**Central Teacher Education Network (CTEN) – Program Meeting**

**MINUTES**

**October 10, 2019 ~ 3:15–4:30 p.m. ~ Bellin Gallery, Student Center**

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| **MINUTES**  |
|  | **Topic** |  |
|  | **In Attendance:** K. Kostelis;C. Ciotto; M.P. Bigley; L. Tafrate; O. Odesina; C. Mulcahy; J. Nicole-Senft; M. Bartone; A. Gagnon; R. Fuentes; J. Turner; A. Greenwell; M. Ciscel; S. Watson; H. Abadiano; J. Thomas; M. Mitchell; P. Foster; M. Mackey; F. Russell **Welcome/Sign-In**: 3:15 p.m.**CTEN Meeting Minutes:** September2019 CTEN minutes were approved.**Upcoming Meetings for the 2019-20 Academic Year (3:15 – 5:00 p.m.)** November 14, 2019, Bellin Gallery, Student Center (*Programs & Partners*)*December 12, 2019, Bellin Gallery, Student Center (Programs and Partners)*January 23, 2020, Bellin Gallery, Student Center (Programs)*February 20, 2020, Sprague Carlton, Student Center (Programs and Partners)*March 12, 2020, 1849 Room, Student Center (Programs)April 9, 2020, Bellin Gallery, Student Center (Programs)*May 14, 2020, Bellin Gallery, Student Center (Programs and Partners)* **E-Sports Presentation – Dean Kostelis and George Claffey, CIO**E-Sports is a billion-dollar industry and is expected to be a 2-billion-dollar industry by 2023. More people watch E-Sports on a regular basis than almost any other national broadcast, except the Superbowl. This is a global market with international teams that compete to possibly win money. The NCAA is determining how to proceed with this. The University of New Haven announced the offering of a major for E-Sports. A peer review was conducted with three schools looking at academics, retention, space, marketing, and competitiveness. Enrollment was increased in a number of areas, not just Computer Science. Not only is this team based, but other aspects include problem solving, strategy, high performance organization, game design, psychology of the game, and the social aspect as well. E-Sports is interdisciplinary and can be applied across a wide spectrum, crossing many platforms. Students are coming from schools where E-Sports already exists and are interested in exploring this technology further. There are many other components and academic potential to E-Sports, including sports management. CCSU’s E-Sports Center is a benefit for the University, providing great marketing exposure with the local news stations, ESPN3, and the Hartford Courant. The E-Sports Club has increased its membership to 330. It’s a space for residential and commuting students to come together. This center has great appeal to students and will allow for signature events, such as hosting regional competitive tournaments to engage students. Manchester Community College has already reached out to us. The E-Sports Center holds 100 students, with 24 computers and 12 consoles. IT manages this space the same as computer labs. All students are required to swipe in with ID cards and have a 2-hour time limit. The room is reserved for academic times for high performance computing, qualitative research, virtual reality, and more. CCSE is looking for more innovative ways to use this technology. We now have a partnership with Microsoft. A faculty grant has been opened, and we are also looking at 2020 potential grants. CCSU has received a grant of 100 licenses from Unity 3-D along with 500 pages of teaching material. Partnerships and sponsorships will create scholarships. CCSU is in the innovative category in this field. |  |
|  | **Curriculum Sub-Committee Report – Jim DeLaura**A taskforce to address Implementation of SB 957 (Computer Science Legislation) will be developed. |  |
|  | **Partnership Sub Committee Report – Maria Mitchell**Teacher Voices Event - November 14th CTEN meeting. The goal is to bring teachers and faculty together and get them involved in conversation about different aspects of our program, where gaps may exist, edTPA, field experiences, etc.Currently working on partnerships with districts. |  |
|  | **Assessment Subcommittee – Carol Ciotto**Faculty response to assessment data (Dispositions and edTPA). Now in full implementation of the program. Working on addressing some technical issues. Looking for feedback on the monitoring aspect.  |  |
|  | **Announcements*** SEPS Book Club, November 22, 2019, 2:00 – 4:00 p.m. The book “*Excellent! Online* *Teaching*” will be discussed.
* Faculty Development opportunity on Universal Design, October 18th, 8:00 a.m. – 4:00 p.m. May attend any portion.
* The NNER Annual Conference will be held October 16-18, 2019 at Fort Collins, Colorado. Information will be shared by those attending.
* Social and Emotional Learning (SEL) Panel Discussion, Wednesday, October 30, 2019, Constitution Room, Memorial Hall, 8:00 – 9:30 a.m.
* Next CTEN meeting – November 14, 2019, Bellin Gallery (Programs and Partners).
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|  | **Adjourn**: 4:30 p.m. |  |

~Respectfully submitted: Nancy F. Bracket

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| **CTEN Goals for 2019 - 2020** | 1. Reconsider membership status with the National Network for Education Renewal (NNER).
2. Enhance recruitment and retention of teacher candidates with special focus on minority candidates and candidates in shortage areas through the establishment of K-12 pipeline programs; exploring opportunities for internship with our K-12 partners; and continued work with AACTE’s Holmes program at the graduate and undergraduate levels.
3. Update the CTEC by-laws.
4. Align our unit-wide assessment processes and practice to CAEP Standards and edTPA.
5. Examination or overview of edTPA results and Praxis II results to inform our performance within and across programs.
6. Create a course for students who don’t pass edTPA.
7. Examine ways to communicate and address student financial concerns related to Taskstream, fingerprinting, licensure examination, and edTPA.
8. Expand, define and fully activate K-12 and University partnerships.
9. Clarify Field Experience expectations across programs:
10. Clarify expectations for our students during each semester of field experience (What common understandings do students have from the previous semester and what are they being asked to do for that semester?).
11. Establish consistency in observation practices during field placement.
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