

## **Bus/CIT 2008-09**

### **Accomplishment Description:**

### **Professional Development**

Faculty participated in numerous professional development activities. (e.g. attended the Second Life Education Conference, the NSF ATE PI Conference, and the Games Simulation and Learning Conference, participated in the Rez-Ed educational consortium for educators teaching in immersive worlds (including attending a pre-conference prior to the GSL Conference in June 2009, and have attended several in-world work sessions), active membership in the International Game Development Association Educational Special Interest Group (participate in on-line discussions on a regular basis), studied Windows Vista and Server 2008, participated in the Strategic Initiative Fund (SIF) course on developing courses online, learned Garage Games Torque Script, Apple Developer's SDK for iPhone development, Second Life scripting, and did Web 2.0 research.)

### **Strategic Direction**

- Promote professional growth and provide increased development opportunities for staff both within and outside the College.
- Foster the personal, professional, and intellectual growth of learners by providing exemplary and innovative teaching and learning experiences and student support services.

### **Learning Plan Goals**

- Provide on-going technology training for faculty and staff.
- Facilitate more integrated and connected educational opportunities.

### **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.
- Strengthen relationships with high schools, transfer institutions, community partners, and employers to enhance the student's preparation for and success in college, career, civic engagement, and community involvement.

### **College Council Priorities**

- 5.4 Instructional Redesign: Grants
- 4.2 Responding to unit plans/council plans: Curriculum Development