FAU
BOARD OF TRUSTEES
Florida Atlantic University

Item: AS: I-3

COMMITTEE ON ACADEMIC AND STUDENT AFFAIRS

Tuesday, February 24, 2015

SUBJECT: CENTER FOR eLEARNING UPDATE

PROPOSED BOARD ACTION

No action is necessary. This item is only informational.

BACKGROUND INFORMATION

An update on the Center for eLearning's initiatives.

IMPLEMENTATION PLAN/DATE

N/A

FISCAL IMPLICATIONS

N/A

Supporting Documentation: **N/A**

Presented by: **Dr. Victoria Brown**
Phone: **561-297-4850**

Update on eLearning

Presented by Victoria Brown, Assistant Provost for eLearning

Board of Trustees - Committee on Academic and Student Affairs

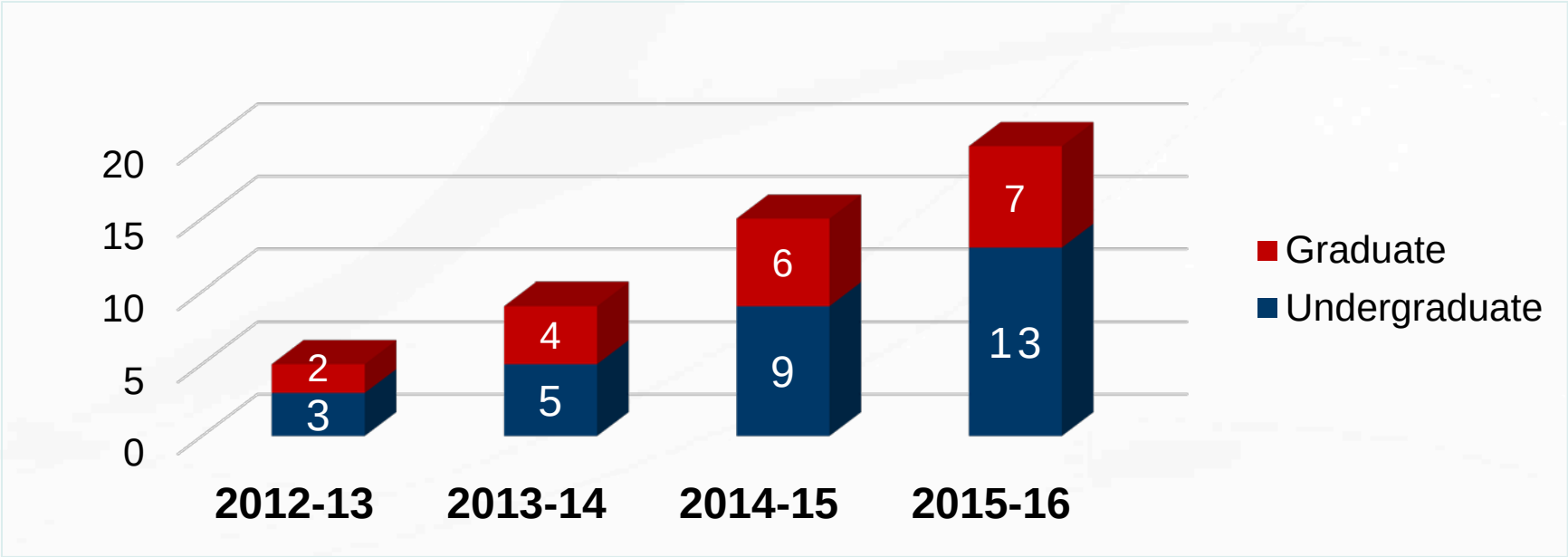
February 24, 2015

Making Waves

Overview

- Center for eLearning founded in 2011
- Goals for the Center for eLearning
  - Increase access to online education
  - Promote highest quality eLearning course development and deliver
  - Support eLearning students

Number of Fully-Online Degree Programs



- Note: Fully-online certificates offered in public procurement and geographic information systems

Faculty-Centered Development Model

Center for eLearning Activities

27 eDesign courses completed

40 courses in development in eDesign

11 drop-off courses, in which faculty prepare materials and an instructional designer uploads

61 faculty consults, typically an hour long

11 faculty currently engaged in professional
7 development programs

Training Lab Update

Embedded video

Student-Centered Success Model

Students Using Support Services

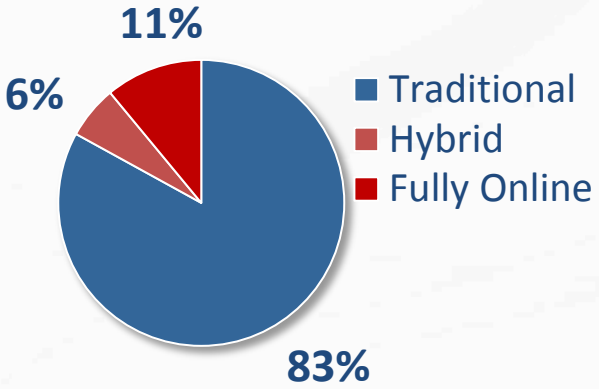
- Launched Fall 2013

Service	Students Served to Date
Skype	192
Math eTutoring	1,563
Other eTutoring	941
eSuccess Advising	244

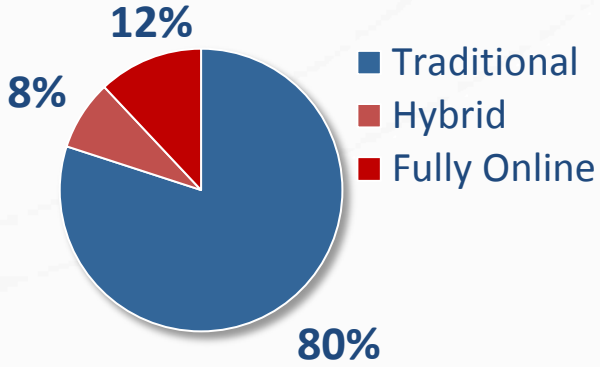
Key Performance Indicator

- Florida Atlantic University's Full-Time Equivalent (FTE) Enrollment by Method of Instruction

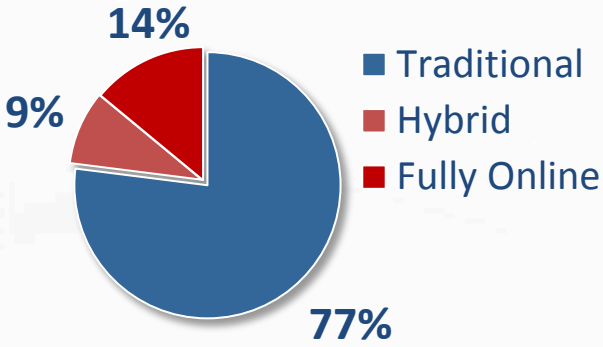
2012-13



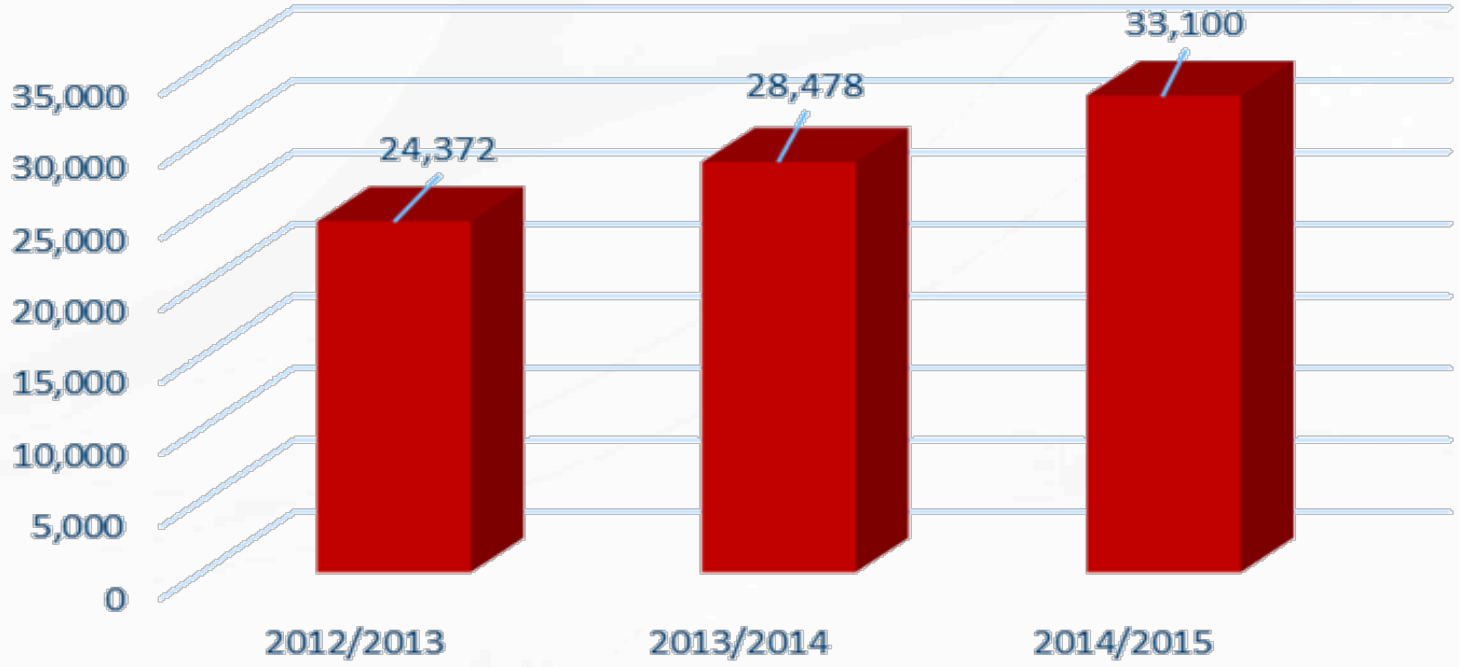
2013-14



2014-15 (Estimate)

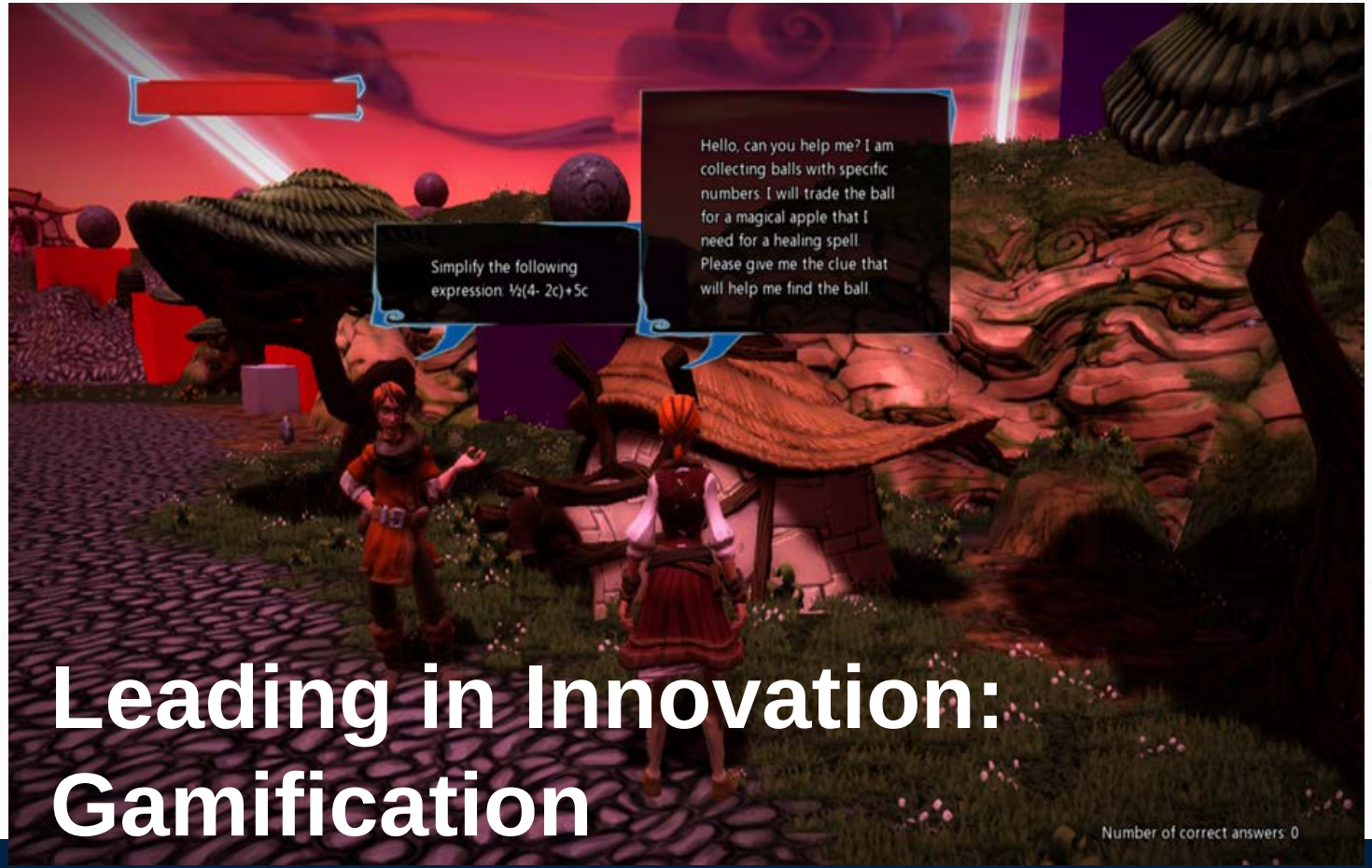


Number of eLearning Seats



Moving Forward

- Expand student support services and hire additional online advisors
- Continue to market eLearning offerings to promote online enrollments
- Integrate eLearning assessment as part of existing review processes
- Continue to reinvent the eLearning experience



Leading in Innovation: Gamification