#5

COMPLETE

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

Q1

Technology Plan Year

2023-24

Q2

Title of Request

Library Virtual Reality Technology Lending Hardware

Q3

Location of Request

Building C

Q4

Department

Library

Q5

Contact Person

Name	**Matthew Chase**
Email Address	**matthew.chase@gcccd.edu**

Q6

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

The Library will provide students with access to virtual reality (VR) headset equipment to utilize in the library and to check out for at-home use. The collection will include 10 Meta Quest 2 headsets with ergonomic straps and five Meta Quest 3 headsets with ergonomic straps. This request is directly related to the Library's technology request for VR software, which would be installed in the requested hardware.

The core goal of this technology project is to improve equitable student access to VR technology, which aligns with our program review goals (i.e., Support technology innovation and equity to contribute to improved student outcomes and success) and our SAOs (i.e., Improve equitable access and effectiveness of library collections and technology).

The technology will be implemented in two ways: as in-library equipment for student use and as a technology lending service for students. Some of the headsets will remain in the library for students to explore in-house, while other headsets will be made available for students to check out and use at home for a designated period of time.

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.

Eliminate equity gaps in course success (passing grade in class)

Q8

How does the request support the above priorities?

Some classes and programs (e.g., Automotive Technology, Arabic Studies) have been exploring ways to integrate virtual reality in the classroom to engage students' learning process. However, there are existing affordability and skill barriers that can prevent some students from accessing and learning to use virtual reality equipment. By providing a library loan alternative where students can utilize the technology on and off campus, students can learn about the technology without incurring the costs. Librarians will curate software that is actively used in existing course offerings as well as other applications relevant across the college's pathways and programs (e.g., Astronomy, Health Sciences, Mathematics, etc.). We will also be able to assess the library VR technology lending data in relation to student success and equity rates.

Q9

Who would this impact? Please select all that apply.

Students

Q10

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

8440

Q11

How would this impact the above group(s)?

VR equipment is typically expensive and unaffordable for students to acquire for themselves, posing as a financial barrier to emerging technologies. Through the Library, students would be introduced to this technology without incurring any personal cost, providing them with a service and a space to explore, learn, and advance their skills in using the latest VR equipment. This technology lending service supports a co-curricular purpose as some of the academic programs are currently implementing or exploring VR applications for student coursework.

Q12

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

No

Q13

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?

Respondent skipped this question

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.

This technology project will have little to no consequences if it is not implemented.

The VR equipment requested would be expected to have a useful life over a few years, with minimal need for upgrades or renewals except in the case of wear and tear or damage incurred from use. The equipment may need to be upgraded later in the future if significant technological updates or developments are seen in the VR fields.

Q15

What is your preferred time for implementation?

Summer would be preferable to give us the time to begin cataloging the technology items, setting up the headsets, installing the requested software, and promoting the new technology lending service to the campus community ahead of the Fall semester.

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.

Some of the academic programs at Cuyamaca have already begun incorporating artificial intelligence and virtual reality technologies into their courses. The Automotive Technology and Arabic Studies programs, for example, have engaged students with using virtual and augmented realities as part of their coursework.

Q17

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

0

Q18

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

Respondent skipped this question

Page 3: COST ANALYSIS

Q19

Is the request for hardware or software?

Hardware

Q20

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

New (new to the campus)

Q21

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

Total initial cost is $11,747.26 (includes one-time equipment purchase, taxes, fees, and shipping). Disregard any savings indicated in the attached estimate. We calculated the initial cost based on full retail price.

Q22

Funding Source:

General Fund

Q23

Please attach quote using the "Upload" button below.

VR%20Hardware%20-%20Estimate.pdf (1.5MB)

Page 4: Grant Funding Source

Q24

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

Respondent skipped this question

Page 5: Evaluation Plan

Q25

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

The Library will use the student loan data to assess student use of the technology in relation to student success and equity rates. We will include a key performance indicator that evaluates this emerging technology lending service in our comprehensive Outcomes Assessment Plan.

Page 6: Type of Request

Q26

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

No

Page 7: Off-Cycle Requests Only

Q27

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.

Respondent skipped this question

Page 8: Technology Request Process

Q28

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

Respondent skipped this question

Page 9: Ready to Submit

Q29

Are you ready to submit your technology request?

Yes