CAL POLY

ITS Student Success Fee Status

Mobile Application Platform

Goal: Using the student experience as the driver of decisions, the project team will deliver a unified, modern mobile application platform with a design that aligns with the new Cal Poly brand. Additionally, the students awarded dollars to procure software that enables PeopleSoft self-serve functions to be transacted on a mobile device. Implementation of the software that enables mobile PeopleSoft will be available for business offices to test and deploy on a schedule that aligns with each office's availability to complete the work.

Objectives:
1. Deliver the unified, modern mobile application platform that will serve all of Cal Poly's mobile applications.
2. Deliver PeopleSoft activation capability to enable business offices to begin testing and implementation of their self-serve services on a timeline that meets their schedule.
3. Provide a single sign-on integration between Cal Poly and the mobile application platform.
4. Establish the governance framework and create standards that ensure consistent, secure and measurable experience. The processes that are created as part of the governance effort will enable the capture and evaluation of any mobile request and ensure consistent delivery of applications. This is necessary to prevent a fragmented and unmanageable mobile experience.
5. Following the governance standards, ITS will move services from the existing mobile application created by ITS and decommission the legacy mobile application service.

Outcome: The new mobile app was released to campus on 02/09/2020. The delivery of this service meets the criteria outlined in the goals/objectives listed above. Since the release, no funds have been allocated to staff two developers to implement additional modules, introduce new functionality, and aid in transitioning other Cal Poly mobile apps to move to Modo.   Cal Poly is in the third and final year of contracting for Modo and Appsian. No funds have been identified to continue offering this service when the contract expires.

Budget Year 3 (of 3-year contract)

		YEAR 3
Vendor	**Item**	
Modo Labs	Software Subscription	$ 69,121.00
Appsian	Software Subscription	$ 30,269.00
	TOTAL	**$99,390.00**

Support of Refresh and Modernization of Student Learning Spaces

Goal and Objectives: Continued support of classrooms and student learning spaces to facilitate teaching and pedagogy in a technologically modern environment using effective technology delivery tools.

Outcome: ITS continues to support one of the core purposes of the Student Success Fee allocation by refreshing and modernizing student learning spaces. The move to remote instruction as a result of COVID-19 created obvious repurcussions with respect to the usage of student learning spaces, as well as obstacles to campus access for equipment upgrades to those spaces, so improvements (and therefore expenditures) were inhibited during this last fiscal year. As a result, the need for refresh and modernization is greater than ever as the campus prepares for a return to in-person academic activities. While the expenditures in this regard were lower in FY 20/21 than in previous years, the reduction represents a deferral of costs that will now be primarily recognized in FY 21/22.

Refresh and Modernization Equipment and Software	$ 51,186.89
TOTAL SSF EXPENDITURES FOR FY 20/21	**$150,576.89**

Expenditures and Encumbrances as of 8/1/21 (Informational Planning for FY 21/22)

Refresh and Modernization Equipment and Software	$ 127,726.47