## College of Staten Island 2020-2021 TECH FEE PROJECTS MASTER LIST

Project	Project Name	New (N) or Continuing (C) Project	ech Fee Funds Devoted to	PS Cost	F	ringe	OTPS Cost	Expenditure Category
Number	,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,		Project			U-		, ,
1	PC's - ITS	С	\$ 60,000.00				\$ 134,896.07	С
2	PCs - Student Home	С	\$ 40,000.00					D
3	Computers - Division Requests	С	\$ 34,896.07					Н
4	Networking	С	\$ 155,000.00				\$ 155,000.00	J
5	Smart Classroom Life Cycle Replacement -							
3	ITS	С	\$ 60,000.00				\$ 401,179.98	Н
6	Technology for students to enhance							
Ů	learning	С	\$ 341,179.98					E
7	Staffing for Lab support, Helpdesk, student							
	events, smart classrooms, and VR	С	\$ 724,768.94	\$ 589,843	\$ 1	134,926		G
8	Academic Affairs Staffing Request to							
_	support students	C	\$ 35,050.69	31,114	\$	3,937		G
9	Software - ITS and Division Requests	С	\$ 190,633.40				\$ 190,633.40	D
10	Library Electronic Databases	C	\$ 240,000.00	\$ -	\$	-	\$ 240,000.00	F
11	Assistive Technology	С	\$ 5,000.00				\$ 5,000.00	В
12	Printing services to support teaching and							
12	learning	С	\$ 6,814.97				\$ 6,814.97	С
13	Website	С	\$ 65,000.00	-	\$	-	\$ 65,000.00	В
14	University Enterprise Charges	С	\$ 540,179.00	\$ -	\$	-	\$ 540,179.00	K
15	STI	C	\$ -	\$ -	\$	-		
TOTAL			\$ 2,498,523.05	\$ 620,957	\$1	38,863	\$ 1,738,703.42	

Project Count by Expenditure Category						
Α	0					
В	2					
С	2					
D	2					
E	1					
F	1					
G	2					
н	2					
I I	0					
J	1					
K	1					

Student Technology Fee Policy - Expenditure Category Key (Numerical to Alpha)					
Implementing or upgrading of instructional computer labs		Α			
2. Acquiring or upgrading accessible technology		В			
3. Implementing or upgrading student-serving computer I	С				
4. Improving and implementing student services		D			
5. Faculty development of new or improved courseware		E			
6. Electronic information resources in the library		F			
7. Personnel for installation and maintenance of compute	G				
8. Upgrading instructional spaces to support technology-assisted learning		Н			
9. Acquiring technology tools to support college-sponsored student activities		I			
10. Expand student access to current and emerging technology		J			
11. Purchase of Enterprise Solutions		K			