A number of QEP Ideas were submitted in seed form. These are listed below:

- Internationalizing our curriculum.

- One area that I see students (and employees) needing more focus on is technology. This is true across all disciplines at UWG. Teachers are graduating without the knowledge to use basic technology that is in classrooms of our local public K-12 schools and other degree tracks are not much better (this opinion is based on my last job where I worked with teachers in schools). There is more to technology than just Word, Powerpoint, and Excel. I think that the quality of our students’ education would be greatly enhanced if the available technologies were emphasized more.

- I’ve been thinking about the healthcare focus. Maybe an idea for the QEP would be something that centers on “wellness” (campus, community and region), and then we could look long-term about a possible niche we could carve out in the healthcare area. With everything that’s going on in Newnan in that area, all the Tanner Medical facilities in the area, Greenway Medical in the healthcare management software business, and the VA centers that are coming to here.

- Informatics - how can we expand, enhance, and coordinate nimble online programs across campus?

- The liberally educated professional - how do colleges work together to ensure our graduates are known for this?

- University Assessment - how can assessment design be useful (and manageable) for strategic planning and program review?

- I’m proposing the following topic: “From Access to Success: Strengthening a Culture of Learning.” My thought behind this topic revolves around the major activities that the University has embarked upon lately with respect to RPG, the BOR mandate to increase graduation, the emphasis to improve student learning outcomes assessment, enhancing institutional effectiveness, changing the University culture—from student to faculty/staff, etc. Also, the topic raises the awareness that it is not sufficient just to increase access/enrollment but this has to be coupled with student success in terms of RPG.