

ACADEMIC PROGRAM INNOVATION

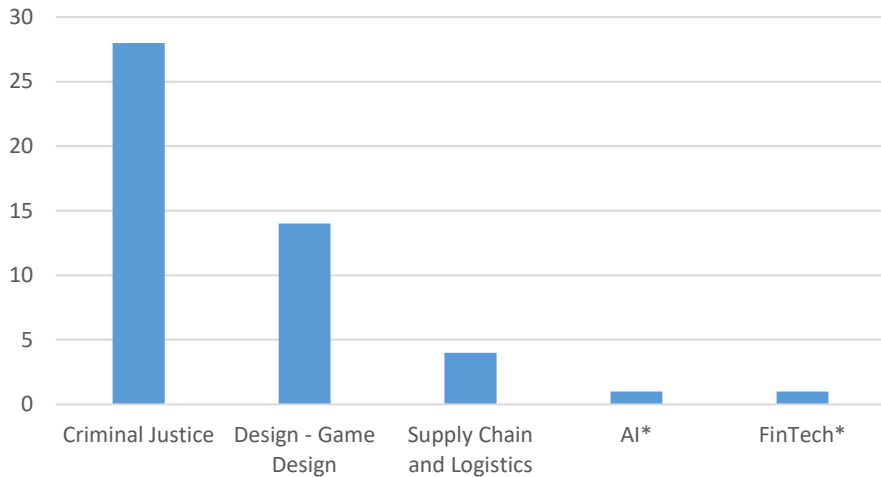
Start: Sept 2024

Finish: June 2025

Budget: \$190,000

Actual YTD: \$190,000

New Student Deposits for Fall 2025 as of June 2



FinTech



AI



Software Engineering



Game Design



EdD

RISK/MITIGATION

Although unlikely, failure to secure SACSCOC approval for the EdD could delay its implementation by a year to Fall 2026. We will find out in July, after the Phase 1 initiatives have concluded. Other risks include the ability to hire and retain top faculty and recruit a sufficient number of students to sustain these programs. These risks are mitigated by participating in all available recruiting events.

Q4 HIGHLIGHTS

- ✓ Secured signed job offer from software engineering faculty member.
- ✓ Secured full CHE approvals for Applied Software Engineering, and the stand-alone Game Design Bachelor degree programs.
- ✓ Scheduled preliminary meeting with SACSCOC regarding level change application.
- ✓ Launched application for the EdD and received 24 applications for an initial cohort size of 12.

CONTINUING OBJECTIVES

- Still need to secure final SACSCOC approvals for Game Design and Applied Software Engineering, which should be perfunctory, and initial SACSCOC approval for the EdD in Leadership and Innovation and level change for Winthrop.
- These programs will require ongoing recruiting support efforts, and data tracking, like all Winthrop degree programs.

Status:

Lead: Sebastian van Delden

Pillars: Educate, Excel

Date: 6/5/25

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.

