

Acknowledging volunteers!

(Individual Volunteers / Advisory Committee/Working Group)
We express our acknowledgement to those who accompanied us during this first year!
Click on <http://www.thevirtual.cc/thanks-to-volunteers.pdf>

Thanks to the Sloan Foundation

1. **SLOAN:** Closure Report of Sloan Grant: http://www.thevirtual.cc/grant_closure.pdf
2. **SLOAN:** Amount and Designation of Awardee (CCSN) http://www.thevirtual.cc/sloan_award.pdf
3. **SLOAN:** Designation of Project Director http://www.sloan.org/report/2005/nonprofit_univ.shtml
4. **SLOAN:** Closing Budget Report <http://www.thevirtual.cc/sloan/budget.pdf>

Thanks to Collaboration Partners

(click on links below)

[AACC](#)

[CCITT](#)

[UT-Austin](#)

[The League](#)

About Virtu@l CC

(section to be developed)

This section will contain documents or links to documents relevant to Virtu@l CC

OTHER DOCUMENTS

1. Virtu@l CC History: Precursory efforts – Before the Sloan Grant:
 - o CCSN presentations at conferences (AACRAO and Nevada Student Affairs Conference)
 - o CCSN - Development of a Community College Budget Simulation System with Course Taxonomy
 - o Meeting at MIT sponsored by the Sloan Foundation
2. Virtu@l CC – Sloan Grant related documents
 - i) Deliverables produced with Sloan Grant
 - ii) Meetings of working group (two in Las Vegas, one in Athens)
 - iii) Deliverable produced with joint Sloan-CCSN resources (see points 3b and 3c below)
 - iv) Letter of Grant Closure presented to Sloan (outcomes and final budget distribution)
 - v) Members of Advisory Board
 - vi) Members of Working Group
 - vii) Members of Executive Board

3. CCSN's efforts on the first steps
 - a) CCSN Funding initiative
 - i) The Mockup Game
 - ii) The Virtu@1 CC Video Tour
 - iii) The Virtu@1 CC system (See item 4 below)
 - b) Virtu@1 CC Website (produced partly with Sloan grant funding)
 - c) Virtu@1 CC Brochure (produced partly with Sloan grant funding)
 - d) Presentation to the CCITT at the 2006 AACC Conference
 - e) Acceptance of paper/presentation at the International Learning Conference on game-based training (2006, Virginia)
 - f) Sponsorship from the Community College Inovative Technology Transfer consortium (CCITT)

4. Contribution of the IT staff

- Project Plan
 - Directions: Mission, Vision and Goals
 - Conceptual Map
 - Software architecture
 - Game Architecture
 - Architecture of each application area (i.e. enrollment, planning, etc.)
 - Gantt Chart with timelines
 - Resources estimation and budget
 - Architecture of each application area (i.e. enrollment, planning, etc.)
 - Modeling strategies
 - Simulation Strategies
 - Relevant technologies
 - Research

- The Virtu@l CC system development Funding
 - Financial Strategies
 - LOI Templates
 - Proposal Templates

- Vision for the future of Virtu@l CC
 - The initial module: Enrollment
 - Further development

The VCC management game will simulate...

- Student success, Retention Management, Persistence and Graduation
- Performance Management and Leadership Development
- Strategic Planning
- Financial Management
- Other organizational support systems of the Community College