

MINUTES
Teaching & Learning Committee (TLC)
April 25, 2023
12:50pm-1:50pm in person in IT 110 (also hyflex via Zoom)
Zoom Link:

<https://rccdedu.zoom.us/j/88689425272?pwd=ZHJ1cHhhOVdlb3dSN0wwRXdmNW1JQT09>

Meeting Passcode 437221

Meeting ID: 886 8942 5272

Jose Sentmanat (AH&WL) chaired the meeting.

Present Jose Sentmanat (AH&WL); Lisa Hernandez (COMM); Mark Lewis (COMM); Margarita

- I. Call to Order
 - II. Approval of Agenda. Moved: Patty. Second: Kara. Passed
 - III. Approval of Minutes (3/28/2023). Moved: Patty. Second: Kara. Passed
- Information Items:

-
- I. Academic Senate report
 - II. FPDC Liaison report
 - a. TLC FLEX desires were related to FPDC
 - III. First Movie Night!
 - a. May 5, 2023, at 5PM. Invite has been sent out SOON. Hope to see you there.
 - IV. Report on the success of Brown Bag #2: How can we stay motivated and what issues are hindering our motivation?
 - V. Reminder of the upcoming Brown Bag #3 (May 11, 2023, in IT110):
 - a. Student panel on the Learning Communities
 - VI. Professional Growth update
 - a. PowerPoint by Lisa Hernandez
 - i. Will be sent out to the members
 - b. Questions: Criteria for

Discussion Items:

- I. AI Chatbots Subcommittee
 - a. Overview
 - i. Discussion of chair
 1. Kara to chair the subcommittee
 - ii. Tentative Objectives: Best practices document
 - iii. Tentative Expectations: meet via Zoom (at least 3 times before the fall), learn how AI Chatbots function, research other colleges' best practices, soft deadline to report at the end of fall.
 - b. Sign up

Good of the Order

Next Business Meeting: Tuesday, May 23, 2023, 12:50-1:50, IT 110.

The Teaching and Learning Committee (TLC) is a Standing Committee of the Academic Senate, comprised of Faculty representatives from all academic departments. The Teaching and Learning Committee fosters a culture of cross-disciplinary communication to support genuine exchange of successful pedagogy and scholarly research. It vows to protect respectful collaboration amongst faculty to ensure student success.