

Clayton State University
Special Course and Academic Program Fee Form
Fiscal Year 2015

Name of Fee: Computing Systems Fee

Fee Type: Special Course Fee

Office Responsible for Fee: CIMS-Information Technology

Amount of fee: \$50/course/max \$100

Basis (per term, one time, etc.): Per semester

Purpose and use of the fee (explain benefit to student or education):

In 2012 the Computing Systems Fee was established for the purpose of purchasing software, hardware and electronics equipment including

- New equipment and software purchases;
- Replacement/maintenance purchases for annual software licenses and lab (computing/networking/electronics) equipment;
- Annual licenses for specialized software for student instruction.

The fee supports the purchase of software and equipment to support the following programs:

- Associate of Applied Science in Information Technology
- Bachelor of Information Technology
- Bachelor of Science in Computer Science
- One-Year Certificate in Computer Networking Technology
- Bachelor of Applied Science in Technology Management, Computer Networking Concentration.

The benefit to the students of this fee is that it provides a low-cost means by which they have access on their personal and lab computers to the Microsoft Developers Network Academic Alliance (including latest versions of over 200 software applications including operating systems, development environments, server software, project management software, database applications, and others); Unity and Gamemaker game development platforms; CISCO networking equipment and software, virtualization software; Alienware computing system; Sony and Nintendo gaming consoles; a wide variety of mobile and tablet systems; and robotics equipment. In addition, the fee provides a way to keep the stand-alone lab equipment and servers in good working order refreshed at reasonable intervals.

In FY 2015, revenue from the Computing Systems Fee was used to purchase small equipment and maintenance supplies, and software for the labs, including robotics equipment that is used for the Artificial Intelligence and Human-Computer Interaction courses. Gaming software (limited number of licenses) support the computer programming and game development labs.

A major purchase included replacing aging servers. The new servers will support each student in the CSIT and CNET programs by providing a virtual server from which students will have automated access to download of software. In addition, the aging database server will be migrated to one of the new servers.

All purchases made using the revenue from the FY 2015 Computing Systems Fee were consistent with the established purpose of the fee.

Revenue in FY15: \$65,350.00

Expenditures in FY15: \$65,657.91

Surplus/(Deficit) amount: (\$307.91)



Point of Contact for questions:

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For more information on how this fee is used and related financial data, please go to:
[Annual Review of Fee Usage.](#)

Form Submitted By:  Date: 10/16/2015
 Date: 10/17/15
VP/Dean/Director