






ALC Policy & Procedure Guidelines for EED1-040/041





Before Class

	<p>Food or Drinks No food or drinks allowed in the classroom. Instructors are responsible for enforcing this policy with their students. Bottled water is OK.</p>
	<p>Student Room Access Students should not be left unattended in the room without an Instructor present. Instructors are responsible for lost/stolen equipment if room is left unlocked.</p>
	<p>Faculty Room Access</p> <ul style="list-style-type: none"> • Key Card Information for EED 1-040/041 - once door is opened with key card, doors remain locked. If door is unlocked by Instructor, it's the Instructor's responsibility to lock them. • Do not use chairs or door-stops to prop door open. This is a fire code violation and a general safety issue. • Report Key Card Issues to Colleen.Ryan@csulb.edu. • Report door issues - unlocking/locking or not closing completely, report to Facilities Management at 985-HELP.
	<p>Room Issues Dirty walls, too hot/cold or light issues? – Report to Facilities Management at 985-HELP.</p>

During Class

	<p>Need Immediate Tech Support?</p> <ul style="list-style-type: none"> • Contact ats-css@csulb.edu or call 562-985-4962. • Equipment such as <i>wireless mics</i> are available for checkout at Classroom Support Services in AS-120.
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After Class

	<p>Shutting Down the Room</p> <ul style="list-style-type: none"> • Sign off on Instructor computer and each Table PC computer, especially if Table PCs were used during class. This refreshes Table PCs for the next class. • Select <i>Local Source</i> and <i>Sign off</i> on each computer. • Select <i>System off</i> the Instructor Control Panel. This refreshes the system for the next class. • Erase all walls and whiteboards.
	<p>Students All students must be out of the room when Instructor leaves. There should be no students in the room without an Instructor present. Instructor is responsible for lost/stolen equipment if room is left unlocked.</p>
	<p>Lock the Door(s) Make sure door(s) is locked and completely closed.</p>
	<p>Lost and Found Items found will be turned into the Bookstore Lost and Found.</p>