Members Present: C. Alexander, K. Bales, J. Bott, P. Gestwicki, M. Goldsby, B. Hannon, M. Holtzman, E. Kelly, T. King, T. Lauer, K. McGeary, B. McNely, R. Morris, J. Obrycki, J. Palilonis, P. Repp, C. Rhine, F. Sabatine, J. Scheib, C. Sullivan, T. Taylor, G. Vasquez de Velasco

Members absent: H. Akin, R. Howard, W. Knight, K. Lee, T. Proudfoot, L. Siktberg

Provost Terry King convened the meeting at 8:00 a.m.

Terry requested Michael Goldsby to review what he discusses when giving a presentation to outside entities regarding Ball State.

He indicated that the Ball family philosophy and history are important, especially since their giving spirit to the community wasn't absolutely necessary. He asked Kerry Ann McGeary to tell the group why she came to Ball State. Kerry Ann said the plaque on the Beneficence statue on University Avenue affirmed her desire to become a faculty member: "Grow, Evolve, Prosper." This is what she wanted her students to do during and after their college career. She knew she made the right choice.

M. Goldsby added that the theme of "Impact Indiana" is resonating with this group and that is really what the Ball family did.   Purdue and IU do not have this type of legacy.

CURRENT THEMES:
- Students – we want our student body to be high quality
- Learning Experiences – the methods of how we're achieving that (immersive learning was important to the stakeholder groups)
- Faculty & Programs – Nationally ranked programs, faculty members, broader theme than that. Broader issues like morale, building community within the institution.
- University Environment – physical aspect of institution. Originally meant to be cultural activities, town and gown, etc. But ended up being buildings

The Provost believes the consensus is that these themes are still relevant to the forming of the current plan.

NEW THEMES: (The themes we choose have to drive the strategy)

- Creating Community
- Impact Indiana
- Discordance – some from data gathering sessions
- Leadership in Education
- Infrastructure
- Engagement (Stewardship)
- "BSU Experience"

    o BSU Experience feeds into vision
    o Themes should drive the strategy, but all be formed by the vision statement. Important for university that discordance can be beneficial, but can drive evolution

The group broke up into four groups and asked to take what we have here and recognize that four themes are staying and to come up with one or two themes to add to the four.

GROUP #1 – Holtzman (Four Girls and a Guy):

Used the concept of "Grow, Evolve, Prosper"

GROW	EVOLVE	PROSPER
Learning Experience	Faculty Experience	Students
		Impact Indiana
Leadership in Education	University Environment	
Faculty Programs	Alignment/Discordance	
Infrastructure	Creating Community	

GROUP #2 – Bott (Four Men and a Woman):

1. Learner Centered – combines students and learning experiences
2. Faculty Programs (may tie into #1)
3. University Environment – broaden to include community (local, regional, state, etc. and morale issue)
4. Foster full potential of faculty and students – captures discordance/alignment idea

GROUP #3 – Goldsby (The Five Pillars)

BSU Experience CANNOT be copied.

GROW	EVOLVE	PROSPER
Learning	Faculty	Students

GROUP #4 – Vasquez deVelasco (Four Ties and a Guy)

- Impact Indiana…and beyond
  - Impact can be addressed in a number of ways (economic development, part of original vision statement to current strategic plan
  - Impact is critical on how it impacts strategic – beyond undergraduate (graduate and bringing back alumni)

- Stewardship
- Human Centered

Going back to mission – cultural development (our identity at a cultural level, centered on the human factor of human element. Talk about vitality of our campus, can be extended to what is the nature of our culture at Ball State.

The four groups came back together to make a list of specific outcomes we want to achieve (goals we want to be there). The goals will probably have targets.

GROUP #1 - Holtzman

GROW	EVOLVE	PROSPER
1)Leadership (Theme)	2)Affinity Building	3)Impact Indiana
- Research Dev. (Outcome) Research support, Sponsored programs, Increase research focus of BSU, etc.	- Physical buildings, technology sustainability, resource allocation	- Community Outreach town/gown, comm. relationships, etc.
- Educational Development IL, online educ., admin. Standards, etc.	- Students cultural programming, living environment, athletics = human dev. stuff, etc.	-Economic Development BBC, etc.
- Reputation	- Faculty support, resources, morale, etc.	- Legislative positioning interaction w/ legislature, etc.

GROUP #2 - Bott, Gestwicki

- ✓ Hybrid Education
- ✓ On-line/Distance Education
- ✓ Non-traditional students
- ✓ Immersive Learning
- ✓ Interdisciplinary
- ✓ Cultural activities
- ✓ Multi-cultural
- ✓ Promote active learning
- ✓ Faculty development and staff
- ✓ Faculty recruitment
- ✓ More fellowships
- ✓ Program Reviews
- ✓ Post-Tenure development
- ✓ Grants
- ✓ Faculty travel
- ✓ International Programs
- ✓ International Students
- ✓ Continuing Education

1. Implement all the recommendations in the Future of Education Task Force Report. (This gets us towards "be recognized as a leader in higher education")
2. Implement all the recommendations from the Chronicle of Higher Education's "great places to work" summary. (This gets us towards "be recognized as a great place to work").
3. Reward grantsmanship as scholarship across divisions (this gets us towards something like "maintain high standards of research")
4. Continue to build international presence and reputation

More Immersive Learning

	GROW	EVOLVE	PROSPER
LEADERSHIP	More Immersive Learning (IL), more Awareness of IL	Evolve the next Stage of IL	Communities in Indiana
		Increase Class Campaigns	
	Student Leadership Opportunities		Students Benefit (better portfolio)
AFFINITY BUILDING	Expand reach of global impact of Working w/a community	Increase interdisciplinary activity More than a degree Have student take ownership/ accountability - not high school anymore (Not entitled)	Better employment for IN Better philanthropy
	Expand reach into world (International Experience for students and faculty)	Increase interdisciplinary activity	Better place to work More faculty give back More faculty involvement w/students
	Recruit more impactful professors	Immersive scholarship (multi-disc. research/co-op research)	
	Increase opportunity/time for Scholarship	More opportunity to engage faculty	
	Visibility of Coaches programs	Build community around athletics	Increase school spirit Sports build a good spirit in State
IMPACT INDIANA	Empower underclassmen (Fr.&So.)	Train on skills for IL success early	Increase credibility of experience Increase recruitment
	Increase capstone-like E-ship (Big test of skills)	Core (IL) Counts Accountability Can test out of classes	Increase experience through degree (choice) design – Higher Ed. T.F.

<u>POSSIBLE OUTCOMES</u> (T. Taylor)

1. To be recognized as a great place to work

2. To be recognized as a great place to learn

3. To be recognized as a great place to live

4. To extend immersive learning across the educational experience, including scholarship (IL 2.0) and research

5. To "write the book" on immersive learning

6. To Connect Indiana to a global context (Middletown 3.0)

7. To influence directly the quality of life through enhancing economic development (in all its aspects) (Enhance the ecosystem)

8. To align institutional policies and practices to support and facilitate strategic goals – removing obstacles

9. To develop a framework and culture that supports immersive learning, etc.

The meeting adjourned at 12:00noon.

/mt