Media Services and Measure H

Media Services provides learning technologies in over 290 classrooms, labs, large lecture spaces and meeting rooms across the District.

As part of the Measure H funding, Media Services is conducting an ambitious media refresh of learning spaces.

• 46 classroom and learning space technology upgrade projects have been completed in the past 18 months
• 77 learning space upgrade projects are currently in the planning stages
Media Services Multi-Year Spending Plan

Measure H Funding | Five Locations | 3-year Projection

- **Learning Spaces**: $2,543,442
  - Allocated: $184,374
  - Expensed: $1,000,000

- **Collaborative Technologies**: $411,000
  - Allocated: $120,772
  - Expensed: $1,500,000

- **Large Venue Spaces**: $665,000
  - Allocated: $3,981
  - Expensed: $2,000,000

- **Event Support**: $402,500
  - Allocated: $13,330
  - Expensed: $1,000,000
Initial Measure H Media Funding

Initial allocation of funding in 2017

- Learning Spaces: 54%
- Collaboration Technologies: 41%
- Large Venue Spaces: 1%
- Event Support: 4%
Multi-Year Phased Implementation

Ease of Use | Flexibility | Reliability

High Focus Areas

- Learning Space Refresh
  - Classrooms
  - Teaching Labs
  - Meeting Rooms

- Specialty Space Upgrades
  - Large Venue Spaces

- Event & Production Support
  - New Event Technologies
New Baseline AV Standard

A consistent experience across all learning spaces

Fully Digital
Intuitive and Simple
Dynamic and Scalable
Interactive Pedagogy
Emerging Classroom Technologies

Improved Instruction Outcomes

**Bring Your Own Device Solutions**
- Integrate wireless presentation into classrooms for untethered student collaboration and learning
- Promote student engagement and flexible instruction

**High Definition Displays**
- Provide high resolution, large format monitors and projection for greater visual detail and accuracy
- Give students better ability to view text from the back of larger classrooms; reduce District maintenance by eliminating bulb or component failures
Emerging Classroom Technologies

Improved Instruction Outcomes

Interactive “Touch” Technologies
• Touchscreens and allow for interactivity and collaboration with presentation content and kinesthetic learning
• Present a cost-effective presentation solution that can be easily moved and set up in any classroom

Lecture Capture
• Capture instructor demonstrations that are not easily repeated
• Promote deeper learning by providing students the opportunity to revisit instructor content from any location or time
IMPROVED EVENT CAPABILITIES
UPGRADED CLASSROOMS
Through a unique partnership between the Learning Resources and the Career Technical Education clusters, the SRJC libraries will combine Measure H funding with a Strong Workforce grant to revitalize library spaces to meet changing patterns of research and instruction.
Library Multi-Year Spending Plan

Measure H and Strong Workforce Funding | Three Projects | Phased Implementation

[Bar chart showing allocations for various projects: $350,000 for Digital Media Suites - Strong Workforce Grant, $225,000 for Mahoney Learning Commons - Measure H, $375,148 for Doyle Learning Commons - Measure H]
Doyle Library | Digital Media Suites

Closing the skills gap between market trends and a qualified workforce

At the Frank P. Doyle Library, the second floor will introduce a new series of CTE digital media suites.

10 CTE instructors participated in the design of six labs that will support the creative workforce disciplines.

Construction will take place during winter break, 2017-18.

- Web design studio
- Green screen and virtual reality studio
- High definition screening room
- Audio recording room
- Audio control room
- CTE after-class computer lab
Over 700 students surveyed in fall 2016 asked for greater access to spaces for collaborative study and tech-infused furniture.

The second floor of Doyle Library and the first floor of Mahoney are being turned into collaboration zones. Space previously designed for older periodical and reference collections are being redesigned to support student collaboration and in-library instruction.
Learning Commons Concepts

Integration of technology into media-enabled furniture and spaces

Adaptable spaces for collaborative study pods and personal device support.

Visual presentation technology for rich-media group collaboration.
Questions?

THANK YOU