platform for health and wellness that can be delivered to the students via health services home page, text, social media or print. The program, which is interactive, promotes health, wellness, and academic success in a format that students understand, grabs their attention and keeps them engaged.

#### Rationale:

The Centers for Disease Control and Prevention states, "The health of young people is strongly linked to academic success, and the academic success of youth is strongly linked with their health. Helping students stay healthy is a fundamental part of the mission of schools". The information provided by Student Health 101 is evidenced based and delivered in a non-judgmental manner.

#### New/Continuing:

This is a new program.

#### How will the Project be assessed:

Assessment and usage tools are built into the platform. Usage reports can be delivered monthly or by semester.

# How will this project further the institutional goals as stated in the BMCC Strategic Plan 2015-2020: Reaching Greater Levels:

This project will help to further the institutional goals by using technology as a conduit in delivering health information and by improving the student experience.

Student Technology Fee Project Application Program Year 2018-2019

#### PROJECT #40

Project Name:	Mongoose Texting
Expected Start Date:	September 2018
Expected End Date:	June 30, 2019
Person Responsible:	Joseph Picataggio
Proposed Budget:	\$19,000/Annually (Originally Quoted August 2017)

#### **Project Description**:

The Mongoose texting platform will allow all areas of the College to better communicate with prospective and current students in an effort to increase recruitment and retention. It gives us the ability to send personal or group messages—including photos and emojis, two-way integration with our Hobsons Connect and Retain systems, templates for commonly used texts, and unique virtual phone numbers, making students feel comfortable that they are communicating with a real staff member and not an automated system. These features will help us reach our enrollment goals while offering premier customer service to our students.

#### Rationale:

Mongoose is the exclusive partner of our Customer Relationship Management software company, Hobsons. Our Hobsons systems will communicate with Mongoose to easily transmit data and logs between the systems. With no additional effort, we can have all our contact data loaded from Hobsons into Mongoose and begin text communications with our students. We will have all the context we need to address student questions and encourage their interest. Our text conversations will come back to Hobsons and integrate with the rest of the communication history for each student. And, with bi-directional synchronization of opt-out preferences, we can be assured that we are only sending messages to students who want to receive text communications.

#### New/Continuing: New

**How will the Project be assessed:** Mongoose provides a number of reports such as the number of text messages sent and replies received. We can then compare the number of students who interact with the platform with their rate of application completion, FAFSA filing, GPA, etc.

How will this project further the institutional goals as stated in the BMCC Strategic Plan 2015-2020: Reaching Greater Levels: The project will improve the student experience by enhancing timely, concise and targeted communication with students. This communication will lead to greater recruitment, retention and graduation rates.

Student Technology Fee Project Application Program Year 2018-2019

PROJECT # 41

Project Name:	Financial Literacy Supplement
Expected Start Date:	August 2018
Expected End Date:	June 2019
Person Responsible:	Tiffany James
Proposed Budget:	\$2589.00

## **Project Description**:

We aim to pair online financial literacy education with our existing financial counseling offered through Single Stop and the Save for Success program. Purchase of licenses (200 @ 7.95) per student and staff dashboard functionality (\$999.00) for financial literacy education from National Financial Educators Council. Licenses will be used to provide Save for Success students and Petrie/Lang grantees to complete assignments to develop financial literacy skills and continued access to the system to expand their learning according to their individual needs. The platform is mobile-friendly, facilitating convenient access to the modules. More information about the platform can be found here: <a href="https://www.financialeducatorscouncil.org/online-personal-finance/">https://www.financialeducatorscouncil.org/online-personal-finance/</a>

## Rationale:

The most significant aspect of the product is that it offers gamification, which has been shown to be one of the most effective pathways for student learning. The platform will provide us a way to assess co-curricular learning of financial literacy topics. Students also have the option to browse through topics of interest. In addition, the financial counselor will assign appropriate topics based students needs as elicited through one-on-one meetings.

The system offers badging which is certified by <u>Credly</u>, which is affiliated with LinkedIn and other platforms. There is the possibility of integrating this badging into our new CCT platform.

## New/Continuing:

The Save for Success project and Petrie Lang grant projects are ongoing. We propose to add this platform as a tool to deepen financial learning.

## How will the Project be assessed:

We will track platform usage through the dashboard, including badges earned, student rates of savings and the long term academic progress for students using the platform.

## How will this project further the institutional goals as stated in the BMCC Strategic Plan 2015-2020: Reaching Greater Levels:

This project is aligned with:

- SPO 8: Increased degree completions
- SPO 15: Increased participation in targeted co-curricular and extra-curricular activities

Many stop out students have Bursar's holds on their account. This is a strong indicator that financial issues can present a serious barrier to retention. Strong retention outcomes for Petrie grantees also indicate that when students receive assistance when facing a short term financial emergency, they are most likely to graduate. Effective Financial literacy education can help students develop a cushion so that financial emergencies are less likely to derail their academic progress. It enables students to make smart choices with the money they earn once they attain their degrees and begin their careers. Just as important, it empowers students to make better short-term choices, which will make them less likely to stop out because of financial issues. The effectiveness of our work will help us to attract increased student engagement. This is what we hope to accomplish with the use of this platform.

Student Technology Fee Project Application Program Year 2018-2019

## PROJECT # 42

Project Name: Expected Start Date:	Mentorcore July 1, 2018
Expected End Date:	June 20, 2019
Person Responsible:	Denise DellaPorta
Proposed Budget:	\$4800

## **Project Description**:

For your consideration, I am requesting funding for MentorCore, the mentoring software platform offered through the National Mentoring Partnership through the Student Technology Fee. Both the IMPACT Mentoring Program and Crear Futuros Mentoring Program are housed in my unit, serving 350-500 students per semester. Both programs offer peer to peer support, professional and personal transferable skill development, experiential learning, support college success and increase engagement in co-curricular and extra-curricular activities. It is important to be able to track longitudinal data effectively and have it be readily accessible for users, who frequently reference their Program involvement and learning outcomes on scholarship applications and job applications and transfer applications. Having an integrated data solution would enable us to serve our student better as well as increase satisfaction with their student experience. With ready access to the data, it would enable us to assist and support students better.

The basic platform offers many features: It tracks matches and rematches of mentoring partners, active and inactive participants in the program, participant engagement in events, and draw reports that can be downloaded in excel and uploaded to PeopleSoft. Legacy Data can also be uploaded for an additional fee, which makes it much easier for us to pull longitudinal data as needed much more efficiently when we need to look at longitudinal data.

Data collection and management seems to be an issue for all the mentoring programs, so moving to one integrated system (if possible) is advantageous for collecting cumulative mentoring data. Having a campus-wide platform to potentially integrate all peer mentoring programs would support institutional transformation in assessing all peer mentoring initiatives. The Mentorcore software package is cost-effective because it bills by 'active matches', rather than total matches - \$400 per month for up to 1000 active matches.

## Rationale:

Piloting the basic program this year enables us to assess whether this could be a campus-wide mentoring tool in the future. Integrated data could strengthen practice of evidence based decision-making and resource allocation using assessment data across programs, both by semester and longitudinally. Ideally, in the future, the college could consider moving to a customized system solution that included a kiosk function which tracks campus engagement in a more user friendly way. MentorCore basic platform allows you to choose which of their standard questions you want to ask of mentors and mentees, as well as which items you want to track about the participants, improving our ability to track program learning outcomes and increase the assessment of student learning. It also allows you to create some questions of your own. Mentorcore also offers the option to build a customize and expanded system after the basic platform for an additional customization cost, which allows for transitioning to a customized platform in the future for the college. It would also give more flexibility for adding our own questions in mentor logs, improving our ability to assess our programs better. If implemented campus wide, each mentoring program administrator could access their own group exclusively, while the college could access all data. There are also roles of functionality that could be diversified for staff support.

## New/Continuing: New

## How will the Project be assessed:

Mentorcore directly relates to improving the overall effectiveness of the program, the services we can offer through the programs, how many students we can serve each semester, how much time we can spend planning programs to prepare students for 21st-century careers, how much students can learn experientially and build skills in our program.

## How will this project further the institutional goals as stated in the BMCC Strategic Plan 2015-2020: Reaching Greater Levels:

SO #8 Enhance timely, concise and targeted communication with students SO #10 Expanding experiential learning opportunities SO #11 Increasing student engagement in co-curricular and extracurricular activities

SPO #12 increased student satisfaction with advisement, orientation, student support services, administrative services and BMCC communications

SPO #13. Increased participation in internships and experiential learning activities.

SPO #15. Increased participation in targeted co-curricular and extra-curricular

Student Technology Fee Project Application Program Year 2018-2019

#### PROJECT # 43

Project Name:	NextGen Web Solutions- Scholarship Manager
Expected Start Date:	July 1,2018
Expected End Date:	June 30, 2019
Person Responsible:	Sussie Gyamfi
Proposed Budget:	\$7,000.00

## **Project Description**:

Scholarship Manager is web-based software that matches students with school specific scholarships based upon their unique profile. With Scholarship Manager, the Scholarship Office can maintain scholarship details and manage the entire scholarship process through a single, easy-to-use application.

#### Rationale:

This software will enable students to apply for several scholarships on-line in minutes. It will help students increase their funding options and make applying for scholarship faster and easier. We will be able to enter new scholarships, manage and award scholarships, review and edit the student application information faster. It will also make it easier for students to find scholarship in our database; instead of them going through over 300 scholarships on the scholarship page, they would be able to enter their profile and all the scholarship with that profile will show up, allowing them to choose and apply for the scholarships that match their student profile

New/Continuing: Continuing

#### How will the Project be assessed:

Effectiveness will be assessed by:

- Getting feedback from students
- How quickly and efficiently we are able to process scholarship applications
- How flexible and easy it is to use and manage the system

Also, since we will have access to a large list of reports, it will help us focus on different groups of cohorts. We will have information on past recipients and therefore be able to compare the different cohorts from year to year, semester to semester and so forth. More importantly, it will eliminate a lot of paper

Student Technology Fee Project Application Program Year 2018-2019

PROJECT # 44

Project Name:	Experiential learning using measurement of brain activity in	
Psychology		
Expected Start Date:	Fall 2018	
Expected End Date:	June 2019	
Person Responsible:	Helene Bach, Director of Research and Marjan Persuh, Assistant	
	Professor, Department of Social Sciences, Human Services and	
	Criminal Justice	

Proposed Budget: The amount of \$40,000 is requested for the purchase of the EEG system,

which includes the measuring equipment and software.

## **Project Description**:

The Psychology major at BMCC is rapidly growing and has established itself as one of the top choices for BMCC students. Professors in the BMCC Social Sciences department are committed to providing students with practical, hands-on experience, in which students can directly explore psychological mechanisms learned in the classroom and with exposure to technology that will soon become part of our life. The field of human-computer interactions is already shaping our everyday experience and it is imperative that students in social science understand and master the psychological aspect of interacting very directly with computer systems and artificial intelligence. In fact, the major players in the computer industry have made very direct statements that liberal arts majors should be directly involved in solving complex problems facing various humancomputer interaction projects. We have taken first steps in this direction by purchasing an eye tracking system, funded by the BMCC Technology Fee (Proposal in Program Year 2017-2018). Tracking eye movement is critical to maintaining a state-of the art research environment since the future of human-computer interactions likely will involve commands issued by eye movements. The second important component in human-computer interactions is the measurement of brain activity, which is typically achieved with electroencephalography (EEG) equipment. Modern EEG systems can be wireless, remote devices that effectively transmit brain waves to the dedicated PC for rapid online processing. To expose psychology students to high impact teaching methods, we propose the purchase of the EEG equipment, which will be used in combination with the eye tracking device in group activities for introductory psychology classes and more extensively in the capstone courses, in which students develop individual research projects. The equipment will be housed in the Social Sciences Research Laboratory and will be accessible to all faculty and student researchers who are trained to use it. IRB approval will be obtained for all studies and subjects prior to use.

## Rationale:

BMCC is becoming a top research institution among community colleges, in which a significant proportion of faculty engage students in research projects through classroom based research or individual mentorship. Additionally, BMCC is investing its resources into the development of the STEM pipeline with special emphasis on attracting under-represented minority students in STEM to Psychology. To further develop and strengthen its research and experiential learning momentum, we need to invest in technologies and equipment that provide students with possibilities to explore core topics learned in the classroom and technologies that will be used in future applications and everyday use, such as technology for the human-computer interactions. Measuring brain activity with EEG equipment is now a standard and in some applications hands free method of human-computer interaction; importantly, it is also an important tool used to explore, track and evaluate various psychological processes. EEG equipment in combination with the eye tracking device will allow students and faculty to engage in important, current and engaging experiential learning activities with a tremendous expansion in research projects and potential for peer-reviewed publication and external grant funding.

If funded, we will purchase the EEG system "ActiveTwo" from the company Cortech Solutions. The ActiveTwo system is a multi channel, high resolution bio potential measurement system. The system is a further development of the successful ActiveOne system, the first commercially available system with active electrodes. This second generation active electrodes are smaller in size, while offering even better specs in terms of low-frequency noise. The complete ActiveTwo system includes active electrodes and head caps, AD-box, USB2 receiver as well as the software for the analysis of brain signals.

## New/Continuing: New

## How will the Project be assessed:

Use of this new addition to the research enterprise will be assessed in several different ways. Primarily, the Office of Research will keep track of number of projects, faculty and students who are actually using the equipment. This will be a direct assessment of integration of this system into the college's research endeavors. We will also assess the number of national academic conferences (by students or faculty), publications and grants where data collected using this equipment will be presented as an indication of the direct contribution to faculty and student success as researchers. We will also use the Student Assessment for Learning Gains, a validated survey that measures attitudes towards research, for any groups of students that are exposed to the equipment via integration into high impact classroom learning by their professors.

## How will this project further the institutional goals as stated in the BMCC Strategic Plan 2015-2020: Reaching Greater Levels:

This proposal directly furthers Strategic Goal 4: Prepare students for 21<sup>st</sup> Century Careers and Contribute to Workforce Development in NYC which has the objective of expanding and supporting the STEM pipeline. This equipment will bring students and faculty researchers on the frontlines of research in psychology and neuroscience while providing a multidisciplinary experience (psychology, computer science, neuroscience).

Student Technology Fee Project Application Program Year 2018-2019

## PROJECT # 45

Project Name:	EAB Student Navigate
Expected Start Date:	07/01/2018
Expected End Date:	0 6 / 3 0 / 2 0 1 9
Person Responsible:	Diane Walleser Sponsor; Kristin Waters Project Lead
Proposed Budget:	\$126,000

## **Project Description**:

Technology tool that will help streamline student onboarding and provide nudges to help students progress to completion. Tool includes the following functions:

- Streamlined student onboarding and orientation
- Appointment and calendaring tools
- Nudging and communications
- Student success tracking
- Reporting functions
- Mobile friendly student interface

## Rationale:

The onboarding process has many steps and this mobile friendly tool will help students navigate

our complex process. Once enrolled the tool will alert students of critical steps and due dates.

## New/Continuing: New

The tool will be used to onboard new students and will help with student retention once students

are enrolled.

## How will the Project be assessed?

Percent of accepted applicants that enroll. Percent of students that persist from semester to semester. Percent of students using the tool.

## How will this project further the institutional goals as stated in the BMCC Strategic Plan 2015-2020: Reaching Greater Levels:

This tool will support both Strategic Goal 2 (Improving the student experience) and Strategic Goal 3 (Facilitate timely completion and graduation).

Student Technology Fee Project Application Program Year 2018-2019

PROJECT # 46

Project Name:	Modern Language Department Lab Robotel Upgrade
Expected Start Date:	7 / 1 / 2 0 1 8
Expected End Date:	6 / 3 0 / 1 8
Person Responsible:	Andres Amador (MLD Laboratory senior CLT)
Proposed Budget:	\$50.000.00

## **Project Description**:

MLD Lab Robotel upgrade to:

Robotel SmartClass+ Language Lab (Including MAD and LAD) MAD; Media Activity Dashboard LAD; Live Activity Dashboard

## Rationale:

The Modern Language Department Language Laboratory (MLDLL) serves around 175 sections of 27 different courses every week during the spring and fall semesters. It also serves 30 sections during summer sessions I and II and multiple courses during the winter session. The number of students and course offerings grows every year, and we need a robust computing platform to allow us to distribute and collect media-heavy assignments. We would like to upgrade our operational system to be able to create our own listening, speaking, reading and writing activities using a Media Activity Dashboard that will also enable us to monitor students' work, to have paired conversations, live assessment, oral and video recording and broadcasting features.

## New/Continuing: New

**How will the Project be assessed:** The project will be assessed every semester by College Laboratory Technicians obtaining data of how many classes will use the new upgrade.

## How will this project further the institutional goals as stated in the BMCC Strategic Plan 2015-2020: Reaching Greater Levels:

The new multimedia digital platform (Robotel SmartClass+ Language Lab) will have:

- 3 Teacher stations with a Media Activity Dashboard and interface. (3 independent labs)

- An operational System and a software application that will enable teachers and students to interact with one another.
- The capacity to create a digital library of multimedia lesson materials and to broadcast, grade record, and keep scores and data.
- Broadcasting and scanning features.
- Conversation pairing features.
- Oral recording and play back features.
- Live assessment capacity.

BMCC students taking language courses will benefit by using the latest technology available in a Language lab setting. They will be able to use the pairing, oral and recording features while practicing vocabulary and grammar activities.

Student Technology Fee Project Application Program Year 2018-2019

PROJECT # 47

Project Name:	Audio and Visual Playback upgrade for Music Instruction
Expected Start Date:	July 1 2018
Expected End Date:	June 30, 2019
Person Responsible:	Lyubov Shumova
Proposed Budget:	Equipment=\$21,000; plus installation. (5 classrooms plus 2
mobile units)	

#### **Project Description**:

This project will standardize, upgrade and modernize the audio and video playback systems in the rooms used for music instruction at BMCC, and create 2 mobile systems for emergency/other use.

#### Rationale:

Since the Music and Art Department moved from 199 Chambers Street to Fiterman Hall in early 2013, the music instruction has been in rooms with poorly designed, outdated, not standardized, and poorly functioning equipment. The most egregious example is that music instruction does not use stereo playback systems, which have been widely available since the 1960s (the installed systems are monaural). Also, the computers use to play audio, videos and internet content vary from room to room, creating pedagogical havoc for the teachers who have to teach different sections of the same class in different rooms. These and other issues have resulted in continually substandard instruction in the many survey classes taught by the department (MUS 102, 103, 104, 107), whose student population in Spring 2018 was approximately 1200 students.

#### New/Continuing: New

#### How will the Project be assessed:

A survey of the instructors will be conducted after the equipment is installed.

Student Technology Fee Project Application Program Year 2018-2019

#### PROJECT #48

Project Name: Audie	o and Visual Playback upgrade for Music Instruction
<b>Expected Start Date:</b>	Fall 2018
Expected End Date:	Ongoing
Person Responsible:	Terttu Uibopuu
Proposed Budget:	\$70 000, budget attached

#### **Project Description**:

Providing professional equipment for current students enrolled in ART236 Introduction to Photography, ART300 Documentary & Narrative Photography, ART336 Advanced Photography, ART337 Photographic Studio & Light, and ART338 Digital Darkroom.

#### Rationale:

In order to successfully teach all the photography courses requested equipment is crucial to student learning outcome. By providing essential studio lighting equipment students will be able to have hands on experience with properties of various lighting conditions in studio and on location, which will result in more well rounded and accomplished online and/or printed student portfolios. Students will become more proficient working in professional photography studios, and be accustomed to studio lighting set-ups utilized in four year schools.

As of now, there are no studio lighting equipment available for students to use during class and outside of class. Professors teaching ART337 Photographic Studio & Light classes have brought their own personal equipment to class, but that's not even close to being able to accommodate 18-22 students enrolled.

Additionally to studio lights, students would greatly benefit from having laptops in F-1107 classroom where all the photography courses are being taught (except ART338 Digital Darkroom). By having a mobile cart with laptops all students in ART236, ART300, ART336, ART337 would be able to import, organize, edit and export to online platforms during class. The only section right now that has computer access during class is ART238 Digital Darkroom, which meets in a computer lab in F-409.

Music and Art Department currently has 45 students majoring in Photography, every semester there are total of 11 sections of Photography courses offered with 22 students enrolled, which results to over 200 students currently taking Photography. All of these students have the right to learn on modern day equipment and get applicable experience.

## **New/Continuing**: New

## How will the Project be assessed:

Professors will receive a survey to gather feedback about teaching effectiveness, and assessment of student portfolios will be conducted. The quality of student portfolios for transferring to four year colleges, and entering the industry will be expected to be on a much higher level after using updated equipment.

## How will this project further the institutional goals as stated in the BMCC Strategic Plan 2015 - 2020: Reaching Greater Levels:

By giving BMCC students the opportunity to learn visual thinking on up-to date photographic technology will result with high quality portfolios and give them an advantage while transferring to four years schools. Modernizing the equipment for all the students enrolled in photography courses will increase student engagement in co-curricular, and also extracurricular activities by attracting student run clubs like Photo Club and Makerspace club.

Providing BMCC students the conditions to gain skills that are being used in professional photography world students will be better prepared to enter the 21st century workforce and start careers in fine art photography, photojournalism, fashion photography, digital retouching, working for photography and/or stylist agencies, becoming photo editors or curators, and starting their own businesses.

Qt y	Item	Unit price	Total price	Supplier Link
22	Macbook Pro Laptop	\$2,15 9.00	\$47,498.00	https://www.apple.com/mac/
22	Lexar dual-slot card reader	34.95	\$768.90	https://www.bhphotovideo.com/c/product/1141181- REG/lexar lrw400crbna professional usb 3 0 dual.html
12	tripods	149.9 9	\$1,799.88	https://www.bhphotovideo.com/c/product/1086004- REG/oben_at_3565_bc_217t_at_3565_folding_5_section_al uminum.html
2	strobe light kit	1482	\$2,964	https://www.bhphotovideo.com/c/product/1284640- REG/bowens bw 5430us xmt500 flash head kit.html
1	LED light kit	1099	\$1,099	https://www.bhphotovideo.com/c/product/1352629- REG/ikan_oyb10_2pt_kit_onyx_1_x_1.html
4	light stands	99.88	\$399.52	https://www.bhphotovideo.com/c/product/64444- REG/Manfrotto 1004BAC_Alu_Master_3_Riser.html

## Photography equipment for Music and Art Department

1	white seamless 53x36in	27.99	\$27.99	https://www.bhphotovideo.com/c/product/45607- REG/Savage 1_1253_Widetone_Seamless_Background_Pa per.html
1	gray seamless 53x36in	27.99	\$27.99	https://www.bhphotovideo.com/c/product/486201- REG/Savage 14_1253_Widetone_Seamless_Background_P aper.html
1	colored gels	97.65	\$97.65	https://www.bhphotovideo.com/c/product/1100319- REG/rosco_110124240001_color_effects_filter_kit.html/pa geID/accessory
1	color correctio n gels	22.95	\$22.95	https://www.bhphotovideo.com/c/product/1016199- REG/colourlite_mafp_214_tungsten_daylight_conversion_ filter_pack.html?sts=pi
4	flash meters	199	\$796	https://www.bhphotovideo.com/c/product/1219217- REG/sekonic_401_307_l_308s_u_flashmate_light_meter.ht ml
2	radio slaves	124.9 5	\$248	https://www.bhphotovideo.com/c/product/844969- REG/PocketWizard_801_130_Plus_III_Transceiver_Radio .html
12	portable flash	326.9 5	\$4,355.40	https://www.bhphotovideo.com/c/product/734997- USA/Nikon 4808 SB_700 Speedlight Shoe Mount.html
2	umbrella clamps for light stands	220	\$440	https://www.bhphotovideo.com/c/product/1112911- REG/inovativ_500_900_1_25_c_stand_post.html
4	hot shoe mounts for light stands	6.99	\$27.96	https://www.bhphotovideo.com/c/product/743061- REG/Vello CS Universal Accessory Shoe Mount.html
4	sandbags	21.95	\$87.80	https://www.bhphotovideo.com/c/product/1161030- REG/impact sbf o 15 saddle sandbag 15lb.html?sts=pi
2	c stands	154.9 5	\$309.90	https://www.bhphotovideo.com/c/product/372016- REG/Impact_CT40MKIT_Master_Century_C_Stand.html
1	Gaffers Tape	21.95	\$21.95	https://www.bhphotovideo.com/c/product/1214605- REG/impact_gt10_355b_gaffer_tape_black_3.html
			\$60,992.89	

Student Technology Fee Project Application Program Year 2018-2019

PROJECT # 49

Project Name:	Replace Projectors in art history classrooms F506/F1010
<b>Expected Start Date:</b>	July 1, 2018
<b>Expected End Date:</b>	June 30, 2019
Person Responsible:	Yan Yang
Proposed Budget:	\$4,000

#### **Project Description:**

Acquire reliable, high-resolution back-up projectors for art history classrooms Fiterman 506 and 1010 because the current in-class projectors are failing on a weekly basis.

#### **Rationale:**

It is impossible to teach art history without artworks, and every week, students are introduced to centuries of art from all over the world along with important skills such as critical thinking and visual analysis. However, since the beginning of this academic semester eight weeks ago, there has been nine logged email complaints (and more desperate phone calls to IT) regarding projector failure in Fiterman 506 and 1010, the two classrooms in which art history classes are held daily (often from 8am to 9pm). When IT is notified, the response time has ranged from twenty minutes to over an hour, robbing students of precious instruction time and negatively impacting their learning experience. Since all classrooms in Fiterman are in constant use, it is not feasible to move students to another classroom at a moment's notice.

The art history faculty needs working equipment to teach and the projectors in the classrooms are unreliable. Given that every art history class offered by BMCC are conducted in these two classrooms, it is critical student learning is no longer be impeded by sudden equipment failure and lengthy IT response times. Therefore, the solution is the procurement of back-up projectors that would be available in the Music and Art department to be checked out when the classroom projectors fail again. IT has not explained the precise problems with the current projectors, but should the equipment require replacements in the near future, the back-up projectors may be candidates as those replacements.

#### New/Continuing: New

#### How will the Project be assessed:

It will ensure student learning experience is not negatively impacted by equipment failure.

Student Technology Fee Project Application Program Year 2018-2019

PROJECT # 50

Project Name:	Digital Media Lab and Classroom
Expected Start Date:	Fall 2018
Expected End Date:	O n g o i n g
Person Responsible:	Jamal Sullivan, Jessica Ramirez, Terttu Uibopuu
Proposed Budget:	\$140,200, budget attached

## **Project Description**:

This is a digital media lab and classroom for students enrolled in courses in Media Arts and Technology, and Art and Music departments; i.e; 2D animation, 3D animation, digital darkroom. Specifically sections of MMP 260, ANI 401, ANI 402, and ART 338 will be taught in this space. The lab will support students creating 2D still and animated content, editing digital photographic content, creating textures for 3D elements, sculpting 3D elements, retouching digital and photographic content, and printing high quality physical copies of work.

The digital media lab will house industry standard equipment. It will serve students and faculty involved in art, design, photography, animation, and video arts. This space will be an environment where students can finalize expressed ideas; refining class assignments and portfolio pieces with the support of faculty and colleagues. **Rationale**:

This lab will mimic a 21st century work environment. Students taking classes in the aforementioned majors will use industry standard equipment to create high quality work with tools that are present and heavily used in most every work environment they will enter upon graduation. Without the technical training and familiarity of using these input devices our students are ill prepared for their intended workforce.

Within the animation major, MMP 260, ANI 401 and ANI 402, would be significantly improved with the addition of interactive pen display or digitizing tablet technology. Creating the content directly on screen reduces the amount of time necessary to resolve the creative idea. Drawing high quality animation within the expected time constraints of industry production with only a mouse as the primary input device is nigh impossible.

MMP 260, ANI 401, and ANI 402 would take advantage of the ability to ideate, create and edit storyboards, drawings, paintings, and animation directly in the digital environment. This lab will also be used by photography students to scan film and prints, edit and retouch photographs in Adobe Lightroom and Photoshop, and print high quality inkjet prints for commercial or fine art portfolios, and large scale prints for exhibitions. Music and Art Department currently has 45 students majoring in Photography, but there is no lab in BMCC

where they can edit their work and produce printed portfolios. We offer the following photography courses ART 236, ART 300, ART 336, ART 337, ART 338, therefore every semester there are total of 11 sections of photography courses with 22 students enrolled, which results to over 200 students currently taking photography ART 101, ART 203, and ART 243 has total of 15 sections with 20 students enrolled in each section, which totals to 300 students currently taking design courses. Use of this lab would significantly expand students skill sets from two-dimensional platforms onwards to three-dimensional design approaches.

A new Digital Painting and Drawing course would be possible with the equipment expected to fill

this space. This course would fill an existing gap in the Illustration and Animation curricula. An integral part of the creative process is the final output and presentation of the work. This facility will improve the quality of the content created by students for class projects by improving their ability to more precisely realize their vision. Portfolio review and editing will be a constant practice within the space. This space will provide students and faculty a venue to create, edit and review high quality portfolio examples of their craft. This space will create a prime interdisciplinary networking space for students to exchange ideas and explore working relationships with each other.

## New/Continuing: New

## How will the Project be assessed:

Representative portfolios of current and previously graduated students will be reviewed by faculty and industry representatives. These portfolios will be compared with portfolios of future students that take advantage of the proposed space.

Current students will be surveyed about their assessment of their industry readiness, preparedness for moving on to a four year program of study, and the available facilities that they work within. Later students will also be surveyed on the same points and the answers will be compared.

## How will this project further the institutional goals as stated in the BMCC Strategic Plan 2015-2020: Reaching Greater Levels:

The proposed Digital Media Lab and Classroom will improve the student experience by providing a highly resourced venue for more sections of required courses in the served majors.

By having access to this lab students will be prepared for 21st-century careers and contribute to workforce development in NYC by emulating an industry standard environment in the classroom.

This space will increase student engagement in co-curricular and extracurricular activities, such as leadership, peer mentoring and athletics by providing a meeting place for the makerspace club. Creation of an animation club, design club, and photography club would be more likely with this space available.

This space will cultivate institutional transformation, innovation and sustainability by supporting professional development opportunities for faculty. Practicing artists can continue to create content of high quality within their fields of study as well as collaborate with professionals in adjacent fields.

Digital Media Lab and Classroom Budget

Qty	Item	Supplier Link	Unit price	Total price	Reason
7	NEC PA272W-BK 27" 16:9 IPS Monitor	https://www.bhphotovideo.com/c /product/1006641- REG/nec_pa272w_bk_multisync_p ro_27_gb_r.html	\$1,299.00	\$9,093	High resolution computer monitor for printing and scanning, which produces most accurate results from screen to output
7	Apple Mac Pro Desktop Computer (Quad-Core, Late 2013)	https://www.bhphotovideo.com/c /product/1021112- REG/apple_me253ll_a_mac_pro_d esktop_computer.html	\$1,999.00	\$13,993	Industry standard creative (art, design, animation) workstation
2	Epson Perfection V850-M Pro Scanners	https://www.bhphotovideo.com/c /product/1083201- REG/epson_b11b224201_perfecti on_v850_pro_scanner.html	\$999.00	\$1,998	Scanning negatives and prints
1	Epson Expression 12000XL- Photo Scanner	https://www.adorama.com/ies120 00xlph.html	\$3,429.00	\$3,429	Scanning large prints, books and fragile materials
1	Hasselblad Flextight X1 Scanner	https://www.adorama.com/imafx 1.html	\$16,395.00	\$16,395.00	Hasselblad Imacon high-end scanner is an integral part of a photographer's equipment today which has has the ability to reproduce all the subtle details embedded in film negatives and transparencies and gives you full control over the crucial interpretation of your work. These scanners are widely used in commericial and fine art photography studios.
1	Imacon 24x36 + 36x24 Standard Holder	https://www.adorama.com/ima41 9.html	\$180.00	\$180.00	Hasselblad Flextight scanner's film holder
1	lmacon 60x60 + 60x60 Standard Holder	https://www.adorama.com/ima40 4.html	\$175.00	\$175.00	Hasselblad Flextight scanner's film holder
1	lmacon 60x70 Standard Holder	https://www.adorama.com/ima40 3.html	\$180.00	\$180.00	Hasselblad Flextight scanner's film holder
1	Imacon 4x5" Standard Holder	https://www.adorama.com/ima40 2.html	\$180.00	\$180.00	Hasselblad Flextight scanner's film holder
1	Canon imagePROGRAF PRO-4000 44" inkjet printer	https://www.bhphotovideo.com/c /product/1259008- REG/canon 1127c002aa imagepr ograf pro 4000 44 professional. html?ap=y&c3api=1876%2C%7Bcr eative%7D%2C%7Bkeyword%7D&	\$3,995	\$3,995	Printing high quality/archival large scale (max size 40x60in) inkjet prints from digital files

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12	Canon PFI-4000 LUCIA PRO Ink Tank	gclid=CjwKCAjw- bLVBRBMEiwAmKSB83zhGjvw8Zn D3zJhPnmJ Ocn11K4owEvTZIJL4kc gsE9zRaAGumvMRoCz1YQAvD Bw <u>E</u> https://www.bhphotovideo.com/c /product/1260789- REG/canon 0782c001aa pfi 1700 _photo_gray_pigment.html	\$294	\$3,528	Extra set of inks for Canon Pro-4000 printer
4	Canon imagePROGRAF PRO-1000 17" Inkjet printer	https://www.bhphotovideo.com/c /product/1191313- REG/canon_0608c002_pixma_pro _1000_17_professional.html	\$1,299.99	\$5,199.96	Printing high quality/archival (max size 17x22in) inkjet prints from digital files
8	Canon PFI-1000 LUCIA PRO 12 Ink Tank Set	https://www.bhphotovideo.com/c /product/1322137- REG/canon 0545c006aa pfi 1000 _lucia_pro_ink.html	\$699.99	\$5,599.92	Extra inks for Canon Pro-1000 printers
10	Push pin shaped Magnets (10 pack)	https://www.staples.com/Staples- Power-Magnets/product 516098	\$7.09	\$70.90	Magnets for pinning up 2D work
8	24-in x 3-ft Galvanized Steel Sheet Metal	https://www.lowes.com/pd/IMPE RIAL-24-in-x-3-ft-Galvanized-Steel- Sheet-Metal/3234805	\$9.55	\$76.40	Metal sheet viewing boards will be installed on the walls of the lab to view printed 2D work
1	X-Rite ColorMunki Photo Color Management Solution	https://www.bhphotovideo.com/c /product/550833- REG/X Rite CMUNPH ColorMunki _Photo_Color_Management.html	\$439.00	\$439	Computer monitor calibrator, which will enable the monitors and inkjet prints to match to one another
18	Microsoft Surface Studio	https://www.microsoft.com/en- us/store/d/Surface- Studio/8XCW9BBPVFV9/6TD2?acti vetab=pivot%3aoverviewtab	\$4,199.00	\$75,582.00	Industry standard creative (art, design, animation) workstation
			Total budget	\$140,114.18	

Student Technology Fee Project Application Program Year 2018-2019

PROJECT # 51

Project Name:	DegreeWorks Maintenance
<b>Expected Start Date:</b>	July 1, 2018
<b>Expected End Date:</b>	June 30, 2019
Person Responsible:	Carei Thomas
Proposed Budget:	\$17,081

## **Project Description**:

DegreeWorks is the University's online degree auditing and advisement tool. At BMCC, the product is used to advise students each semester and provide them with some self-service functioning (i.e. GPA Calculators, What-If generator, etc.). In addition, DegreeWorks information is used to feed the FACTS system that allows for the certification of New York State Financial Aid (TAP).

#### Rationale:

This yearly maintenance fee is required by Ellucian to provide tech support and updates, when applicable, to the College. As all schools in CUNY must be on the same version of the software, CUNY requires that we remain up-to-date with our service contract.

New/Continuing: Continuing Project

How will the Project be assessed: This project can be assessed by the usage of the software.

Student Technology Fee Project Application Program Year 2018-2019

## PROJECT # 52

Project Name:	Career Coach
Expected Start Date:	July 1, 2018
Expected End Date:	June 30, 2019
Person Responsible:	Sunil Gupta, Carei Thomas
Proposed Budget:	\$18,000

#### **Project Description**:

EMSI provides institutions with the Career Coach product that offers a customized online software tool to help prospective and current students explore regional career information. In addition, Career Coach provides a website that will site on our institution's site and will allow students to seamlessly make the connection between majors and careers.

#### Rationale:

This software will allow us to display the meta majors, prior-learning, program and career information in a clear and concise manner for student consumption. As the College is engaging in Complete College America and Guided Pathways work, procuring this software will allow us to complete much of this work.

New/Continuing: New Project

How will the Project be assessed: This project can be assessed by the usage of the software.

Student Technology Fee Project Application Program Year 2018-2019

PROJECT # 53

Project Name:	Upward Bound Project
Expected Start Date:	September 1, 2018
Expected End Date:	June 30, 2020
Person Responsible:	Oriel Straker, Director
Proposed Budget:	\$2000.00 (10 6" E-reader NOOK) @ \$119.99

#### **Project Description**:

On-line Library/E-reader unlimited subscription to provide an online library resource to students in the Upward Bound project. UB students will be provided with access to online resources (E-Readers etc.) to complete classroom and workshop assignments. Online readers/eBook's will utilize minimal space for storage of library and textbooks in the office, great digital resource for students to complete reading assignments, improve their vocabulary skills that can impact positively on improving prep test scores such as; SAT & ACT scores

**Rationale**: To provide eBook's for students to use, provides students with technical, digital skills to enhance their educational performance, easy access for homework, classwork assignments, research, etc. Provides access for use and reduces need for storage space for library books/textbooks.

**New/Continuing**: This project will be new and continue for the duration of the project for student use in Upward Bound

**How will the Project be assessed:** Project will be accessed by how often student's request to use E-readers, purpose of use, projects that e-readers are used for and length of use.

How will this project further the institutional goals as stated in the BMCC Strategic Plan 2015-2020: Reaching Greater Levels:

Upward Bound students having access to use of E-readers will definitely impact BMCC's mission in the following ways;

## 1. Strengthen college readiness and improve the effectiveness of developmental offerings.

Upward Bound participants will have access to e-books at their disposal so that they can complete assignments in a timely manner, can read for leisure to expand their minds and develop critical thinking skills which can only enhance their reading and writing skills that can impact on reducing the need to take remediation classes during their freshmen year of college.

## 2. Improve the student experience.

Students engaged in opportunities to read more and use technology expands their view of the world around them and motivates students to step out of their comfort zone because of the experiences they have from reading. E-books can take students to greater levels of understanding at their fingertips.

## 3. Facilitate timely degree completion, graduation, and transfer.

E-readers can contribute to students completing their degree in a timely manner due to access to technology to complete assignments, easy access to assignments for reference use and review purposes to help students stay on track with class assignment/ readings.

# Prepare students for 21st century careers and contribute to workforce development in New York City.

Access or exposure to technology use in an academic/ learning environment will enhance a student's level of interaction with technology features and use. This opportunity to integrate an electronic reading tool will provide the fundamental prerequisite skills needed for college level courses, i.e. reading, critical thinking, online research etc. and necessary skills required for the workforce.

## 4. Cultivate institutional transformation, innovation, and sustainability.

Exposure to technology use will continue to cultivate technical skills required for student learning environments and experiences that ultimately impacts their innovative capabilities. In addition; varied technical skills foster greater creativity and pushes the boundaries of the college to be innovative when providing learning opportunities with technical expertise. All of these can be beneficial to the college in maintaining sustainability and competitiveness.