STUDENT EXCELLENCE FEE ACCOUNTABILITY REPORT
August 2024

Student Technology Services & Academic Equipment & Lab Facilities

The SEF-TECH fund enhances "technology that touches students." The main criterion for awards is that the technology directly benefits student learning. Highest priorities include student computer labs, high-tech classrooms, and other instructional equipment such as for science and engineering. Second priority is assigned to maintenance, support, and training for instructional technology. Other requests may be supported, if funds are available, so long as uses involve "technology that touches students."

Funded requests include:
- ¾ Computer lab updates
- ¾ Hyflex upgrades to university classrooms
- ¾ Student engagement tools (PollEverywhere, Playposit, Kaltura)
- ¾ Student assessment tools (Turnitin, Gradscope, GoReact)
- ¾ Instructional equipment for science and engineering labs
- ¾ Improvements to campus wireless network access
- ¾ Student laptop loan program
- ¾ Library streaming, eBooks, and online databases
- ¾ State-of-the-art technology, including the 3D printing lab, 360 Theater, and motion capture
- ¾ Partially offset miscellaneous course fees for general services courses
- ¾ Expand the campus' student virtual computer lab
- ¾ Student Affairs platforms (BeachSync, CareerLINK, Student Recruitment Management)

Consultation process

Deans, vice presidents, and directors are requested to develop proposals with appropriate student and faculty consultation. Student consultation should include one or both of the two ASI elected senators from the respective college. The provost reviews the baseline plans and proposals with the ASI and academic leadership and submits the recommended allocations to the president for final approval.

Student Services – Student Success, Health and W.‍

¾ Diversity Beach Pathways
¾ Educational Opportunity Program (EOP) course, peer advisors, mentors, tutoring and summer bridge

success, health and welfare funds, academic chair funds, sustainability/Shuttle, Multicultural/Student Center, and Intercollegiate Athletics.

Proposals requesting funding from SEF Part II, technology that touches students, were evaluated