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

Q1**2022-2023**

Technology Plan Year

Q2

Title of Request

Digital Art Lab Technology Request 22/23 (Costs Updated FA25)

Q3

Location of Request

B365

Q4

Department

Art

Q5

Contact Person

Name

Asa Enochs

Email Address

asa.enochs@gcccd.edu

Q6

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

In FA23, we submitted a request for technology to support a twenty-six-station digital arts lab aligned with our new CC Digital Arts program and updated AA degree pathways. Funding for this request was approved and set aside, but we have not been able to proceed with purchases due to additional campus factors related to lab designation.

Asa Enochs created this updated estimate in collaboration with Camillo Hernandez-Luta and reflects current costs. The package includes all required hardware (Mac Minis, Wacom Cintiqs, a large-format printer, scanner, mounts, cables, keyboards, mice, and a network switch) as well as all necessary software and licensing.

This update ensures that our original request remains accurate and actionable and provides the information needed to move forward with implementation.

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),

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

,

Increase persistence eliminate equity gaps (re-enrolling the subsequent semester or year)

,

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

,

Increase hiring and retention of diverse employees to reflect the students and communities we serve

,

Other (please specify):

Support for Workforce and Regional Industry Alignment

Q8

How does the request support the above priorities?

This technology request directly supports multiple Cuyamaca College Strategic Plan priorities by strengthening equitable access to the tools and resources students need to succeed in the Digital Arts pathway and related AA majors. A 26-station Digital Arts lab ensures that students who do not have access to high-performance computers, Cintiq tablets, or specialized software at home can still fully participate in their courses. This significantly increases equitable access and supports enrollment in high-demand courses across Illustration, Animation, Visual Communication Design, and Digital Art.

A lab equipped with reliable, industry-standard technology also plays a critical role in eliminating equity gaps in course success. Many of our disproportionately impacted students face technology barriers that directly affect their ability to complete assignments requiring software such as Adobe Creative Cloud. By eliminating this barrier, more students can engage with course content, complete projects on time, and achieve successful outcomes.

The availability of a dedicated digital arts lab also supports persistence. These programs require multi-semester skill development, consistent access to specialized tools, and a sense of community within the academic pathway. A physical, well-supported space allows students to remain enrolled from one term to the next and encourages deeper engagement in the major.

As students progress through degree plan courses with the resources they need, this request strengthens completion and transfer outcomes, particularly for the new AA degrees. Students can produce the required professional portfolios, which are essential for transfer into CSU/UC art and design programs as well as entry into creative workforce pipelines.

This investment supports the hiring and retention of diverse employees by providing a modern, equitable instructional environment where current and faculty can teach effectively.

Finally, this plan supports Workforce and Regional Industry Alignment by aligning our programs with the creative-economy workforce needs of San Diego County by ensuring students train on tools currently used in the industry.

Q9

Who would this impact? Please select all that apply.

Students,
Employees,
College,
District

Q10

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

150

Q11

How would this impact the above group(s)?

Impact on Students:

Funding this request will immediately expand equitable access to the technology required for success in Digital Arts, Illustration, Animation, and Visual Communication Design. Many students cannot access high-performance computers, Cintiq tablets, or licensed software off campus. A dedicated 26-station lab removes this barrier, directly increasing course success, persistence, and completion—especially for disproportionately impacted students. It also gives students hands-on experience with industry-standard tools essential for transfer and workforce preparation.

Impact on Faculty:

A fully equipped lab allows faculty to teach the curriculum as intended, without having to modify or limit assignments based on student technology access. It strengthens instructional consistency, supports innovative and equitable pedagogy, and provides the infrastructure needed to effectively onboard and retain diverse faculty.

Impact on the College:

This request supports multiple strategic priorities by improving access, closing equity gaps, and enabling students to complete the new AA degrees designed around digital practice. It also enhances the college's visibility as a regional hub for creative technology education and strengthens recruitment and pathway development with local high schools.

Impact on the District:

Districtwide, this investment aligns programs with regional labor-market demand, supports coherent transfer pathways across both colleges, and ensures students are prepared for high-growth creative-economy careers in San Diego County. The Digital Arts lab represents a long-term, scalable resource that advances equity and workforce readiness across the district.

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.

If this technology is not implemented soon, the impact on our program and students will be significant. We are already behind schedule. All of the new Digital Arts curriculum is active in the catalog, and we have begun offering these courses to our majors, yet we are still relying on the dedicated Graphic Design labs to run them. This creates scheduling conflicts for both programs, reduces the availability of required courses, and limits our ability to build predictable two-year rotations. Ultimately, this will slow enrollment growth in the new degrees and could result in a loss of FTES.

Delays also prevent us from meeting the program learning outcomes tied directly to access to specific hardware and software. Without a fully equipped Digital Arts lab, students cannot complete portfolio-driven coursework aligned with industry standards, which affects their preparation for transfer and regional workforce opportunities.

Additionally, the longer we wait, the more outdated and expensive this technology could become for the college and district. The cost of the technology has increased since our initial request and is likely to continue to increase due to federal tariffs.

In short, failure to implement this technology on schedule will compromise student success, strain two academic programs, hinder program growth, and place us further behind in supporting the creative economy pathways we have already committed to.

Q15

What is your preferred time for implementation?

As soon as possible. Our team is fully prepared to move forward immediately. Asa Enochs and Camillo Hernandez-Lutu already have updated pricing, vendor quotes, and a complete equipment list ready to execute. At this point, we are simply waiting for approval to proceed, the assignment of a SmartKey for purchasing, confirmation of funding for classroom furniture, and an official room designation. Once these pieces are in place, we can begin implementation without delay.

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.

Our program data clearly demonstrates the need for a dedicated Digital Arts lab and directly supports the implementation of this technology request. Over the past four years, enrollment in our program has increased by 30% from post-pandemic lows, with the most significant growth coming from students pursuing digital art, animation, illustration, and design pathways. Yet we cannot fully schedule the courses in these new AA degrees because we lack the required hardware, software, and lab space, despite the curriculum already being in the catalog and student demand clearly established.

SLO and PLO data show that students perform significantly better in on-campus, resource-supported environments. In all studio courses, success rates rise to 81–86% when students have access to equipment and immediate instructional support. By contrast, online and resource-limited sections, especially in digital arts, show a decline of 10–20%.

Institutional Research data also confirms strong waitlists in related courses and consistent demand for CTE-aligned digital skills. Without appropriate technology, we cannot meet our learning outcomes, support equitable access to essential tools, or prepare students for rapidly expanding creative-economy careers.

This lab directly addresses all of these demonstrated needs.

Q17**4**

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

Q18**Respondent skipped this question**

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

Page 3: COST ANALYSIS

Q19**Hardware,**

Is the request for hardware, software, or both?

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.

Updated cost: \$94,979.26

Q22**General Fund**

Funding Source:

Q23

Please attach quote using the "Upload" button below.

Digital%20Art%20Lab%20budget%20proposal.pdf (74KB)

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

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

We plan to evaluate the technology through a combination of measures tied directly to course outcomes, program goals, and institutional effectiveness metrics. First, we will monitor changes in student success, retention, and persistence in Digital Arts, Animation, Illustration, and Visual Communication Design courses once students have access to the dedicated lab. These metrics will be compared to baseline data from semesters when students did not have reliable access to on-campus technology.

We will also assess learning through SLO and PLO results, paying close attention to improvements in project quality, portfolio development, and overall mastery of digital tools. Faculty will provide structured observations on how access to the lab influences workflow, assignment completion, and the ability to meet course outcomes as outlined in the COR.

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?

[illegible]

TOTAL:	\$	87,337.25
Tax Est.	\$	7,642.0094
Total:	\$	94,979.26