House Appropriations Committee
2007 Session Budget Amendment Form

Proposed by Delegate: _____ _____
(Print Name) (Signature)

Requests can be made by completing this form and submitting it to the House Appropriations Committee staff office on the 9th floor of the GAB.

Agency Name: Virginia Polytechnic Institute and State University (Agency 208)

Increase/Decrease

Use this section to indicate whether your amendment would require an Increase or Decrease in appropriated funds.

General Fund (GF) monies are derived from taxes levied on individual and corporate income, sales, public service corporations, and insurance companies. The General Fund is the major source of support for many State functions.

Nongeneral Fund (NGF) monies consist of special fund revenues, higher education operating monies (tuition, special revenues and federal grants), highway maintenance and construction funds, trust and agency funds, and federal trust funds.

Funding	*First Year*	*Second Year*
☒ Increase	GF $ 0	GF $ 19,200,000
☐ Decrease	NGF $ 0	NGF $ 0

Employment Level

Use this section to indicate if a change in the employment level of the agency is desired or necessary. The employment level is the number of full-time equivalent (FTE) positions dedicated to a specific program activity or agency. If you are unsure, leave the space blank.

Employment Level	*First Year*	*Second Year*
☐ Increase	GF FTE 0	GF FTE 0
☐ Decrease	NGF FTE 0	NGF FTE 0

Explanation of Amendment

Please explain the purpose of your amendment or attach explanatory materials. THIS IS THE MOST IMPORTANT PART OF REQUESTING AN AMENDMENT as it ensures the staff has adequate background information to draft your budget amendment request.

EXPLANATION OF AMENDMENT: (Explain or Attach Materials)

This request is to renovate space to house the *Cyber Arts Studio and Creative Technologies Laboratory* and the School of Education's Science Technology Engineering and Mathematics PK-12 Outreach Initiative (VT-STEM). These collaborative initiatives, including a partnership with the Art Museum of Western Virginia, serve as cross-disciplinary instructional and research efforts, bringing together the arts, education, computer science, engineering, mathematics and other technology programs to advance creative and critical thinking capacities. A principle focus of these initiatives will be to work with PK-12 school systems with a goal to enhance student learning resulting in higher achievement on Standards of Learning. These efforts to strengthen schools will enhance communities and lead to economic growth and development for regions throughout the Commonwealth.

Abbitt	Hogan	Oder
Albo	Howell, A.T.	Orrock
Alexander	Howell, W. J.	Phillips
Amundson	Hugo	Plum
Armstrong	Hull	Poisson
Athey	Hurt	Purkey
BaCote	Iaquinto	Putney
Barlow	Ingram	Rapp
Bell	Janis	Reid
Bowling	Joannou	Rust
Brink	Johnson	Saxman
Bulova	Jones, D.C.	Scott, E. T.
Byron	Jones. S.C.	Scott, J. M.
Callahan	Kilgore	Shannon
Caputo	Landes	Sherwood
Carrico	Lewis	Shuler
Cline	Lingamfelter	Sickles
Cole	Lohr	Spruill
Cosgrove	Marsden	Suit
Cox	Marshall, D. W.	Tata
Crockett-Stark	Marshall, R. G.	Toscano
Dance	May	Tyler
Dudley	McClellan	Valentine
Ebbin	McDougle	Waddell
Eisenberg	McEachin	Ward
Englin	McQuigg	Wardrup
Fralin	Melvin	Ware, O.
Frederick	Miller, J.	Ware, R. L.
Gear	Miller, P.	Watts
Gilbert	Moran	Welch
Griffith	Morgan	Wittman
Hall	Nixon	Wright
Hamilton	Nutter	
Hargrove	O'Bannon	

VIRGINIA POLYTECHNIC INSTITUTE AND STATE UNIVERSITY
(Agency 208)

Capital Expenses
Budget Amendment Proposal

	2006-07	2007-08	Biennium
Additional Funds Requested:			
General Fund	--	$19,200,000	$19,200,000
Nongeneral Fund	--	$0	$0

Title: Cyber Arts Studio and Creative Technologies Laboratory

Justification Statement:

This amendment request includes $19.2 million of General Fund resources to renovate Shultz Hall to house the *Cyber Arts Studio and Creative Technologies Laboratory* and the School of Education's Science Technology Engineering and Mathematics PK-12 Outreach Initiative (VT-STEM). This new and innovative facility will support collaborative, cross-disciplinary instructional and research efforts, bringing together the arts, education, computer science, engineering, mathematics and other technology programs to advance creative and critical thinking capacities for regions throughout the Commonwealth.

The University's inventory of traditional classrooms and laboratories do not provide adequate infrastructure to support emergent pedagogical structures in the creative technologies arena. The proposed *Cyber Arts Studio and Creative Technologies Laboratory* will be the first instructional space at Virginia Tech able to fully support emergent pedagogy in creative technologies to enrich programs and student learning in ways that have not historically been possible. The *Cyber Arts Studio and Creative Technologies Laboratory* will provide the place and infrastructure to fully immerse the University and the extended outreach community into a 21st century exploration of a place and space where art, humanities, science, engineering & technology intersect.

Virginia Tech's *Cyber Arts Studio and Creative Technologies Laboratory* and the School of Education's Science Technology Engineering and Mathematics PK-12 Outreach Initiative (VT-STEM) will bridge collaborative research and scholarship, serve as a vital link with PK-12 educational programs and support community and economic development. Virginia Tech faculty and students, working across disciplines and in partnership with the Art Museum of Western Virginia, will have unique opportunities to engage the region's public schools and the broader community in educational immersion experiences through digital technologies, deliverable to mass audiences through high-speed networks and hardware based platforms that support distance learning, live feed, web-casting, and emerging communications technologies. At the heart of Virginia Tech's movement toward enhanced educational facilities is the recognition that a comprehensive education must emphasize creative thinking and critical evaluation capacities with first-tier capabilities in the arts and creative technologies. Future innovations are predicated on crossing and combining conventional domains in new ways—virtual reality with education, engineering with experimental theater, and digital art with architecture and design.

Virginia Tech's solution to establish the facilities necessary to provide the *Cyber Arts Studio and Creative Technologies Laboratory* is to renovate an existing dining facility, Shultz Hall, which will be vacated when a replacement dining facility is completed. A renovated Shultz Hall, at 55,390 gross square feet, will provide significantly enhanced teaching and learning facilities while supporting the adjacent new state-of-the-art Performance Hall and Visual Arts Gallery.

Renovated facilities will include a highly flexible digital performance laboratory to demonstrate new approaches to an audience through cross-disciplinary collaboration between faculty and students in Art

and Art History, Theater Arts, Music, Film and New Media, Design, Communications, Computer Science, and Engineering; a Digital Imaging Lab for the production of 3D animation, 2D digital graphics, interactive media design, web design and other internet and interactive research; an Audio Digital Sound Lab to link state-of-the-art technology with computer and audio musicians, composers and audio designers; a Multimedia Development Studio for advanced research in sound, media flow architecture, video analysis, and design for multimedia production; and a Technological Fabrication Materials Studio for project prototyping in a variety of scales and materials.

Virginia Tech is among 76 U.S. colleges and universities nationwide recently selected by The Carnegie Foundation for the Advancement of Teaching for its new Community Engagement Classification. The Foundation lauded the way in which the university's tripartite mission of learning, discovery, and engagement is enhanced through outreach teaching and research efforts. The proposed facility will house innovative studio and workshop space that will serve to provide new 21st century models for university interaction with communities, business, and other elements of society. On-site access to an Interactive Archive, housed in Virginia Tech's Newman Library, will stimulate new scholarship and cultivate educational use of archived media documentation of work generated by national artists, arts organizations and arts partners actively engaged in community building. Elements that support programming in the adjacent Performance Hall and Visual Arts Gallery, including scene construction, costume construction, and live art storage will be accessible as teaching and research tools for the academic programs and will serve as a learning apparatus for PK-12 and the broader community.

Virginia Tech must be as strong in its creative enterprises as it is in its technology ventures. The facility presented here supports our overall plan to harness the power of the creative technologies in developing innovative students and engaged citizens able to make the most of our changing world. Our plan is the construction of an engine for delivering minds into the Commonwealth that can assess ideas for their intelligence, cultural contributions, and complete spectrum of values. In recognition of the significant instructional activities and the general benefit to the citizens of the Commonwealth that the facility will provide, the funding plan calls for 100 percent state support.