Stockton University
Compass Fund
Proposal Form

1. Please complete this form and email a copy as a Word document to: CompassFund@stockton.edu.
2. Compass Fund proposals must demonstrate a direct link to one or more of the six areas of focus in the University's *Strategic Plan 2025 – Choosing Our Path*
3. Proposals must provide specific budget details, identify realistic outcomes, and specify assessment measures.
4. Proposals must include

As the Director of the Campus Center, I look at a space and wonder if we are utilizing that space to the best of our ability to support our students and the academic mission of the University.

The Campus Center's second floor Overlook Lounge serves two important purposes for students. First, it is a popular location for doing academic work, with furniture accommodating individual students or groups. Secondly, it is a social gathering place, particularly for our student gamers, some of which are involved in eSports and our gaming clubs.

This project is not meant to change the functionality of this space, but enhance it. Students are already using this space for the reasons cited in this project—we merely wish to make it more accessible with enhanced technology. Since no physical changes to the permanent structure of the space is being discussed, nor its functionality or purpose, I have been assured no Space Committee approval is required. I have discussed the details of this project with Director of Facilities Management & Plant Operations, Dr. Cynthia Gove, and Chief Information Officer, Scott Huston, who's staff helped me with specs.

The furniture in the space is sufficient to accommodate this project. The project was designed with the current furniture in mind. There are already tables and chairs where each of the new monitors would be placed so that students could connect their laptops or other devices using an HDMI cord.

The availability of these monitors would allow students to work together on projects and presentations, much like they do in the Campus Center Meeting Rooms. While it may seem sufficient for students to use an empty classroom or a meeting room to do this, classrooms and meeting rooms are often in use. In addition, the Campus Center is the main hub for students. This space gives them a less formal option than a classroom.

When not in use by students, the plan is to showcase student artwork on the monitors. Students will l-12.3 (den2(he av)-78 (t)-1

2. Promoting interactive learning: monitors can be used to display educational content, whether it's a live lecture, recorded video, or interactive multimedia material, students can connect their laptops or devices to these monitors to engage with the content more effectively, leading to enhanced learning experiences.

3. Flexible study and workspace: monitors can serve as additional study spaces students can connect their laptops to work on assignments collaborate on group projects or participate in virtual classes in a more informal and relaxed environment this flexibility is especially valuable when library, meeting room, or classroom spaces are unavailable.

4. Showcasing student achievements: these monitors can be used to showcase student achievements, such as art exhibitions, research projects, or performances.

5. Preparing students for a digital age: in today's digital world the ability to connect and share content through technology is a crucial skill providing students with the means to connect their devices to monitors prepares them for the digital demands of the modern workplace, where collaboration and effective use of technology is essential.

In addition, I received the support from the eSports Management program (Noel Criscione) as an option for eSports students who do console gaming (the current eSports facility is for PC gaming), as students can connect consoles to the HDMI ports.

Assessment Plan
   x   How will you know if your project is a success?
   x   What are your anticipated outcomes and specific measurements for success?
   x   What is your project's "finish line?"

Assessing students use of publicly accessible technology can be challenging as it often involves observing and evaluating their behavior.

QR codes will be installed by each monitor for students to provide feedback through a short survey as well as submit the abovementioned artwork. Students who sign out HDMI cords or reserve the space will also be sent a short survey. The survey will ask them (1) their purpose for using the monitor [ex: academic / leisure] (2) how useful they find the technology, and (3) provide feedback or ideas on how to enhance this technology.

As an outcome we anticipate students will find the enhanced technology beneficial and convenient. As an outcome we anticipate wide usage of the technology for both academic and leisurely purposes.

Will you need Compass Funds for <u>immediate</u> use to begin your project?	Yes, date needed: _____	X___ No

Budget Summary – Compass Fund Requested Funding <u>Only</u>
This portion should <u>not</u> include items supported by another budget/source. Items split between the Compass Fund and another source should be included in both this section and the "Budget Summary – Additional Funding from Other Sources Only" section below.

Item	**FY2023** July 1, 2022 – June 30, 2023	**FY2024** July 1, 2023 – June 30, 2024	**FY2025** July 1, 2024 – June 30, 2025	**Notes/Comments** (stipends, supplies, hospitality, etc.)
1. (7) 45" / 65" TV Monitors				

| 2) |
| 3) |
| 4) |
| 5) |

The equipment in this space should last 10+ years with minimal repairs due to wear and tear. No additional funding will be needed in the time being, nor are furniture upgrades necessary beyond normally scheduled upgrades.

Additional Support Questions

Will your project require support from Information Technology Services?	_X__ Yes	___ No
If yes, please provide details: Collaborated with Scott Huston, Demetrios Roubos, Joe Loefflad		
Will your project require support from Plant/Facilities & Operations?	_X__ Yes	___ No
If yes, please provide details: Moving of equipment will result in walls to be patched up.		