



COLLEGE

# Implementing Game Changer Strategies through Effective Project COMPLETE Management

# Agenda





Introductions



Project Management 101



Taking on the Game Changers



Team Project Planning



Refining Goals & Strategies



# **Participant Guidelines**









#### Introductions



#### Liz Walker

Director of Strategic Initiatives & Convenings Indiana Commission for Higher Education Indianapolis



- ✓ Academic Degree Maps
- ✓ Corequisite Support
- ✓ Proactive Advising
- ✓ Meta-Majors
- ✓ Math Pathways
- ✓ Returning Adults



### Introductions





What are your experiences with CCA?

What excites you about today's workshop?

What are you hoping to learn?



### Case Study: 15 to Finish



15 CREDITS

Get Ahead.



Graduate.



On Time.





Project Management 101

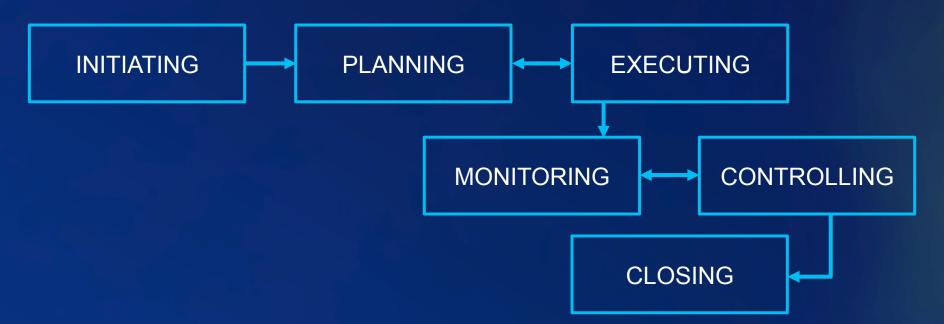


# **Project Management 101**



### What is project management?\*

• The application of knowledge, skills and tools to initiate a project





# Initiating

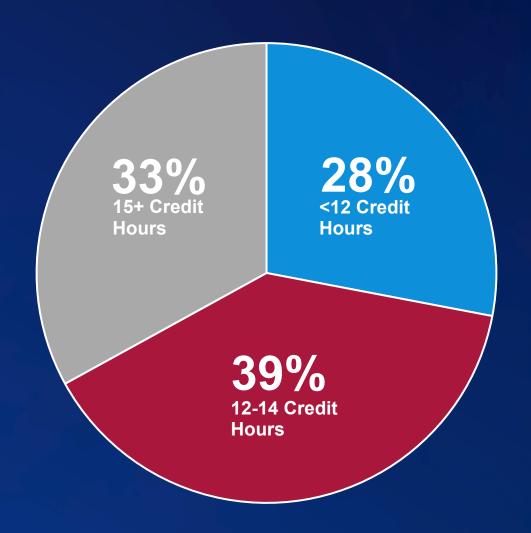






## Case Study: 15 to Finish





3/10

Hoosiers were earning a four-year degree at an on-time rate\*

13%

of financial aid recipients would <a href="DROP OUT">DROP OUT</a> when faced with a 5th year\*\*

### Initiating



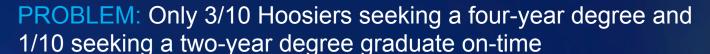
Project Plan Example

PROJECT NAME: 15 to Finish

DATE: August 2018

**SPONSOR:** John Smith

MANAGER: Jane Doe



OPPORTUNITY: Advising default at 12 credit hours per semester, credit "creep" over 60/120 credit hours for many programs

GOAL: Increase statewide on-time completion rates

MILESTONES: Project Kick-Off Event Spring 2019, regional presentations (roadshow) to campuses statewide, Summer 2019 Advising Summit, Fall 2019 IMP

**TEAM:** SHEEO Office (Lead), Provosts and Advisors (Partners)





















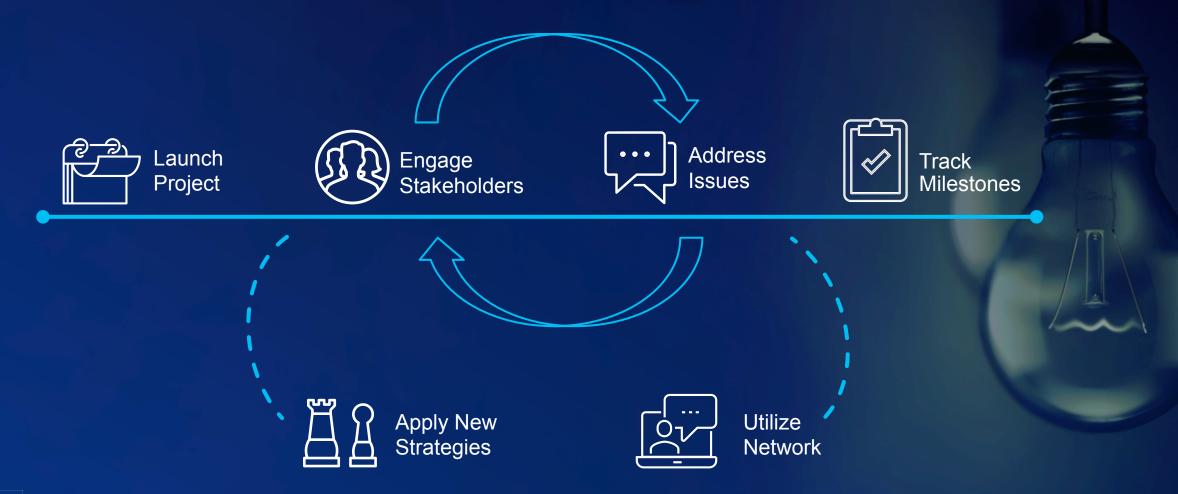
# **Planning**

	PROJECT ELEMENTS	PROGRESS	NOTES
Topic		Mills and I	
Topic			
Topic			





# **Executing, Monitoring & Controlling**





# Closing





Analyze Results



Celebrate Accomplishments



Determine Next Steps





Taking on the Game Changers

#### **Best Practices**



show compelling data

identify opportunities

know your reach

asserting your opinion

highlighting issues

overstepping





# Case Study: 15 to Finish

On Track

PROJECT ELEMENTS		PROGRESS	NOTES
Messaging	Develop "data driven" messaging		Data analysis complete; talking points approved
	Establish marketing brand standards		Complete and ready for launch
	15 to Finish messaging at student orientation		Communicated to institutions, most not shown
	Key takeaways determined for stakeholders	•	Finalize stakeholder list and indv. audience message
Advising	Students advised to 15 credit hour by default		Some institutions implemented, additional training required
	Meta-majors utilized for undecided students		Advisors retrained on all programs/meta-majors annually
	Students advised into gateway math course		Gateway math aligned to programs/meta-majors
	Students flagged when off-map/drop course	•	System-wide alert procedure?
Policy	Banded tuition implemented		Some institutions implemented
	Program "cap" of 60/120 credit hours		Under review at each institution
	Degree maps set to 15 credit hours		Course capacity at 15/semester for all FT students available
	30 credit hours per year requirement for aid		Concerns from financial aid offices





# Team Project Planning

Collaborative Learning & Problem Solving



# **Game Changer Teams**





Math Pathways



**Corequisite Support** 



Momentum Year



Academic Maps with Proactive Advising



A Better Deal for Returning Adults





# Refining Goals & Strategies

**Open Discussion** 







What barriers do you have with implementing Game Changer strategies in your state?

What steps do you plan to take to overcome those barriers?

How can CCA help address those and other concerns?



### **Questions?**





### Liz Walker

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