Faculty Advisory Committee on Technology

Annual Report for 2022-23

Stephen Adams, Chair

The committee had a productive year. Some highlights included the following:

1. Issues surrounding electronic voting for faculty elections were discussed. An outcome was that a new resource was created: https://www.csulb.edu/academic-technology-services/online-voting-tools
2. Obtaining a site license for Adobe Creative Cloud was considered. Outcome: the committee decided against this considering the cost that was over $300K.
3. The committee also discussed other recommended software and approved a new software matrix.
4. Dennis LuPresto invited the committee to tour the University Innovation Space. One outcome of this was that Stephen Adams developed a virtual reality activity for a course that was featured in an electronic story tweeted by Provost Gunn.
5. Generative artificial intelligence burst onto the scene with the release of ChatGPT in November, 2022. Faculty discussed academic issues raised. The library will plan professional development with the Faculty Center. Also, Alexis Pavenick developed a library guide concerning artificial intelligence: https://csulb.libguides.com/chatbotsandai
6. Crystal Maggiore presented and fielded questions about a customized database created by the College of Education to streamline operations over the admissions cycle of students and beyond.
7. Randall McKean gave an overview of and fielded questions about the bookstore's Day One Digital Access program.
8. The committee monitored and discussed the ongoing rollout of Canvas, which was ultimately adopted as the sole Learning Management System for the campus in June, 2023.