

EL CAMINO COLLEGE FACILITIES MASTER PLAN UPDATE | COLLEGE COUNCIL 02 | 09.20.2021





AGENDA

- 1. SINCE WE LAST GOT TOGETHER
- 2. LINKING FACILITIES, INSTRUCTION, STUDENT SERVICES, TECHNOLOGY
- 3. MASTER PLANNING BEST PRACTICES
- 4. SWOT ANALYSIS
- 5. GUIDING PRINCIPLES AND OBJECTIVES
- 6. CAMPUS SURVEY
- 7. NEXT STEPS





SINCE WE LAST GOT TOGETHER

- 1. Campus Tours (exterior spaces only)
- 2. Orientation Meetings:
 - Board of Trustees
 - Citizen's Oversight Committee (Jorge)
 - President's Cabinet
 - Council of Deans
 - Planning and Budget
 - Facilities Steering Committee
 - Campus Technology Plan Workgroup
 - Technology Committee
- 3. Updated Baseline Drawings
- 4. Conducted Facilities Department Survey
- 5. Campus SWOT Analysis





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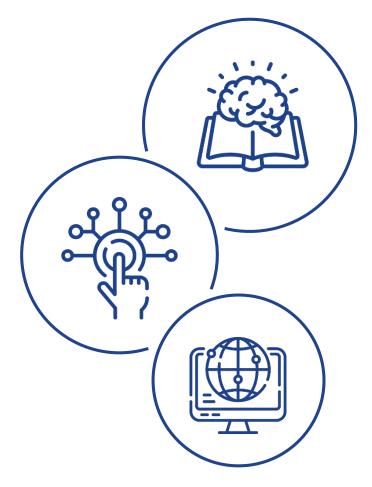




LINKING FACILITIES, INSTRUCTION, STUDENT SERVICES, TECHNOLOGY

TRENDS AND BEST PRACTICES

- 1. Bridging the Digital Equity Gap
- 2. Active Learning Methodology
- 3. Anytime, Anywhere Access
- 4. New Ways of Bringing Students Back
- 5. Faculty and Staff Digital Development







BRIDGING THE DIGITAL EQUITY GAP: UBIQUITIOUS WIFI?

TYPICAL NEEDS:

- Fast and reliable wireless experience
- Simple and secure model for managing owned IoT devices
- Flexible and automated model for adding wireless access
- Added coverage in widespread areas outside of the classroom

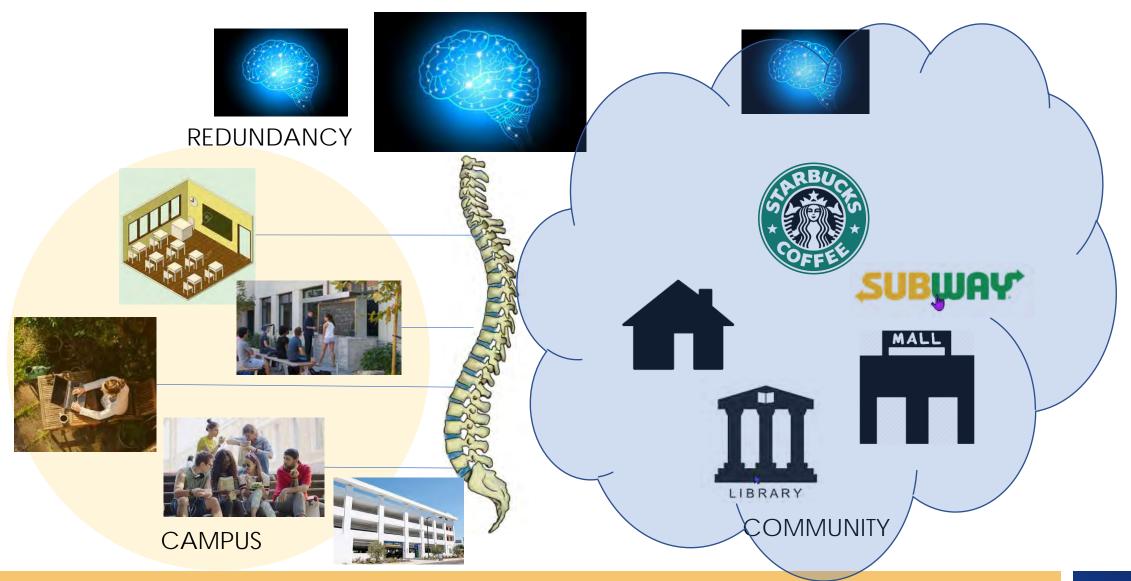
OUTCOMES:

- Delivers on high expectations to supply exceptional academic and off-hours experiences
- Eliminates extensive IT planning and deployment guesswork
- Reduces IT support turnarounds from months to hours
- Wireless is now rated the top IT delivered technology service by students (for customer support, quality of institution-provided equipment and applications and no impact to student's data plans - Chapman University)





Bridging the digital equity gap and rebuilding enrollment?



LINKING FACILITIES, INSTRUCTION, STUDENT SERVICES, TECHNOLOGY FACILITIES MASTER PLAN <u>UPDATE</u> | 09.20.2021



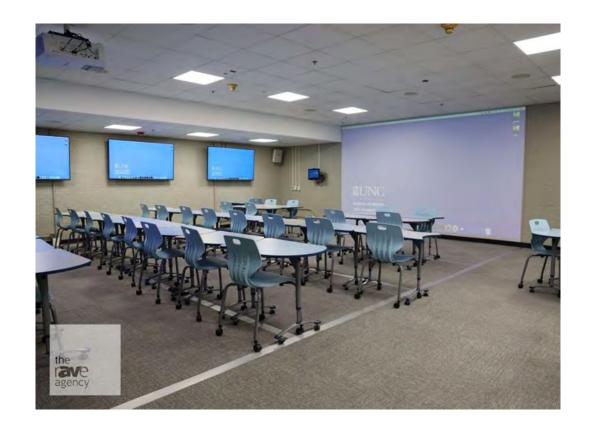
ACTIVE LEARNING METHODOLOGY

TYPICAL NEEDS:

- Classroom AV with high resolution Projects or Displays
- Sound reinforcement
- ADA Compliant Assisted Listening Systems
- AV-Equipped Podiums Flexible Presentation Options
- Reliable Lecture Streaming/Recording
- Group huddle and collaboration spaces

OUTCOMES:

- Instructors like the fast switching between sources and the user-friendly touch panels.
- Students are more engaged, learn more easily, and retain more when lessons are presented in rich and immersive multimedia formats.
- The installation successfully delivers real-time video at high resolution
- IT staff remotely operate and provide assistance, saving time and resources







ACTIVE LEARNING METHODOLOGY: REPURPOSING CASE STUDY

SOUTHWEST COLLEGE: S.O.C.T.E. REPURPOSING

- Nursing in deteriorating modular building space
- Department "promised" new Nursing building
- College Capacity Load Ratios very high
- School of Career Technical Education space underutilized
- Re-purposed SOCTE into Nursing Ed showcase
- Benefits:
 - \$15 Million New Building Project becomes...
 - \$2.5 Million Repurposing Project
 - Saved Time, Money and Future funding eligibility
 - \$1.5 Million IT, smart manikins, augmented reality gear
 - Movable desks, laptops + securable charging cabinets can flip classrooms and computer labs
 - Model for all other LACCD Nursing/Allied Health Projects











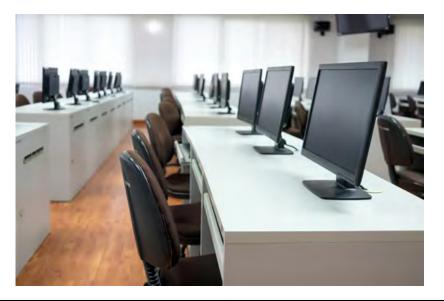
ANYTIME, ANYWHERE ACCESS

TYPICAL NEEDS:

- Student need to access course and applications outside of classroom
- Shared departmental computer labs
- Limited IT Resources

OUTCOMES:

- Enables hybrid learning environment with access to software remotely
- Efficient space utilization
- Reduced ongoing operating costs
- Reduced cybersecurity breaches



Traditional Desktop	Virtual Desktop	
Computing	Infrastructure	
\$66K/year	\$38K/year*	

LACCD: Estimated Yearly Operating Costs (4 Labs, 160 computers total)

* With robust IT backbone





New ways of bringing students back





What is esports?

COASTLINE

Electronic Sports / eSports / esports is a form of sport competition using video games - competitive gaming - mostly in a team environment although there are some single person player games as well.

Competitors from different leagues or teams face off in the same games that are popular with at-home gamers: Fortnite, League of Legends, Counter-Strike, Call of Duty, Overwatch and Madden NFL, to name a few. Check out CNN's article "What is eSports?" for more info, and this article from The Sport Digest about the spelling debate.

By organizing an Esports Club for Coastline students, we're bringing together passionate (or newly interested) gamers to have fun and enhance our school community.

https://www.coastline.edu/student-life/clubs-and-organizations/esports/index.php



NICAAE™ National Junior College Athletic Association Esports







FACULTY AND STAFF DIGITAL DEVELOPMENT

SAN DIEGO MESA COLLEGE LEARNING OPPORTUNITIES FOR TRANSFORMATION (LOFT)

- 1. The campus hub for professional development activities
- 2. Specifically designated for employee training and development on a daily basis
- 3. Includes small and large group training spaces, soft-seating, collaborative workstations, computer stations and quiet rooms
- 4. The furniture designed to be flexible and transformative

<u>Training/Meeting Room - 18 Person Capacity</u>

Presentation Room (LRC-435) - 50 Person Capacity

<u>Special Events – 100 Person Capacity</u>









FACULTY, STAFF AND STUDENT DIGITAL CONTENT DEVELOPMENT

UNIVERSITY OF CALIFORNIA SAN DIEGO (AND OTHERS) STUDIO U (AKA ONE BUTTON STUDIO)

A free-to-use resource for the campus to support the creation of video content for instruction and academic programs serving on-campus audiences. With simple push-button controls, you'll be able to record green screen, learning glass, screen annotation or other kinds of videos. Once finished you will walk away with a USB thumb drive containing a completed video you made all by yourself.











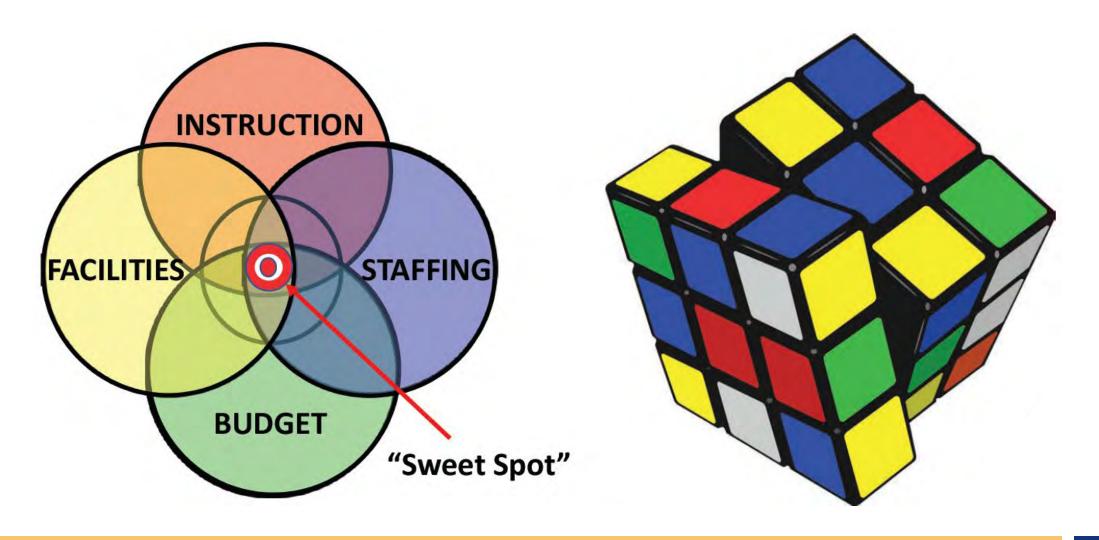
LINKING FACILITIES, INSTRUCTION, STUDENT SERVICES, TECHNOLOGY SUSTAINABLY







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No margin - no mission

A VISION WITHOUT RESOURCES IS A MIRAGE







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Supporting students outside of the classroom



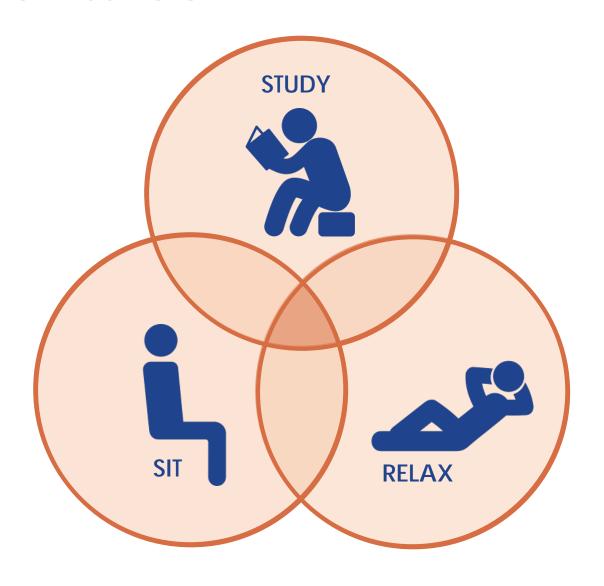














PLANNING BEST PRACTICES MULTI-PURPOSE OUTDOOR SPACES













PLANNING BEST PRACTICES PROGRAMABLE OUTDOOR SPACES











PLANNING BEST PRACTICES

LARGE PROMENADES + FOOD + SHADE











PLANNING BEST PRACTICES SIT / STUDY / RELAX









PLANNING BEST PRACTICES WAYFINDING















PLANNING BEST PRACTICES

MULTI-MODAL ACCESS

















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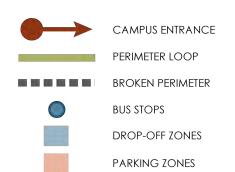




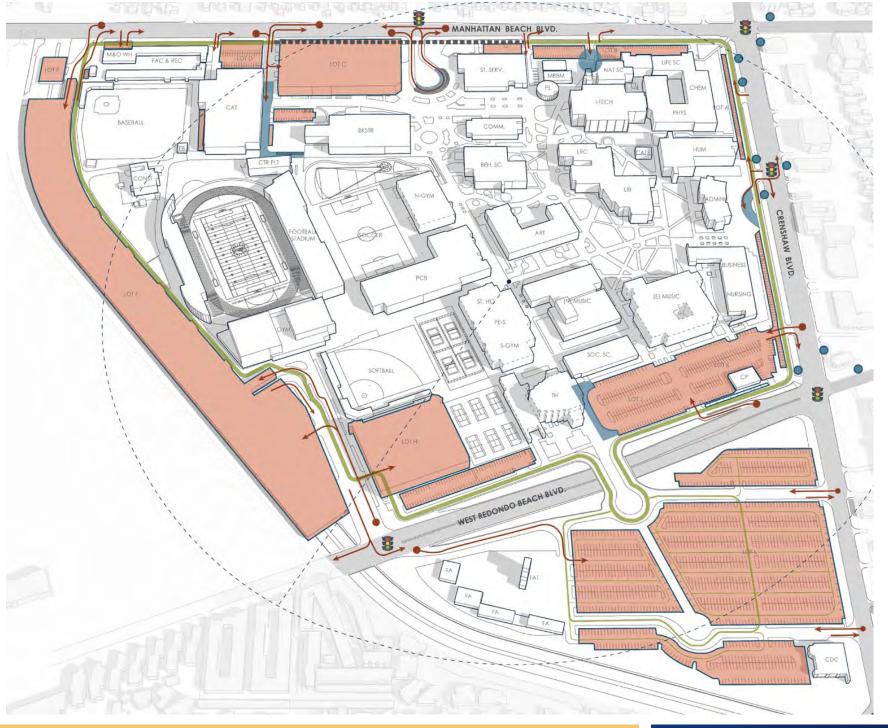


VEHICULAR ACCESS AND CIRCULATION

- Multiple Entry Points (good / bad / ugly)
- Limited visual presence from Street / Limited Campus Entry Signage
- No strong sense of arrival
- Partial Loop Road
- Distributed Drop offs
- Transit Access (Crenshaw Blvd)









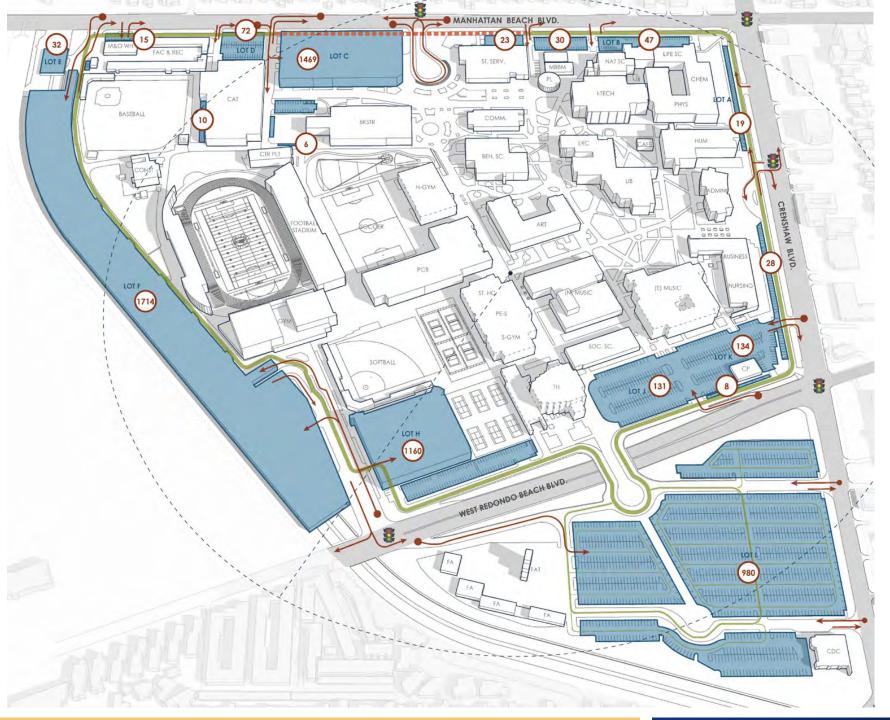


Parking analysis

- Distributed Parking
- Limited Internalized Parking
- Approximately 5,900 Parking Stalls Today
 - Fall 2019 FTES: 18,234*
 - 3.1students: 1 parking stall = GOOD!
- Most stalls / Access to parking lots are within a 5 Minute Walk to the campus core
- Significant use of ON-Street parking @ Manhattan Beach Blvd.





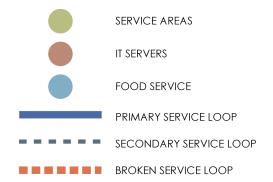




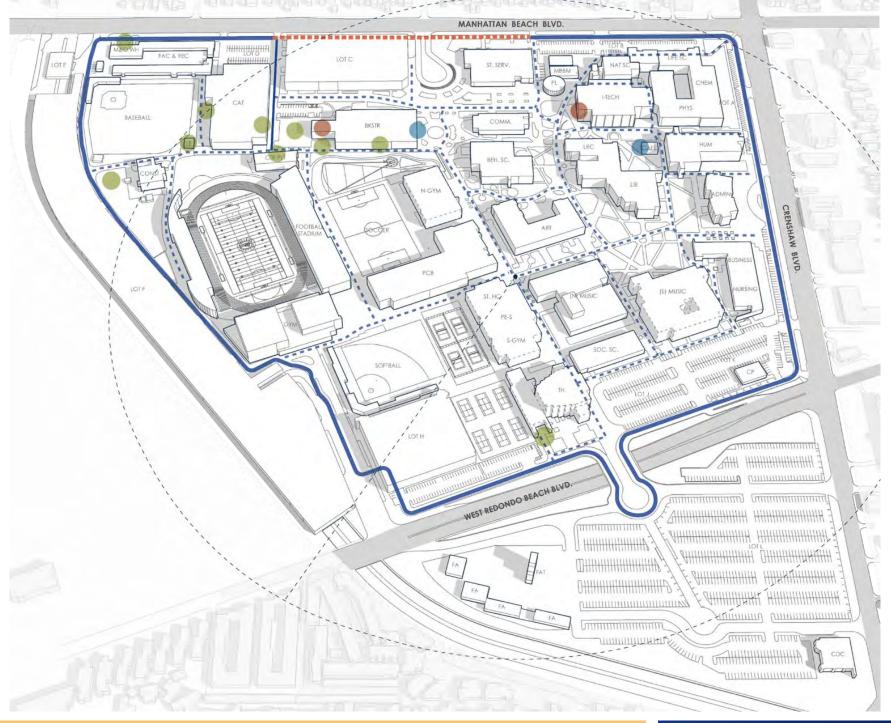


SERVICE CIRCULATION

- Loop Road serves majority of Campus
- Potential pedestrian conflicts through the center of campus
 - Trash Collection
 - Food Service
 - Supplies
 - •









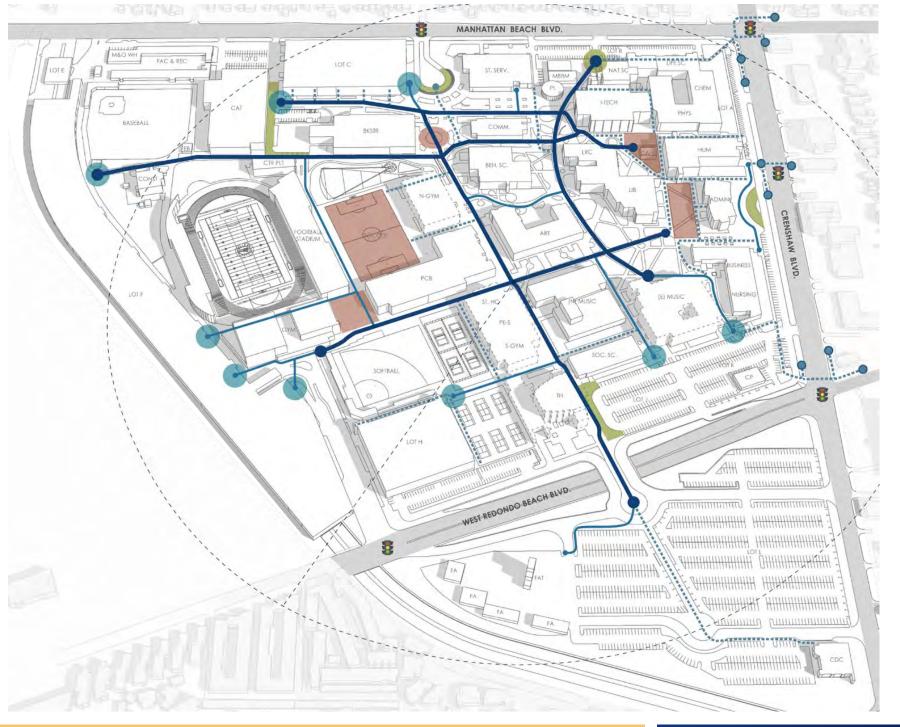


PEDESTRIAN CIRCULATION

- Pedestrian Promenades
 - Strong Campus Organization
 - Ease of movement (when construction is completed)
 - Inconsistent Shade
- Wayfinding is problematic
 - Limited signage Building & Site
 - Inconsistency in hardscape/ landscape materials leading to hierarchy of pathways
- Strong connections









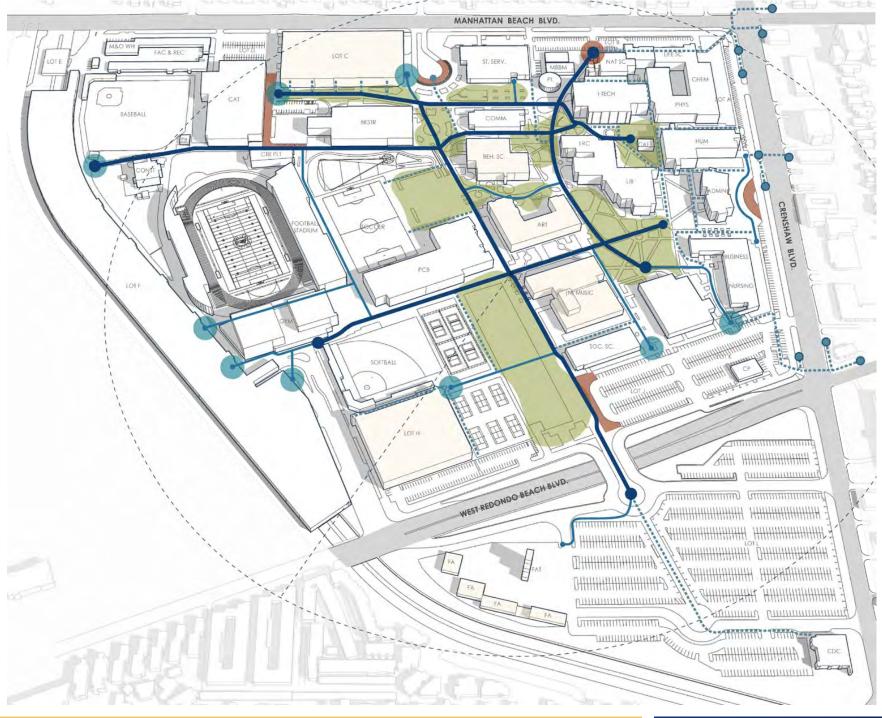


OPEN SPACE

- Established Trees / Park like setting (south quad)
- Enhance existing outdoor student spaces conducive to gather / study / relax (with amenities)
- Limited program specific outdoor space?
- Where is the heart of campus / collegial space?











FCI DATA

- Majority of buildings are less than 50% FCI
- Current Planned Demolition for >65%
- Core Facilities 50-65%
 - Sciences
 - Library
 - Bookstore
 - Communications Building
 - M&O
 - Marsee Theater

NEW CONSTRUCTION

FCI < 20%

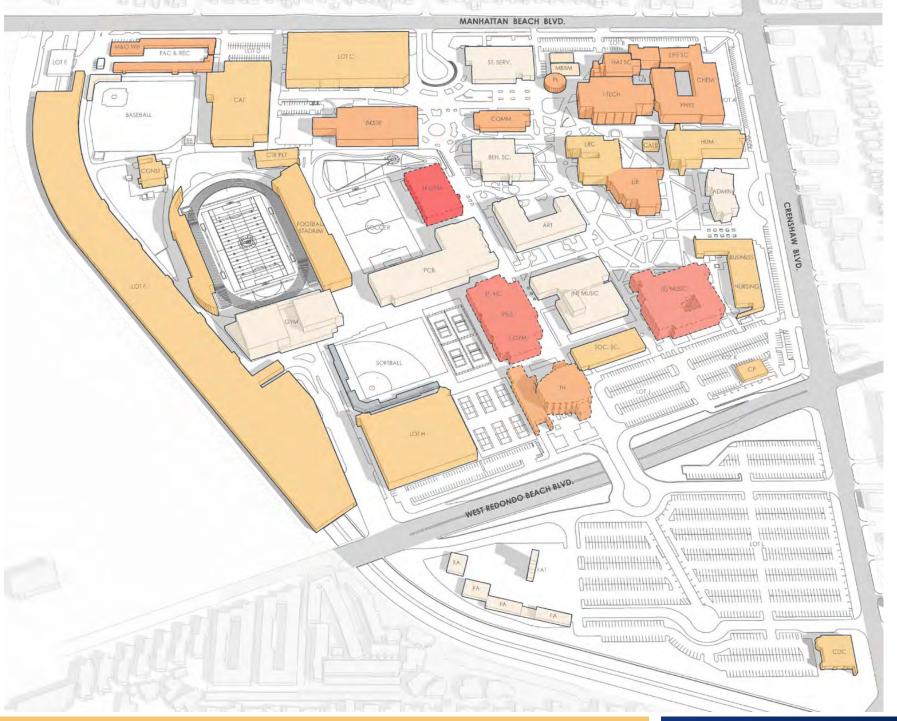
20% - 50% (NOT USED)

50% - 65%

65% - 90%

90% < FCI









FACILITIES ASSESSMENT

- Strong consistent collegial architectural character
- Consistent El Camino Brand



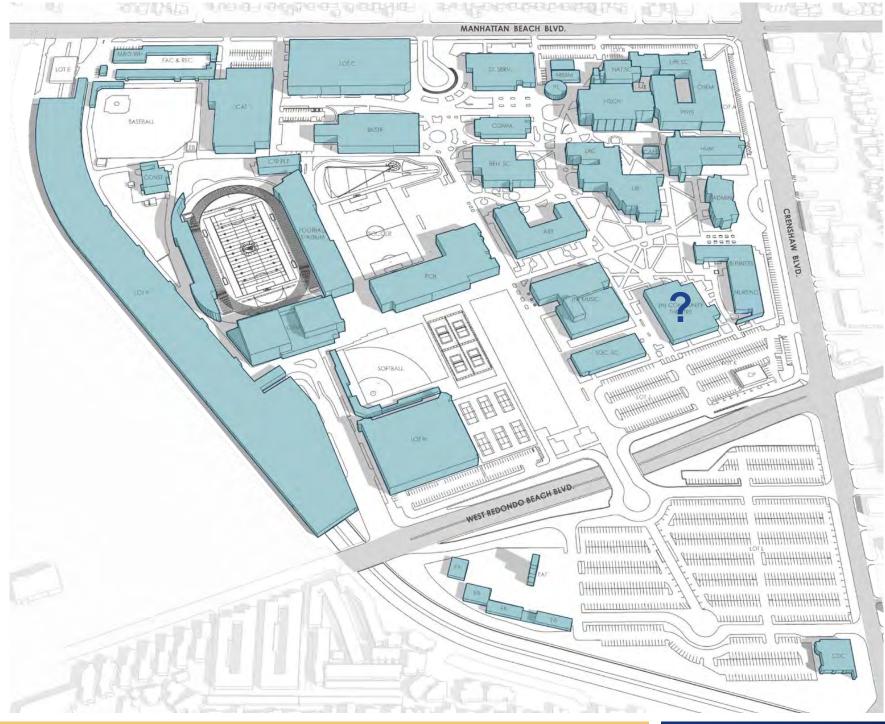








CONFIRMING THE CURRENT MASTER PLAN









Zoning

- Relatively defined zoning
- Limited Food Service



FOOD

SERVICES

PARKING

VISUAL & FINE ART

BEHAVIORAL, SOCIAL SC, BUSINESS, HUMANITIES

STEM

STUDENT SERVICES

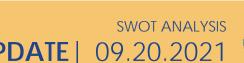
APPLIED TECH

ATHLETICS

FUTURE DEMOLITION









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CONFIRMING THE PRIORITIES WITH COLLEGE STAKEHOLDERS

PRIORITIES - FROM FACILITIES PLAN 2017

- Maximize functional space
 - Renovate facilities
 - Address program needs
- Eliminate non-functional space
 - Remove temporary buildings
 - Replace aging facilities
- Simplify implementation
 - Limit number of moves
 - Minimize need for swing space
- Improve efficiency/ utilization of facilities
 - Consolidate related programs
 - Create flexible, interdisciplinary space
- Right-size the campus to address program needs
 - Align the projects space inventory with state guidelines
 - Position ECC to maximize funding (state & local)

NEW / ADDITIONAL PRIORITIES?

- Support student access, learning, & teaching
- Balance and support socialization and formal learning
- Maintain student safety
- Foster environmental responsibility





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CAMPUS SURVEY

PARKING						
	Please respond to the following questions based on current Campus Parking conditions					
1	The total number of on campus parking stalls is adequated					
	Strongly Agree	Agree	Neu	Disagree	Strongly Disagree	
2	Parking is well / adequately distributed.					
	Strongly Agree	Agree	N' al	Disagree	Strongly Disagree	
3	The distance from parking to campus facilities is convenient					
	Strongly Agree	Agree	leutral	Disagree	Strongly Disagree	
4	Vehicular circulation within parking lots is clear and safe.					
	Strongly Agree	Agree	leutral	Disagree	Strongly Disagree	
5	The existing parking areas are generally well lit, safe and secure.					
	Strongly Agree	Agree	Neutral	Disagree	Strongly Disagree	
6	The existing parking areas are adequately landscaped.					
	Strongly Agree	Agree	Neutral	Disagree	Strongly Disagree	
7	Existing passenger loading and drop-off zones are convenient and adequately distributed.					
	Strongly Agree	Agree	Neutral	Disagree	Strongly Disagree	



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NEXT STEPS



Tour Campus with **Facilities** Representative(s)



Assemble Drawing Documents to Create Baseline Drawings



analyze existing data



Develop Surveys



Looking for linkages: Instruction – Technology -**Facilities**



needs and opportunities









Synthesize findings for review





NEXT STEPS

- CAPACITY AND EDUCATIONAL INTENT + FACILITIES
- A. Campus redevelopment opportunities
- B. More "just-right" classrooms and laboratories
- C. Sit-study-relax areas to keep students on campus









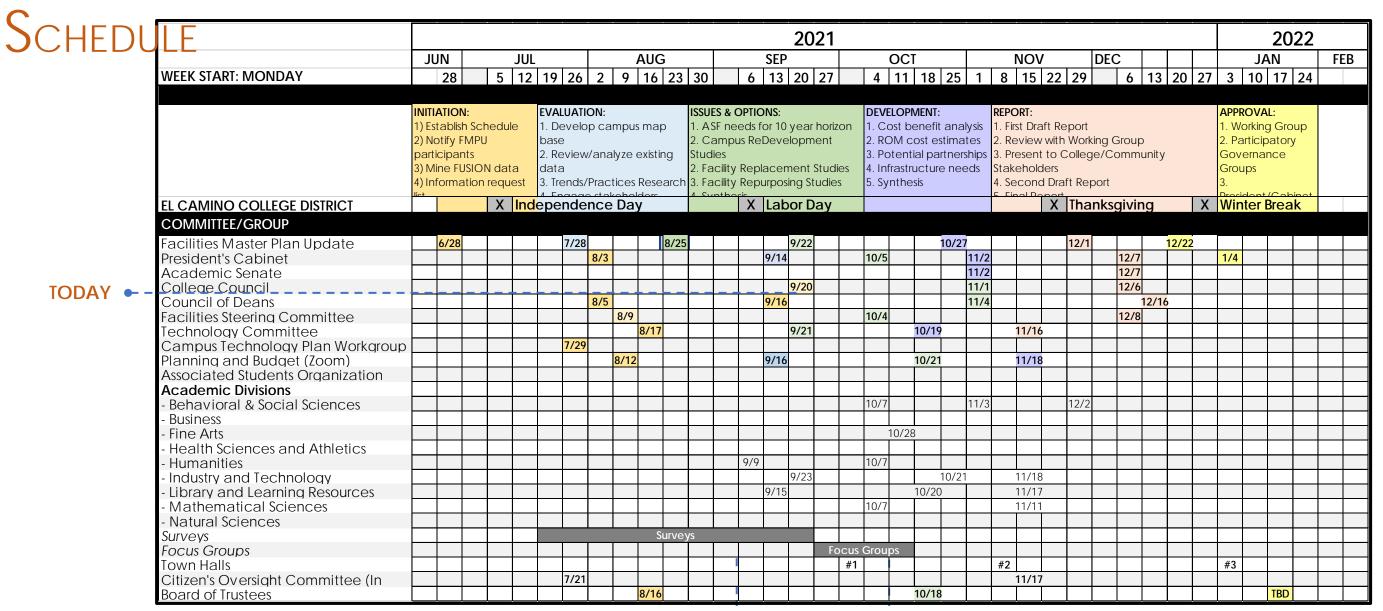


findings for

review







SURVEY FOCUS GROUPS

PROCESS | TIMELINE | MEETINGS PDATE | 09.20.2021





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