

Bus/CIT 2008-09

Accomplishment Description:

NSF Second Life Grant

CIT faculty successfully completed the first year of a 3-year NSF grant for teaching programming using the Second Life virtual world online environment. Created a new course CIS 125SL Introduction to Second Life, that is being taught Fall term to 40 students, and will be offered again Winter 2010. Taught a summer professional development course at U or O for 6 local high school teachers, and will be teaching a second session summer 2010. In the process of creating a new on-line version of CIS 125G Software Tools 1: Game Development, that will be taught Winter term. Developed Lane Island in Second Life. The grant has been renewed for the second year.

Strategic Direction

- Position Lane as a vital community partner by empowering a learning workforce in a changing economy.

Learning Plan Goals

- Create innovative, flexible and collaborative programs that are responsive to current and emerging needs of students and employers.
- Curriculum enhancement.
- Increase support for innovation in instruction.

Student Affairs Plan Goals

- Create innovative, flexible, and collaborative programs that are responsive to the needs of students and employers and facilitate a smooth transition from college to the workplace.

College Council Priorities

- 5.4 Instructional Redesign: Grants
- 5.2 Instructional Redesign: Leveraging Technology
- 1.e. Enrollment Management: Increase Credit Enrollment Level