March 12, 2024

The regular business meeting of the Faculty Senate was held on Tuesday, March 12, 2024 at

Provost Laurie Couch made announcements.

The Senate President made announcements, including an announcement about a USM free virtual showcase on 'Incorporating Generative AI into Learning Experiences,' which is appended to these minutes.

The minutes of the February 27 meeting were approved as written.

After debate and amendment, the MOTION

Also, to extend the deadline for the FWC to give its report to the Senate on suggested revisions for a section in the Faculty Handbook. The FWC cannot begin its work on this until the Faculty Senate hears back from the Promotions Committee on this topic. The FWC is granted an extension until at least the second Senate meeting of October 2024.

After debate and amendment, the MOTION on charging the Faculty Senate President with working with the IRB committee proposed by Senator Fox PASSED.

Resolved that the Faculty Senate President be charged with working with the IRB Committee in gathering information regarding SU specific operating procedures of the IRB.

Meeting was adjourned at 4:57 pm

David Keifer, Secretary Written 03/15/2024

Approved March 26, 2024.

Hello All.

Please see the information below from the Education Policy Committee to all members of CUSF.

Please share with your faculty senates for as wide a distribution as possible on their campuses) please also share with colleagues in your various departments and programs. USM has 17,000 faculty alone across its campuses -and limited.

Please get this circulated quickly, so that as many of our USM colleagues as possible can take advantage of this opportunity to learn how faculty across many disciplines are incorporating generative AI successfully into their assignments and learning activities! Thank you,

Heather

Today's the day!

Registration has opened for the USM's free virtual showcase for faculty on how to use AI in their classrooms...

Incorporating Generative AI into Learning Experiences

- Overview
- Schedule
- Presenters
- Registration

... and you're invited!

In Zoom on Friday, April 26, 2024 from 10:00 a.m. - 1:00 p.m. EDT.

- conduct data analysis that is appropriate for the type of data, question being asked, and so on:
- adhere to current best practices for data security and privacy; and
- generate answers grounded in data-credible and/or construct-credible arguments connecting data to claims.

is the ability to analyze and create a digital message that accounts for the attributes of the medium, audience diversity, the ethical representation of subjects, and the intent of the content. Storytelling Fluency recognizes the obligations that derive from the power of the storyteller in shaping understanding and public discourse in a digital media environment.

There are three major learning outcomes for storytelling fluency, wherein students should be able to:

- recognize, select and use the appropriate digital medium to communicate a message or access information:
- use current technology and mediums and learn to adapt to newly developed technologies and mediums to communicate efficiently within the constraints and contexts of the chosen medium and in a manner that is accessible to a diverse audience; and
- develop and clearly express ideas using current technology in relevant and applicable digital spaces. They should be able to recognize the rhetorical context of such spaces and be able to utilize the principles of storytelling (audience connection, showing vs telling, and story structure) to communicate and effectively convey a message.

is the ability to solve problems by designing physical or digital creations through a thoughtful

to work ready to learn new business systems quickly and use them effectively, should be able to apply information technology to personally relevant problems, and should be able to adapt to the inevitable change as information technology evolves over their lifetime. [3, p.5]