

# ACADEMIC PROGRAM INNOVATION

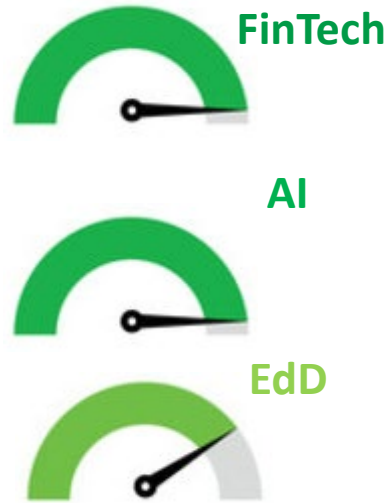
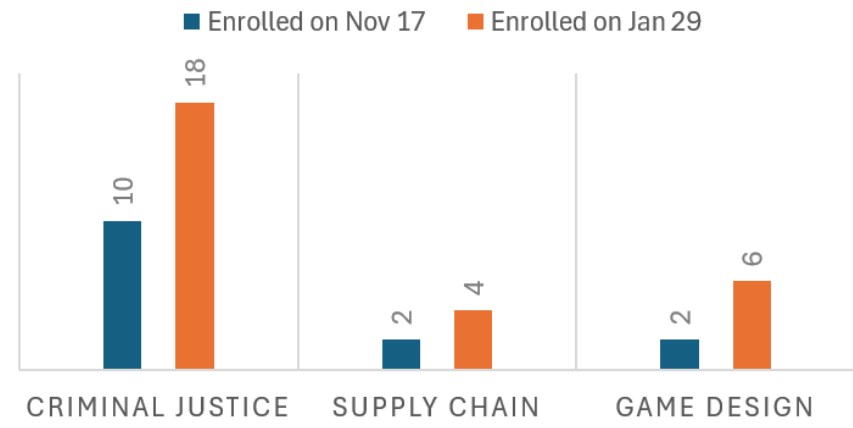
Start: Sept 2024

Finish: June 2025

Budget: \$190,000

Actual YTD: \$190,000

## UNOFFICIAL ENROLLMENT DATA



## RISK/MITIGATION


Failure to secure SACSCOC approval for the EdD could delay its implementation by a year to Fall 2026. Failure to secure SC CHE approvals for Software Engineering and Game Design could delay their official launch to Fall 2026. We are mitigating these risks by responding to CHE questions in a very timely manner.

## Q3 HIGHLIGHTS

- ✓ Secured signed job offer from AI faculty member.
- ✓ Secured Winthrop faculty approval for Applied Software Engineering and a new stand-alone Game Design degree by the Colleges, CUC, AC, and Faculty Conference.
- ✓ Submitted CHE proposals for Applied Software Engineering, and the stand-alone Game Design Bachelor degree programs.
- ✓ Submitted EdD prospectus and University Level-Change proposal to SACSCOC.

## Q4 OBJECTIVES

- ✓ Secure final SACSCOC approvals for Game Design, Software Engineering, etc., and initial SACSCOC approval the EdD in Leadership and Innovation.
- ✓ Compile and report on Fall 2025 deposit data for these new programs.
- ✓ Market and recruit for new programs during on-campus events.

Status: 

Lead: Sebastian van Delden

Pillars: Educate, Excel

Date: 4/9/25

## DESCRIPTION

*Since 2022, Winthrop has been actively engaged in curriculum development. This year, we will track Criminal Justice, Supply Chain and Logistics, and Design with a Game Design Concentration, Ed.D. in Leadership and Innovation, AI, FinTech, and Software Engineering.*

