

Career and Technical Education Academic Senate Joint Committee

June 2, 2015

Academic Senate Office

Working Lunch

HSS 261

1:00 – 2:15 p.m.

In Attendance: Fariba Bolandhemat Ruth Casillas, Stuart Cooley, Frank Dawson Cliff Dobbs, Chris Fria, Yiching Grace, Ford Lowcock, Kaysha Morgan, Debbie Perret, Steve Peterson, Tom Peters, Saul Rubin, Tricia Ramos Perviz Sawoski.

Review and Approval of Minutes: May 19, 2015

Motion to approve by: Stuart Cooley

Second by: Tom Peters

All are in favor, no objections, no abstentions.

Chair's Report

Chris Fria states today's major business items comes at the request Eve Adler in order to get feedback regarding the statewide Workforce Task Force recommendations. This was developed by the Statewide Senate which is asking for feedback from various schools. The recommendations relate to CTE student outcomes, stackable certificates, and pathways. The recommendations will be presented for final approval on June 11th.

Major Business Items

CTE Taskforce:

The Task Force was created by the Board of Governors and is similar to the Student Success and Support Program (SSSP). The TaskForce is comprised of faculty, industry and chamber leaders, and have been traveling to inform institutions of the challenges in CTE, building a robust workforce, differentiated funding for CTE equipment, alignment of K-12 to community college, implementation of stackable certificates, and data sharing.

The Task Force on Workforce – Workforce Data and Outcomes document is shown and depicts the remaining challenges. Ruth will send out the document to the committee and carbon copy Eve Adler. Any feedback should be provided to Eve.

The Recommendations section includes:

1. Create common metrics
 - a. Develop and align common metrics
 - b. Expand the definition of student success
 - c. Report outcomes by demographic characteristics
 - d. Establish K-20 identifier to track students

With letter C – we should be able to request the data and have it broken down in the format needed.

2. Increase ability of governmental entities to share employment information
 - a. Require sharing of employment/ages – this would allow us to assess how students are doing and any wage impact as a result of their education by aggregating data by TOP code or program.
 - b. Explore barriers
 - c. Ensure data sharing is for program improvement

This document is more for information purposes – the Board of Governors has to approve it and it might require another bill to pass it which could take another year or two.

3. Improve quality and accessibility of labor market data
 - a. Provide labor market data that is easily accessible
 - b. Ensure industry partners validate labor market data
 - c. Provide technical assistance and analysis of labor market data - How do we not use Perkins funds to obtain this information, will they provide extra funding where we can obtain customized reporting?
 - d. Develop state's capacity to address workforce gaps.

We should have all of the Los Angeles College Deans and Executive Directors of WIBs look at this well in advanced where policies are broken down.

Chris Fria states the feedback needed is on more of the language. It's a step in the right direction where these things need to be addressed.

Frank Dawson states there is a labor market information tool supplied for by the state of California – CATEMA (a System for Articulated Course, Dual Enrollment, and Credit-by-Exam Information in the Launchboard). Pasadena City College is already using this system which allows you to track student outcomes starting at the high schools. Frank will email more information regarding this tool

Game Desk – Tricia Ramos

Game Desk is a non-profit organization based locally in Los Angeles which came out of USC's Engineering Game division. They provide games with interactive engagement and professional development to garnish learning. A lot of their early work has been done with elementary and middle school students. Since, they have expanded to high schools. They have created high level simulations for the Department of Defense and have participated in TED Talks, and can create custom games/activities.

The main concept is decision and choice making for the participant. The company or organization working with GameDesk can provide the assessments and the analytics are based on how long the participant stays in the game room and actions taken.

We are currently working with Enrollment Development to be engaged in the development of this tool. The main concern is to get faculty involved in order to implement the use of the games/activities and align curriculum.

We may be able to fund this with Enhancement Funds or through the LA HITECH grant but we need to figure out an implementation strategy. We should consider having a CTE bootcamp and possibly focus on Mobile (digital), STEM, At Risk Remediation, Game Based Learning, Digital Thinking, Engineering, and building 21st Century Skills.

We have a follow up conversation with GameDesk but a few things to think about if we pursue this project – how do we align common core, and how do we use this tool to better prepare students across disciplines.

Chris Fria states there would probably have a broader appeal across the college if GameDesk can host a series of workshops for all faculty at SMC. Some committee members ask if the games are user friendly for disabled students, building soft skills, and team building. GameDesk will develop a proposal and we can possibly have them come in the fall semester to do a presentation.

Announcements

- a. Joy Tucker Retirement
- b. Perkins 4th and Final Report due July 3rd

Fariba Bolandhemat mentions the CTE Committee meetings cannot be held in HSS 261 in the new fiscal year. Meetings can take place on the 2nd floor of the Business building. Fariba will send out the meeting schedule before the end of the semester.

Meeting adjourned: 2:10pm

Next Meeting: Fall 2015 - TBD