University Technology Fee Advisory Board Minutes
February 25, 2016—LSC LaPorte Room

Attendance: Jake Loughridge, Chair, CoB; Nicole Ramo, Vice chair, GSC; Blaire MacNeill, Secretary, CVMBS; Alex Albright, ASCSU; Adam Lynch, CNS; McKenzie Fulcer, CVMBS; Blake O’Grady, CoB; Max Zapf, CLA; Kait Evensen, WCNR

I. Meeting Called to Order at 2:00 p.m.
II. Approval of Minutes from February 18, 2016 meeting
   a. February 18, 2016 minutes approved
III. Presentations
   a. NR230-232 Departmental Classroom Upgrade Proposal – Debbie Devore, WCNR ($20,000)
      i. Warner College is requesting funding to upgrade the computer labs
         1. Looking into flipped computer classrooms
      ii. Enrollment in classes in these labs expecting to increase as much as 70% in the next 1-5 years
         2. Not exclusive to WCNR students; GIS course are 20% non-WCNR
         3. Courses must be taught in GIS labs
      iii. Looking into adaptive furniture to create a more flipped environment in the future
      iv. Currently students are doubling up on computers and the projections are hard to see from the back of the room
      v. The technology fee for WCNR students has already been raised
      vi. Requesting two new displays and money to reconfigure data jacks
   b. CHHS VR CA VE Supplemental Proposal ($90,000) - Catherine Lee, Lauren Marinan, Kristen, and Barry.
      i. Requesting a Viscube M4
         1. M4 is a 3 wall and floor virtual reality cave
         2. Has a view responds to your position
         3. Can be used by groups of students at the same time
         4. M4 is highly portable
         5. Models can be made for free by students with sketchUp
      ii. Would be temporarily placed in the d lab of Aylesworth
         1. Would be relocated to the new design building in the future
         2. The lab would be a 24/7 space
      iii. Would be only VR lab in Colorado
         1. University of Wyoming has one and would be willing to collaborate
         2. Courses must be taught in GIS labs
      iv. M4 is $180,000 (including installation)
         1. Equals three dollars per student as a one-time fee
         2. Asking $90,000 from UTFAB; other $90,000 from other donors
3. Could potentially start classes in the VR cave during the 2016 summer

v. VR is a cutting edge and immersive learning tool
   1. There would be a number of options for classes in multiple different majors
   2. VR technology has become more affordable
   3. Can conduct experimental research with low cost, high control, and ecological validity
   4. Would keep CSU competitive with other universities

vi. Questions:
   1. What courses would use this immediately? Students would use it from first year, AUCC classes, any classes, HES 207, Biomechanics
   2. What is the advantage of a cave as opposed to goggles? The main differences in the environment is that in the cave you are not disembodied, you can bring in physical objects, and you can have multiple people interacting in the cave environment. Also it is helpful for working with people in special populations (such as those with nausea and balance issues). Goggles are working on that problem, but in the cave you can have collaborative learning to be in the same place and work together. Each have strengths and should be seen as complimentary instead of mutually exclusive. Goggles cannot be shared, they have more bugs; however, the cave is more interactive with the environment instead of just visualizing and would have less bugs. Disney is putting all of their money into cave environments.
   3. What is the overall scope of the project? Already have the rest of the funding besides what is being requested from UTFAB. It's in the proposal as combination of college, departmental, and research funds. The cost also covers warranty for three years, and student fees. Considering renting out to corporations so that the funding can be ongoing (three years).
   4. Why this location? The technology is there to fund it, because of the infrastructure already there. Art, business, computer science, and engineering are showing interest, as well as the Vet school.
   5. How will we get the VR content? The software for sketchUp is actually very easy to learn. Can send sketchUp designs through a software to convert it to the VR cave. To do very advanced interactions time will be needed to build a community of interest so that by the time the cave is relocated it will be in high use, and students will help develop lessons. The translation software is very easy to use. Other packages of software translations can be bought. A professor in Wyoming brought up a chemistry problem and had it up and running in 45 minutes
   6. How do you feel about partial funding? We have gone all across campus to get the funding we already have. UTFAB could potentially fund 45 now and 45 for FY117 but not everyone has fully committed until we receive the funding from UTFAB. There are a lot of different funding models. Want student use to be immediate so that CSU can be on the front edge of the VR curve.

c. Both proposals were unanimously voted legitimate
IV. Old Business
   a. IS Supplemental Proposal Legitimacy Vote ($60,000)
      i. Approved
   b. CHHS HES Displays Supplemental Proposal Legitimacy
      i. Approved
V. New Business
   a. Appointee of UTFAB Rep to Ramlink Advisory Group
      i. No additional representatives
   b. Budget Review Continued
      i. Have ~$150k
      ii. Would now have ~$300 to work with in FY17 (assuming there is no rollover)
      iii. Possibly need to look at a fee increase
      iv. A one dollar fee increase is currently on the table
      v. The last fee increase was two years ago (increase of $5)
      vi. The current university technology fee is $25
      vii. Will chose a course of action at next meeting
VI. Next Meeting: Thursday, March 3, 2015, at 2:00 p.m. in Library Event Hall
VII. Motion to Adjourn
   a. Approved at 3:09 p.m.