

#6

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Page 1: For Annual Planning/Program Review Requests AND Off-Cycle Requests

Q1 **2023-24**

Technology Plan Year

Q2

Title of Request

Digital Art Classroom Laboratory

Q3

Location of Request

Building B East, 3RD Floor, B376

Q4

Department

ART

Q5

Contact Person

Name **Joshua Eggleton**
Email Address **joshua.eggleton@gcccd.edu**

Q6

Description Please provide a brief description of the technology/software or technology project and its core goal(s).

Our Art and Design majors need access to the technology necessary to graduate or transfer. The current number of computers students can access within the Art program is zero. The Art program is faced with a critical need for a computer lab with the required equipment to offer courses related to digital art. A lab classroom equipped with 25 Mac computers (loaded with the appropriate industry software), 25 digital drawing tablets, a large format scanner, and a digital media printer will be necessary to support any future program growth in this area.

Page 2: Proposal Justification

Q7

Please explain how the technology or enhancement supports the strategic plan and impacts students, employees, the college, and/or the district. Which Strategic Plan priority (or priorities) are supported by this request? To access the Strategic Plan, please click [here](#).

**Increase equitable access (enrollment),
Increase completion and eliminate equity gaps
(graduating with a degree/certificate, or transferring)**

Q8

How does the request support the above priorities?

The Cuyamaca Art program is adding new curricula and hiring full-time faculty to expand into technology-driven areas of emphasis related to digital Art to provide students with the skills necessary to meet the growing career demands in our discipline. All university transfer degrees associated with the digital arts, including graphic design, originate in and are articulated through the discipline of Art. With the help of our Articulation Officer, the Art program has begun writing new curricula and hiring program faculty to support students interested in careers related to Digital Art. Currently, six new classes are under curriculum review and require this technology and lab space as part of their course outlines of record.

Now, we need the equipment necessary to support student access. First, offering these classes without the essential classroom technology is impossible. Second, this technology is far too costly for students to purchase independently.

Currently, Cuyamaca Art and Design majors must complete part of the required coursework for transfer in two places. They take the traditional studio foundations classes at Cuyamaca and enroll in digital arts courses at Grossmont College. Attending two separate campuses to take the courses they need to transfer creates significant equity and access barriers for students. With this technology, we can increase student access and student completion rates and eliminate equity gaps.

Q9

Who would this impact? Please select all that apply.

**Students,
Employees,
College**

Q10

What is the number of students or employees impacted per semester?

Q11

How would this impact the above group(s)?

Our Art and Design majors need access to the technology necessary to graduate or transfer. The Art program must utilize a computer lab with the essential equipment to offer courses related to digital art. A lab equipped with 25 Mac computers (loaded with the appropriate industry software), 25 digital drawing tablets, one large format scanner, and one digital media printer will be necessary to support any future program growth in this area.

This lab is vital for all students who face access barriers with purchasing this equipment individually, including the monthly subscription fees to Adobe software at home. The Art program currently has courses in the catalog that we can only offer with the necessary lab space.

Q12

No

Does the technology support a state-wide initiative or is it a legal mandate or in support of a legal mandate?

Q13

Respondent skipped this question

If yes, please explain how the technology supports a state-wide initiative or is it a legal mandate or in support of a legal mandate?

Q14

Please be aware that projects, once approved, are typically scheduled 6 months to a year in advance. Consider the consequences if the technology/software is not implemented, upgraded or renewed. What are the consequences if the technology/software is not implemented/upgraded, or renewed? Examples: Security concerns, loss of FTES, mandates, accreditation, etc.

The computer classroom lab is a critical need for the Art program. We have written the curriculum, and a new full-time position is currently being staffed in this specific area of specialization. Without the lab, we cannot fulfill our current accredited course offerings related to digital art. Additionally, all related enrollment will go to Grossmont.

Q15

What is your preferred time for implementation?

ASAP, 24/25

Q16

Tell us how the data you have supports the implementation of the technology. This can be qualitative or quantitative in the form of surveys, observations, SLO or other assessment data, institutional research data or other reports and data.

According to the Otis College Report on the Creative Economy, in Southern California, "employment has recovered faster than the economy overall." The average annual wages in the economy increased by +16% from 2018 to 2021. Salaries for the creative economy increased by +21% during the same period. The average wages have risen in the creative economy from \$85,571 in 2018 to \$103,543 in 2021. So, the old cliché that "artists are starving" is inaccurate. All this career-related data supports the idea that growth in the discipline of art is related to jobs that utilize digital technology as a necessary qualification for employment.

Transfer majors increasingly demand that our students display a combination of traditional and digital practices as a requirement for admission to their programs. CSU and UC programs are highly impacted and require a portfolio review in addition to fulfilling the general transfer requirements of each Art Major area of emphasis in Illustration, Animation, Concept Design, Game Design, and Visual Development. These focus areas are directly related to \$413 Billion in spending in the creative economy and 1,127,000 jobs in California.

Our program needs this technology to remain current and to provide students with the skills necessary to be successful after graduation.

Q17**5**

How critical is this need in terms of supporting curriculum and services?

Q18

Please attach any supporting data/documentation using the "Upload" button below.

2023%20Otis%20Report%20on%20The%20Creative%20Economy%20-%20pages%20-%20web.pdf (7.9MB)

Page 3: COST ANALYSIS

Q19**Hardware**

Is the request for hardware or software?

Q20**New (new to the campus)**

Is the request for new or an upgrade to existing technology?

Q21

Total initial cost of request: This includes hardware and software maintenance, licence, taxes, fees, shipping, storage, etc. Contact Bryan Cooper for assistance.

\$65,000 - \$78,000

Q22

General Fund

Funding Source:

Q23

Please attach quote using the "Upload" button below.

Digital%20Art%20lab%20bids.docx (18.9KB)

Page 4: Grant Funding Source

Q24

Respondent skipped this question

Please specify the grant that will fund the technology you are requesting.

Page 5: Evaluation Plan

Q25

Evaluationi. How do you plan to evaluate the technology after implementation?

Once the computers, tablets, scanners, and printers are installed, they will require the same regular software updates that all labs on campus need. The technology will have to be updated and replaced at the same rate as other "like" laboratory spaces on campus and within the district.

I have no idea what you want to know here. This question needs to be clarified. If you contact me, I would be happy to explain this answer more clearly.

Page 6: Type of Request

Q26

No

Is this an Off-Cycle Request (e.g., not part of the annual planning/program review process)?

Page 7: Off-Cycle Requests Only

Q27

Respondent skipped this question

What are the exigent circumstances and/or contributing factors that would qualify this request to be eligible for Off-cycle consideration? Please explain why this request cannot wait until the next annual planning cycle.

Page 8: Technology Request Process

Q28

Respondent skipped this question

How can the Technology Request process be improved for next year?

Page 9: Ready to Submit

Q29

Yes

Are you ready to submit your technology request?
