



CALIFORNIA STATE UNIVERSITY, LOS ANGELES
RESOURCE ALLOCATION PLAN
FISCAL YEAR 2021 - 2022

RAP-6

ACCOUNTABILITY REPORT
(Applicable To All Funds)

Division: **Information Technology Services**

Dept ID: **30020**

Department: **Infrastructure Services**

Fund Code: **TL48A**

Prepared By: **Jason Solis**

Program Code:

Budget: **\$ 162,832** Expenditure: **\$ 0.00**

Project ID:

Please use evidence-based data, including year-end financial reports and historical data for comparison.

1. Describe how resources are aligned with the campus strategic plan, which includes Engagement, Service, and the Public Good; Welcoming and Inclusive Campus; Student Success; and Academic Distinction.

The Lottery Baseline program's primary objective is to maintain a three-year refresh cycle for all computers used by students in the following areas:

1. Electronic Classrooms (EC)/Open Access Labs (OAL)
2. Accessible Technology Lab for the Office for Students with Disabilities
3. Computer Training Labs
4. Group Study Rooms
5. Technologically Enhanced Classrooms (TEC) and Large Lecture Hall
6. Student Centers such as Student Writing Center, University Tutorial Center, Health Center, etc.
7. Common student access spaces such as the Library Research area, Library study areas, Housing lab, etc.

This program supports all undergraduate and graduate students who require 24/7 computer access and course-related software applications.

Maintaining the three-year refresh cycle for all student computers ensures students access the most current, secure, and up-to-date computer hardware and software. It will enable students to complete educational assignments and research papers, build their computing skills, and collaborate with other students on assignments. This program aligns with the Student Success and Welcoming and Inclusive Campus initiatives of the University Strategic Plan.

2. Provide key performance metrics to measure and sustain success.

During the 2021/2022 fiscal year, the Lottery Baseline funds did not fund this program due to the availability of the HEERF funding. Therefore, there are no performance metrics to report this year.

3. Describe program outcomes and results. Identify challenges encountered.

We expect to continue this program and use these funds next year to maintain Baseline hardware and software standards. Future funding for this project will allow student learning areas to be refreshed with new and up-to-date computers. Rapid, changing technology and heavy student use require the computers to be refreshed on a three-year cycle to ensure continued reliability and capability to handle complex software applications and online interactions efficiently.