Board of Governors Facilities Workshop 2018

FLORIDA GULF COAST UNIVERSITY

INTEGRATED WATERSHED AND COASTAL STUDIES (PREV. CLASSROOMS/OFFICES/LABS – ACADEMIC 9)

Integrated Watershed and Coastal Studies

Prior Funding

2016-17 Appropriation (P) \$3.8 M

2017-18 Appropriation (C) \$12.7 M

2018-19 Appropriation (C) \$14.0 M

Current Request

2019-20 Request (C) \$21.1M

Future Request

2020-21 Request (E) \$4.5 M

Total Project Budget \$56.1 M



Proposed Location and Construction Start Date

2020



Design in Progress

Proposed Completion Date

November 2021

FGCU Project Priority #1

Integrated Watershed and Coastal Studies

Project Size:

Net Square Footage 77,670

Gross Square Footage 116,505

Educational Plant Survey Approved by the Board of

Governors: June 2007

March 2013

November 2017

Return on Investment (ROI)

- The STEM building is essential because it will house "bench" laboratory courses and research in the lab and clinical sciences which demand hands-on components for learning and scholarly attainment
- Over the last decade (since 2008-2009), we have increased our percentage of baccalaureate degrees in programs of strategic emphasis from 31% to 48%, as compared to all baccalaureate degrees in order to provide an educated workforce that drives economic development
- Our new office of internships and co-op programs is creating stronger connections between the world of work and our STEM disciplines, while equipping students with the general and technical skills in greatest demand by corporate and business leaders
- Within the SUS, 2014-15 Florida Education and Training Placement Information Program data ranks FGCU second in Bachelors and first in Masters degrees for employment and/or continuing education of our graduates in Florida. Academic Building 9 is integral to FGCU maintaining its high ranking and realizing further extraordinary growth
- Increase STEM degree production from 556 (2015-2016) to over 750 within 3 years of building occupancy
- **Job Creation** 253 Permanent jobs within local community