



# Vital/Expanded Technologies Initiative (VETI)

## Developing a Winning Proposal

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*Vice President & Chief Information Officer  
Division of Information Technology Services*

# Background

## **Student Success Fee**

- Implemented Fall 2011
- Vital/Expanded Technologies is a component of the fee

# SSI Website

The image shows a screenshot of a web browser displaying the Student Success Initiative (SSI) website for California State University, San Bernardino (CSUSB). The browser's address bar shows the URL <https://www.csusb.edu/ssi>. The website features a blue header with the CSUSB logo on the left and navigation links for Admissions, Academics, Library, Athletics, Campus Life, and About Us on the right. A secondary navigation bar includes myCoyote, Q2S, Directory, Maps & Directions, and Support CSUSB. The main content area is a large photograph of a busy campus walkway with many students. Overlaid on the bottom right of this image is the text "Student Success Initiative" in a large, white, sans-serif font. At the bottom of the page, a white footer contains a horizontal menu with the following items: Home, Advising & Retention, Student Development, Expanded Technologies, Career Services, and Assessment.

Home | CSUSB Main Carr x

Secure | <https://www.csusb.edu/ssi>

myCoyote Q2S Directory Maps & Directions Support CSUSB

CSUSB

Admissions Academics Library Athletics Campus Life About Us

Student Success Initiative

Home Advising & Retention Student Development Expanded Technologies Career Services Assessment

# Student Success Fee Allocation

Revenues from the Student Success Initiative Fee goes towards the following four (4) priorities which comprise the Campus' Student Success, Graduation and Career Placement initiative:

Program	Academic Year Fee Rate	Percentage
Advising and Retention	\$51.39	30%
Student Development	\$28.92	16%
Expanded Technologies	\$41.76	24%
Career Services	\$51.39	30%
<b>Total</b>	<b>* \$173.46/Academic Year</b>	

\* includes Higher Education Price Index (HEPI) increase of 1.8%

# Unique Aspects of VETI

- Student driven review committee
  - 6/11 are students (majority)
- Annual allocation of \$910,000 toward technology initiatives (which includes the additional \$108,000 of rollover funds from the previous fiscal year)
- Accountability for impact on student success
- Online submittal of proposals
- Assessment Reports on effectiveness

# Committee Membership

## Students

- Connor Dickson
- Sean Escopete
- Karan Kavaiya
- Mellissa Patton
- Chad Reyes
- Yusra Serhan

## Faculty

- Member 1 to be appointed by Faculty Senate
- Member 2 to be appointed by Faculty Senate
- Mihaela Popescu, Professor of Communication Studies-  
Provost Designee

## Administrators

- Sam Sudhakar, *VP & CIO*
- Michael Chen, *Director of Academic Technologies and Innovation*

# Timeline

## Call for Proposals

- January 12 – March 16, 2018, 5:00 pm

## Committee Review

- March 19 – April 27, 2018

## Recommendation to SSI Steering Committee & President's Cabinet

## Award Announcement

- June 08, 2018

## Funds Available

- July 2, 2018

# Eligibility

- Any recognized ASI student organization
- Any department within a college
  - Faculty proposals must have department chair approval
- Any department within a division
  - Must have Vice President approval

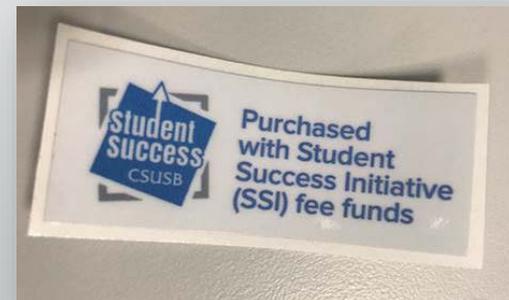
# FY 17-18 Funded Projects

Vital Technology Initiative Funded Grants 2017-2018	Total Amount Funded
PDC Advising and Student Engagement	\$ 4,500.00
Simulation as a Multidisciplinary Team Approach in Health Care Programs in an Urban University Setting	\$ 52,000.00
The HUB (Helping to Understand Business)	\$ 65,000.00
Lasers for Cutting, Etching and Engraving	\$ 66,000.00
Natural Sciences Peer Advising Center Computer Upgrade/Proactive Academic Advising Outreach	\$ 14,000.00
Laboratory for Instructional Technology Phase 1: Video Recording Studio	\$ 9,628.21
Public Speaking Lab/Studio	\$ 15,094.00
Visual Literacy Working Stations	\$ 26,000.00
Thesis Digitization, Part 2	\$ 10,000.00
Operation K.I.C (Keeping it Connected)	\$ 39,232.00
Virtual Reality Lab for Producing Engaging Instructional Content	\$ 36,131.72
PDC - Coyote Radio Station	\$ 17,425.00
CSUSB Mobile First Strategy: Standardization and Streamlining of Mobile Application Development	\$ 100,000.00
A new scanning electron microscope for exploring the micro-universe	\$ 79,500.00
CSUSB and PDC Assistive Technology Software Licensing, Version, Support and Maintenance Unification.	\$ 30,598.00
WorkAbility IV Technology Initiative	\$ 12,310.00
Increasing computer use in Biology classes with "instant computer labs"	\$ 58,000.00
Graduation Requirement Check (Grad Check) Online Submission	\$ 20,000.00
Instructional Engagement at RAFFMA for ALL CSUSB Students	\$ 4,975.00
(PE 133-134) Kinesiology Laboratory: Physical Activity and Pedagogical Success Laboratory	\$ 89,736.00
24/7 Study Area	\$ 46,350.00
Beyond the Mono, Behold the Stereo: real-time true colour stereoimaging and quantitative analysis of microscopic specimens	\$ 49,500.00

## 24/7 Study Space



## A new scanning electron microscope for exploring the micro-universe



## CSUSB Mobile First Strategy: Standardization and Streamlining of Mobile Application Development

MOBILE APPS DEVELOPMENT TEAM

**CHECK OUT OUR APPS**

MOBILEAPPS.CSUSB.EDU

 <p><b>CSUSB MOBILE</b> Introducing CSUSB Mobile, the official CSUSB application built for students by students that lets you do all this and more.</p>	 <p><b>COYOTE RADIO</b> Streaming live to your smartphone of your favorite local bands from your favorite DJ!</p>	 <p><b>TOUR CSUSB</b> Tour the CSUSB campus with your mobile device to learn about your future home as a Cal State San Bernardino Coyote.</p>
 <p><b>REC SPORTS</b> Keep up-to-date with the Student Recreation and Fitness Center hours, open rec hours, pool hours, all calendar events, and more.</p>	 <p><b>RAFFMA</b> Explore the cultural richness hidden within the tales of Ancient Egypt with the RAFFMA App.</p>	 <p><b>BUBBLESOT ALPHA</b> A simple puzzle shooter game meant to challenge the mind while being fun. Shoot, move, and rotate blocks to reach the gem.</p>
 <p><b>SLIDEWINDER</b> A simple and addicting action game that is extremely easy to play. Spin the central wheel to align colored sockets with their matching colored balls and score as many points as possible!</p>	 <p><b>INTERNATIONAL STUDIES</b> Helping foreign exchange students coming to CSUSB to find the resources needed to succeed in their futures.</p>	 <p><b>RED FOLDER</b> If you feel that a fellow student at a CSU campus may be in danger of hurting themselves, use this app to view signs and resources to help.</p>
 <p><b>CAMPUS SAFTAY</b> Allows you to call campus security and have your location tracked by app if you are ever in danger on campus.*</p>	 <p><b>CASEAIDE</b> Introducing CaseAide®. Assisting social service professionals with case management.</p>	 <p><b>SOAR</b> An app to help freshmen and transfer students during orientation in campus.</p>

## Virtual Reality Lab for Producing Engaging Instructional Content



# Proposal Submission Process

- Proposals submitted online at the VETI website
- Committee reviews proposals online
- Each proposal is discussed in committee and ranked
- Shortlisted Applicants will be invited to “Pitch” their proposal
- After all proposals are ranked, funds are distributed
- Some proposals may receive partial funding

# Components

## Funding Available

- **FY 2018-19 - \$910,000**
- FY 2017-2018 - \$846,000
- FY 2016-2017 - \$750,000
- FY 2015-2016 - \$700,000

## Funds Distributions

- 55% General proposals
- 45% College Specific proposals

# Selection Process

**Proposals submitted shall be prioritized and recommended for funding based on the following proposed criteria:**

- Technology that is directly used to enhance instructional technology resources for students and the faculty in the classroom
- Supports the CSU Graduation Initiative 2025 (<https://www2.calstate.edu/graduation-initiative-2025>)
- Expands technology access at the Palm Desert Campus
- Enhances student access across the institution
- Enhances the student experience and success
- Supports a high utilization rate for student constituent groups
- Provides enhanced technology resources for students with special needs or disabilities
- Provides enhanced training for student use of technology
- Relative cost/rate of return on investment
- Organization's ability to implement

# Graduation Initiative 2025

## FTFT Freshmen

**Retention Rate**  
85%

**4-Year Graduation Rate**  
12%/30%

**6-Year Graduation Rate**  
55%/62%

## Transfer Students

**Retention Rate**  
85%

**2-Year Graduation Rate**  
36%/45%

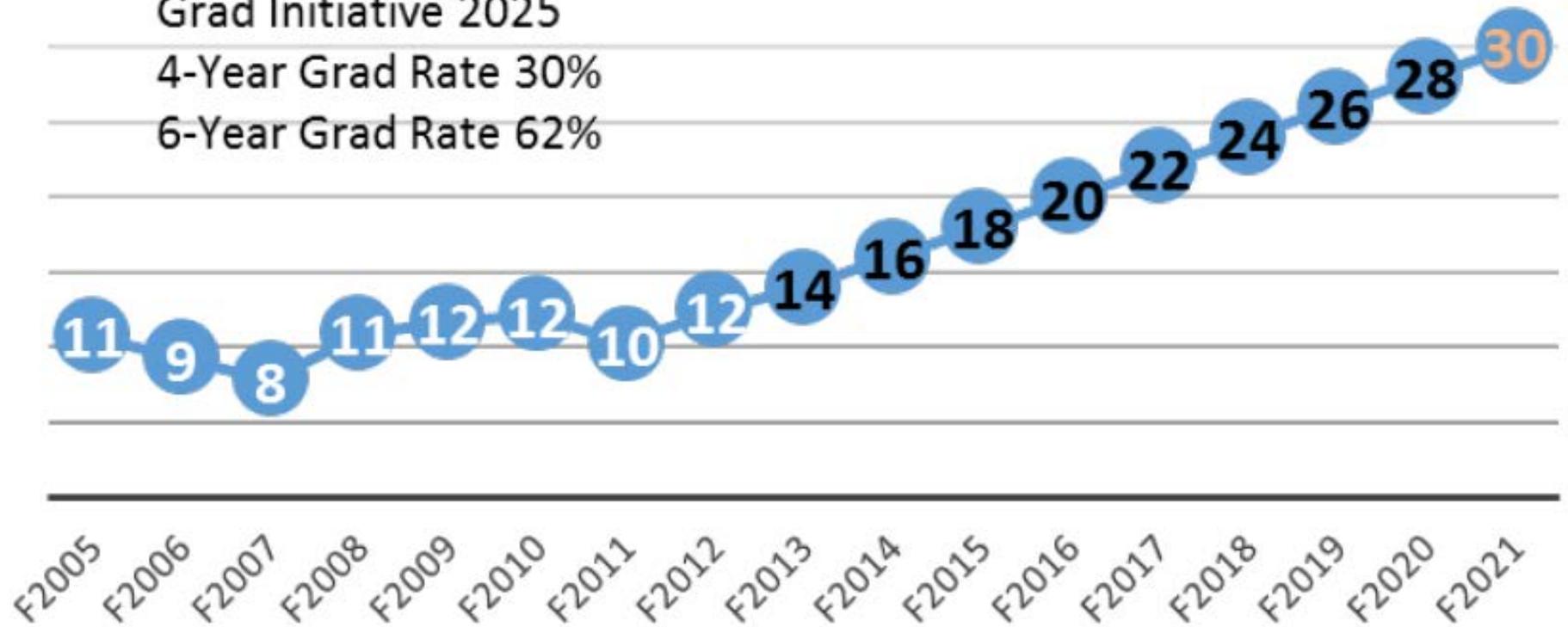
**4-Year Graduation Rate**  
76%/83%

# First Time Full Time Freshmen Four-Year Graduation Rate

Grad Initiative 2025

4-Year Grad Rate 30%

6-Year Grad Rate 62%



# Graduation Initiative 2025

## Key Objectives

- As of September 20, 2016, Graduation Initiative 2025 established a series of ambitious objectives, including:
- Increasing the six-year graduation rate for first-time freshmen to 70 percent
- Increasing the four-year graduation rate for first-time freshmen to 40 percent
- Increasing the four-year graduation rate for transfer students to 85 percent
- Increasing the two-year graduation rate for transfer students to 45 percent
- Eliminating the achievement gap

Link: <https://www2.calstate.edu/graduation-initiative-2025>

# Tips

- Provide a descriptive Title
- The abstract (250 word limit) should speak to the way in which these purchases will support students overall success in their academic program
- Students look for high impact projects – those that support the greatest number of students
- Preference will be given to proposals that have letters of support from students/ASI recognized student organizations
- How is this project going to be promoted to students?
- This is an outcomes based initiative. You should be prepared to discuss what metrics you will use to determine effectiveness of the proposal (i.e usage counts, course grade improvements, student satisfaction survey)
- Consider internal resources needed to accomplish project. Be sure they are available in the timeframe when funds are distributed and mentioned in the overall abstract. (e.g. Technical Support from College ITC)

# Tips Cont.

- Develop a reasonable timeline, include time to purchase, implement, test, and deploy
- Estimate first term of use by students, it should not be more than 12 months out
- Collaborative efforts are ranked higher – foster partnership
- The committee appreciates proposals with matching funds but they are not ranked higher
- Preference will be given to projects that have a sustainability plan built in
- Be as detailed in the budget as possible. The final purchases will be compared to the budget request. Any items not identified will require another approval by the VP & CIO
- A proportional amount of funds will be identified to support students at the Palm Desert Campus

# Notification

- All individuals who submitted proposals will be notified via email if they received an award or if their proposal was not funded
- All decisions are final
- The President and Administrative Council will be notified of the awards granted.

# Important to Remember

- Be prepared to demonstrate how funds are used
  - SSI Fair, Marketing, Signage
- You can ask for help in the process
- Proposals are not typically funded 100%
- Unfunded VETI Proposals may be funded by other sources

# Procurement Process

- Awardees will attend a mandatory workshop on submission of procurement requisitions
  - Preferred vendor information
  - Product detail
  - Electronic and Information Technology Accessibility Guidelines
- All purchase requests are processed through the ITS Budget Office
- ITS Budget Office will monitor expenditures and report status regularly to the VP&CIO

# Assessment Reports

- All awardees will be required to submit a progress and summative report on the total expenditures and effectiveness of the project in meeting their stated objectives
- A template for the reports will be provided
- Progress Report will be due on February 1, 2019
- Summative Report will be due on April 17, 2020

# Important Sites

Name	Email
Vital/Expanded Technology Initiative	<a href="http://its.csusb.edu/vitalTechnology.html">http://its.csusb.edu/vitalTechnology.html</a>
Information Technology Services	<a href="http://its.csusb.edu/">http://its.csusb.edu/</a>
Student Success Initiative	<a href="http://ssi.csusb.edu/">http://ssi.csusb.edu/</a>
Institutional Research	<a href="http://ir.csusb.edu/">http://ir.csusb.edu/</a>

# Contact information

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