

Bus/CIT 2008-09

Accomplishment Description:

Upgraded Lab in 19/132

CIT faculty redesigned room 19/132 to support the Game Programming degree by re-orienting the front, adding room for additional 6 students, and adding a "smart classroom" podium, new desks and new Mac computers. The previous computers were not able to support the gaming curriculum completely, the new ones will allow us to try new things in this area. We installed iMacs that are configured for dual boot, so we are able to now use this room for classes based on both Macs and PCs. This has opened up the possibility for the Art Department to expand the number of course offerings they have as well. The room now seats 30 students comfortably, up from the previously cramped 24.

Strategic Direction

- Create, enhance, and maintain inviting and welcoming facilities that are safe, accessible, functional, well-equipped, aesthetically appealing and environmentally sound.
- Position Lane as a vital community partner by empowering a learning workforce in a changing economy.

Learning Plan Goals

- Organize coordinated support for Instructional technology.
- Support connected learning through inter-disciplinary and collaborative learning strategies.
- Increase support for innovation in instruction.

Student Affairs Plan Goals

- Create a Welcoming, Inclusive, and Responsive Environment.

College Council Priorities

- 4.3 Responding to unit plans/council plans: Enhancing Classrooms