



Minnesota  
STATE COLLEGES  
& UNIVERSITIES

## 30 DAY PROJECT UPDATE REPORT

<b>Project Name</b>	Expand Learning Objects and Gaming Capacity				<b>Report Date</b>	06/24/2008
<b>Description</b>	The FY2008 learning based simulations/games initiative will build on the gaming activities initiated in FY2007 and support a long-term gaming strategy for the system. Learning Games and Simulations Managers are taking the lead in identifying, cataloguing and nurturing the nascent gaming activity in the system. The FY2008 funds will help leverage resources to build capacity in the system by generating collaborative connections between faculty and others currently working on learning games in isolation.				<b>Project Phase</b>	Execution
		<b>Proj. End Date</b>	July 31, 2008			
<b>Exec. Sponsor</b>	Linda Baer	<b>Proj. Owner</b>	Gary Langer	<b>Proj. Mgr.</b>	Melinda Clark	

	Status	Explanation		Status	Explanation
<b>Overall</b>	G	Progressing according to plan.	<b>Scope</b>	G	Scope defined on 10/17/2007.
<b>Schedule</b>	G	Distributed request to release funds for 20 out of 23 grants. Waiting to receive cost center details for remaining Learning Object grant Waiting to received signed contract for remaining 2 Gaming grants	<b>Cost/Resources</b>	G	Funding will support the expansion of gaming and learning objects.

### Deliverable Review

Planned to Complete (Past Period)	Completed	Not Completed	Plan to Complete (Next Period)
1. Collect signed awards (90% completed)		X	
2. Distribute funds (90% completed)		X	
<b>Total Planned To Complete: 2</b>	<b>Total Completed: 0</b>		

### Project Financial Summary

<b>Approved Budget</b>	\$275,000	<b>Spent this Period</b>		<b>Budget Balance</b>		<b>Incr. Budget Req.</b>	N/A
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