



# California Community Colleges

## Institutional Effectiveness

### Institutional Effectiveness Partnership Initiative Partnership Resource Teams Institutional Innovation and Effectiveness Plan Date: 9/30/2020

Name of Institution: Coastline College

Area of Focus	Objective	Responsible Person(s)	Target Date for Achievement	Action Steps	Measure of Progress	Status as of Date:
A. X-Reality/ Immersive Media/ Artificial Intelligence	<ol style="list-style-type: none"> <li>1. Explore various x-reality platforms that supplement and enhance learning experience and expand access for students learning at a distance</li> <li>2. Determine a set of courses to adopt and pilot x-reality applications</li> <li>3. Identify opportunities for applying artificial intelligence in Academic and Student Support Services,</li> <li>4. Create x-reality lab spaces on different campuses which provide students the opportunity for exploration and experiential learning</li> </ol>	<p>Aeron Zentner; Deborah Henry; Kate Mueller</p> <p>Cross-Functional Implementation Team</p>	<ol style="list-style-type: none"> <li>1. Spring 2021</li> <li>2. Spring 2021</li> <li>3. Spring 2021</li> <li>4. Fall 2021</li> </ol>	<p><b>X-Reality</b></p> <ol style="list-style-type: none"> <li>a. Host learning sessions for faculty to explore and test x-reality tools</li> <li>b. Host faculty x-reality proposal presentations</li> <li>c. Select the courses that will utilize x-reality</li> <li>d. Purchase x-reality and artificial intelligence licenses, applications, equipment, and hire contractors</li> <li>e. Host faculty training</li> <li>f. Open labs in fall 2021</li> <li>g. Pilot courses in fall 2021</li> </ol> <p><b>Artificial Intelligence</b></p> <ol style="list-style-type: none"> <li>a. Scale chatbots to support students for 24/7 access</li> </ol>	<p><b>X-Reality</b></p> <ol style="list-style-type: none"> <li>a. # of sessions, # of participants</li> <li>b. # of presentations</li> <li>c. # of courses approved for x-reality</li> <li>d. # of x-reality licenses # of interactions</li> <li>e. # of sessions, # of participants</li> <li>f. # of labs and participants</li> <li>g. # of courses, # of enrollments, course success rate</li> </ol> <p><b>Artificial Intelligence</b></p> <ol style="list-style-type: none"> <li>a. # departments with chatbots # of chatbot interactions # of artificial intelligence licenses satisfaction rate with the chatbots</li> </ol>	
B. Competency Based Education	<ol style="list-style-type: none"> <li>1. Continue to gain understanding and build awareness of state, federal, and accreditation mandates related to CBE</li> <li>2. Continue to explore appropriate programs for CBE</li> <li>3. Determine various methods to capture student competency achievements</li> <li>4. Develop and pilot two short-term CBE program pathways</li> </ol>	<p>Vince Rodriguez; Chermaine Harrell; Shelly Blair; 1 CE and 1 General Ed faculty members</p> <p>Cross-Functional Implementation Team</p>	<ol style="list-style-type: none"> <li>1. Spring 2021</li> <li>2. Spring 2021</li> <li>3. Summer 2021</li> <li>4. Spring 2022</li> </ol>	<ol style="list-style-type: none"> <li>a. Attend CBE workshops related to processes, procedures, and mandates</li> <li>b. Hire a consultant/ coach to facilitate the development of CBE</li> <li>c. Host faculty events to discuss and determine a CBE program pathway</li> <li>d. Designate/Identify faculty champions for developing CBE pilot programs</li> <li>e. Host CBE curriculum development sessions to create CBE program pathways</li> <li>f. Design courses and adopt course specific methods to verify competency</li> <li>g. Obtain state and accreditation approval</li> <li>h. Pilot courses in fall 2021</li> </ol>	<ol style="list-style-type: none"> <li>a. # of sessions, # of participants</li> <li>b. Consultant hired</li> <li>c. # of sessions, # of participants</li> <li>d. # of faculty designated</li> <li>e. # of sessions, # of participants, # courses developed</li> <li>f. # of courses and # of assessments designed</li> <li>g. # of program pathways approved</li> <li>h. # of courses, # of enrollments, course completion rate</li> </ol>	

## Request for IEPI Resources to Support Institutional Innovation and Effectiveness Plan

Applicable Area(s) of Focus <i>(Copy from table above.)</i>	Applicable Objective(s) <i>(Copy from table above.)</i>	Description of Resource Needed <i>(Refer to Action Steps above as appropriate.)</i>	Cost of Resource
X-Reality/ Immersive Media/ Artificial Intelligence	<ol style="list-style-type: none"> <li>1. Explore various x-reality platforms that supplement and enhance learning experience and expand access for students learning at a distance</li> <li>2. Determine a set of courses to adopt and pilot x-reality applications</li> <li>3. Identify opportunities for applying artificial intelligence in Academic and Student Support Services, and implement as appropriate</li> <li>4. Create x-reality lab spaces on different campuses which provide students the opportunity for exploration and experiential learning</li> </ol>	<ul style="list-style-type: none"> <li>• Non-instructional assignments for faculty to explore x-reality/ immersive media develop shared x-reality assignments and labs (10 faculty x 60 hours x \$50.00) = <b>\$30,000</b></li> <li>• X-reality and artificial intelligence licenses, applications, equipment, and contracted developers= <b>\$70,000</b></li> <li>• Ocelot chatbot for Academic and Student Support Services= <b>\$50,000</b></li> </ul>	<b>\$150,000</b>
Competency Based Education	<ol style="list-style-type: none"> <li>1. Continue to gain understanding and build awareness of state, federal, and accreditation mandates related to CBE</li> <li>2. Continue to explore appropriate program for CBE</li> <li>3. Determine various methods to capture student competency achievements</li> <li>4. Develop and pilot two short-term CBE program pathways</li> </ol>	<ul style="list-style-type: none"> <li>• Professional CBE conferences = <b>\$6,000</b></li> <li>• CBE Consultant = <b>\$8,000</b></li> <li>• Non-Instructional assignments to attend workshops and develop CBE program pathways in Digital Graphic Application and Business Computing (6 faculty x 120 hours x \$50.00) = <b>\$36,000</b></li> </ul>	<b>\$50,000</b>
<b>Total IEPI Resource Request (not to exceed \$200,000 per college)</b>			<b>\$200,000</b>

<b>Approval</b>
<b>Chief Executive Officer</b>
Name: Loretta Adrian, Ph.D.
Signature or E-signature: Date:

<b>Collegial Consultation with the Academic Senate</b>
<b>Academic Senate President</b>
<i>(As applicable; duplicate if needed for district-level I&amp;EP)</i>
Name: Deborah Henry, M.D.
Signature or E-signature: Date: