

LSU CAPITAL

Proposal for:

**The LSU Student Multimedia and
Technical Training Center**

Submitted to

**The LSU Center for Applied Information Technology
and Learning**

Melissa Bahlinger, Technology Coordinator
Saundra McGuire, Director

Center for Academic Success
B31 Coates Hall

September 25, 2001

Introduction and Statement of Need

Technology has become an integral part of our everyday lives in our workplace, our classrooms and in our homes. Pedagogical practices have begun to embrace this technology, but there is a wide gap in the skills students possess and the skills they need to perform the tasks required on them in their courses, their campus jobs, and their undergraduate research activities. Instructors at LSU and other university are requiring more and more frequently that students use technology in their coursework, and rightly so. The occupations into which these students are heading will require facility with advanced technology applications. In a Spring 2000 student computing survey, California State University at Fresno found that 61% of students' courses required that they use computers outside of class, and that more than half of the students surveyed showed considerable interest in two hour computer training workshops. The results of this type of study at LSU would no doubt be similar. In fact, the Student Application and Resource Training Program (START), coordinated by the Center for Academic Success and Computing Services, has received overwhelming student interest in workshops offered in computer application software and technical workshops.

Most faculty and researchers realize that students are unprepared for the technological academic environment here at LSU as well as the technological workforce. Class projects are no longer just research papers or reports. Instructors and employers expect people to work in groups, and to make use of the latest technology available. Many instructors are requiring their students build web pages, but students are often at a loss as to how to accomplish this. Students coming out of high school are ill prepared to handle the challenges of such a rigorous academic environment coupled with the requirement that they must know how to utilize the latest technologies available. While students may know how to use the Internet and check their e-mail, many are struggling not only with learning the content, but are also struggling to obtain the skills they need in order to successfully complete projects. Another problem at LSU is the current shortage of professional computing personnel to support the growing IT environment and growing number of researchers who are in need of student employees who possess technical skills.

Goal of the Center

There is a need for a student multimedia and technical training center on LSU's campus that would offer students a wide range of technical services. This will help to create a highly skilled technical workforce, one that is needed to supply high tech companies with the skilled workforce they need as well as fulfill objectives stated in Governor Foster's Vision 2020 technology plan for the state.

The primary goal of the Center is to provide students with the training in state-of-the-art technologies to prepare them for the needs of LSU researchers, campus employers, and professors.

Activities and Services of the Center

The proposed center will offer a variety of state-of-the-art services, including training, consulting, and tutorials about multimedia and computing, digital imaging, video and audio capture and editing, analog editing, animation and 3-D imaging, media database building, web site building, scanning, and temporary file storage.

Equipment

The equipment needed for the Center will include Video and Audio capture stations, Digital video and audio editing stations, 3-D animation stations, Desktop Publishing stations, DVD and CD Rom burners, and regular workstations.

Staffing

To provide the appropriate assistance for students, the center would require adequate staffing. This would minimally require the employment of a director, 2-3 systems analysts, an audio specialist, video specialist, graphic designer artist, lab manager, web designer, and duplications manager.

Facilities Needed

Classrooms:

- One or two traditional computer classrooms for software and programming training classes.
- One classroom for hands-on technical activities for building computers, installing software and hardware and networking, for demonstrations on how to use digital cameras, projectors, and other equipment

Equipment and Software:

- Several computers dedicated to specialty software for student learning or on-line tutoring, and for general applications tutoring.
- Wireless capabilities so students could bring in their own laptops if they chose.
- Several multimedia stations, CD-read write drives, DVD read writeable drives, video and audio editing software, large flatbed scanners with OCR software, oversized large color printers. Students would be charged minimal fees for these services.

Meeting Spaces:

- This center would have several small meeting rooms available for reservation with networked computers where students could meet to discuss projects and share files and have temporary storage space for files.
- Offer the latest equipment available for checkout like digital cameras, and projectors

Consulting:

The Center would include a “student” Help Desk, that would offer information about campus computing for students, and provide tutoring on software applications. It would serve as the “heart” of student computing at LSU.

Potential Collaborators

Several LSU departments would be involved, either directly or indirectly, in this endeavor. The Division of Computing Services; LSU Libraries; University College; The Center for Academic Success; The Colleges of Basic Sciences Engineering, and Business; The Honors College; and Residence Life will be part of the collaborative effort.

Offerings at Other Universities

Many other universities have embraced this media center model. The University of Virginia Library has the Robertson Media Center. The University of Texas has its Liberal Arts Media Lab. Princeton runs The New Media Lab, University of California has the Berkeley Multimedia Research Center, and there is also the Multimedia Center at Emory University. The best practices employed in other centers will be explored.