

## **CPOC Meeting: October 31, 2016**

### **Notes regarding selection of the next UCF Unifying Theme**

Today Eric Main and Melody Bowdon presented an early draft of a suggestion for the Unifying Theme. Various surveys and polls last spring were inconclusive, so the following topic that blends well-received key elements of the previously proposed ideas is under consideration. The text below is an early draft—additional information will be forthcoming prior to the next CPOC meeting where a vote will be held to make a final recommendation. Descriptions of the previously proposed topics are also included below.

#### **Proposed topic:**

##### **Journeys and Destinations: Mapping Our Roles in Local and Global Contexts**

This topic explores connections between the local and the global as well as the personal and the social, encouraging students to map their individual pasts and futures within a range of contexts from the family to the discipline to the nation/region and the planet.

Annual sub-themes will emphasize various dimensions of/perspectives on the concept, including individual and community health and wellness, the role of creativity in imagining future places, communities, and networks on the individual and societal levels, changing definitions of home (which could include sustainability, immigration/international studies).

#### **Outcomes:**

- Strong thematic focus for general education and significant efforts to connect gen ed experiences with students' lives, disciplines and careers.
- Deep connections to the QEP without redundancy.
- Opportunities to promote and showcase interdisciplinary research and teaching methodologies.
- Potential for connecting with high impact and signature learning experiences such as service-learning, undergraduate research, multimedia production, and more.
- Faculty development framing courses as journeys

#### **Previous proposed topics that resulted in an inconclusive vote:**

##### **1) Finding Wellness: How Do We Define Health in a Diverse and Changing World?**

This topic addresses not just the well-being of the individual but broader notions of health—as an ideal and as a state of being—in local communities and global populations. What do we mean by health? What is needed for a healthy community and society? If “healthy” is an ideal to strive for, how does it relate to other values like goodness, beauty, wealth, diversity, and sustainability? Students could focus on technological and artistic developments; create models for healthy economies, cities, and environments; explore critical health problems as they affect both local and global populations; and study historical and cultural constructions of physical, mental, or spiritual health. They could formulate critical and needed vocabularies of health across disciplines.

##### **2) Journeys and Destinations: How Do Migrations and Networks Inform Cultures?**

This topic explores the connections between the local and the global. How are different locations connected? How do we conceive of “home” or “belonging” in a world of global networks? The university community could research the effects of travels, relocations, and dislocations on populations of humans and other species, on industries, diseases, or economies. They could explore diverse literature, art, trade policies, and business practices that come about as a result of migration. They could map the historical

movements of people, religions, and identities. Students could learn to use mapping and visualization tools to synthesize large datasets and complex interactions. They could imagine how new interactions might create forms of capital, conserve resources, or improve the quality of lives.

### **3) Innovations: Creating the Useful, the Beautiful, and the Necessary**

This topic explores both the tangible and intangible creations that shape our lives. What things matter to us? What does it mean to produce something of value? What do the things that we make say about us? How can we in the UCF community make things that matter to our community and the larger world? Students could use “makerspaces,” think tanks, or design studios to create art, invent products, launch companies, or publish their creative works. They could study the aesthetics of systems, machines, cities, or cultural productions. They could explore the impact of new technologies, both in the past and today.