

**WLU Board of Governors
Academic Affairs & Student Life Committee**

March 31, 2026– 9:00 a.m.

Location: President's Conference Room
Shaw Hall West Conference Room, 208 University Drive, West Liberty, WV 26074

I. Call to order/Roll Call

II. Approval of Minutes

- Academic Affairs & Student Life Committee Minutes of January 27, 2026

III. New program development includes:

- Master of Arts in Counseling approved by HLC
- Bachelor of Applied Science (reintroduction, starting Fall 2026)
- Intent to Plan Construction Management

IV. Physician Assistant Program Expansion Up to 25 Student – 7 additional students

V. Contribution Margin CLA

- Contribution Margin Percentage by Department

VI. Program Review

Five-Year Program Review—Recommendations

- Creative Art Therapy
- Chemistry
- Elementary Education
- Secondary Education
- Psychology
- MA Art Therapy

Monitoring Reviews -

- Dental Hygiene AS/BS—Resubmission of supplemental assessment data
- English BA—Indirect measures and contribution margin
- Nursing BS—Assessment plan and contribution margin
- Pre-Professional Speech Pathology & Audiology BS—contribution margin
- Visual Communication BA—Assessment plan data

VII. Honor Convocation

- Wednesday, April 30, 2026, 7:00PM Kelly Theater

VIII. Personnel Update

- Dr. Karen Kettler has resigned to take another position; Dr. Joe Horzempa is serving as the interim Dean of the College of Science.

IX. Fall 2026 Application Update

X. Spring 2026 Student Activities

- Weekly Events
- Spring Fling/Tailgate
- Spring Week

XI. Enrollment and Retention Initiatives

- Accepted Students Days
- Spring Recruitment Days
- EAB Enroll 360
- Summer Orientations

XII. Arts Update

- Two Students Top Honors – National Association of Teachers of Singing (NATS) Eastern Regional Student Auditions
- Jesus Christ Superstar! – March 26-29
- Bonus Encore: A Night of Student-Directed One-Acts – April 22-26

XIII. Athletic Update

XIV. Community Connections

- Intermediate Court of Appeals

XV. Other Discussion

XVI. Adjournment