



## INSTITUTIONAL RESEARCH AGENDA 2024-2029

### I. INSTITUTIONAL RESEARCH

#### 1. ORGANIZATIONAL EFFECTIVENESS & EFFICIENCY

*The overarching goal is to improve Letran Calamba's organizational efficiency, quality management, assurance, research analysis, financial sustainability, employee welfare, linkages, and future planning.*

- a. Admission & Retention
- b. Quality Management System
- c. Quality Assurance
- d. Linkages & Internalization
- e. Employee's Welfare
- f. Benchmarking & Data Analysis
- g. Financial Sustainability
- h. Strategic Directions

#### 2. MULTIDIMENSIONAL STUDENT DEVELOPMENT

*The overarching goal is to enhance Letran Calamba's student experience through engagement, diversity, mental health, career readiness, student services improvement, safety, and financial aid strategies.*

- a. Student Engagement & Campus Life
- b. Diversity, Equity, and Inclusion
- c. Mental Health and well-being
- d. Career Readiness & Professional Development
- e. Assessment & Improvement of Student Services Program
- f. Campus Safety & Student Conduct
- g. Institutional Financial Aid Strategies

#### 3. COMMUNITY DEVELOPMENT

*The goal is to foster peace, inclusivity, heritage preservation, cultural resilience, and community capability building.*

- a. Peace and Inclusivity
- b. Heritage and Cultural Resilience
- c. Service Learning and Capability Building





## II. DISCIPLINE-BASED RESEARCH

### 1. BUSINESS STRATEGY AND PERFORMANCE

*The overarching goal is to drive innovation and efficiency in business practices through sociopreneurship, financial management, green accounting, marketing, operations management, and HR analytics.*

- a. Socio-preneurship and Innovation
- b. Financial Management and Accounting System
- c. Green Accounting
- d. Marketing and Consumer Behavior
- e. Operations Management and Supply Chain
- f. Human Resource Analytics

### 2. DIGITAL TRANSFORMATION AND INNOVATION

*The overarching goal is to innovate Letran Calamba's academic and business processes through Artificial Intelligence, Immersive Technologies, Software Development, Cybersecurity, and Gamification in Education.*

- a. Artificial Intelligence and Data Science
- b. Immersive Technologies
- c. Software Development
- d. Cybersecurity and Cloud Computing
- e. Gamification in Education

### 3. EDUCATIONAL EFFECTIVENESS AND IMPROVEMENT

*The overarching goal is to enhance LC students' educational outcomes by focusing on regular curriculum, assessment, strategic teacher development, creative student engagement, equity, school culture, and early childhood education.*

- a. Curriculum and Instruction
- b. Assessment and Evaluation
- c. Teacher Professional Development
- d. Student Engagement and Motivation
- e. Equity and Inclusion
- f. School Climate and Culture
- g. Early Childhood Education

### 4. HUMAN DEVELOPMENT AND SOCIETAL TRANSFORMATION

*The overarching goal is to cultivate a knowledgeable, creative, and engaged global citizenry capable of addressing complex challenges and building a sustainable future.*

- a. Human Mind, Behavior, and Society
- b. Human Learning and Development
- c. Communication and Society





## 5. NURSING CARE MANAGEMENT

*The overarching goal is to optimize health and well-being through evidence-based nursing care, innovation, and advocacy.*

- a. Maternal and Child Health Nursing
- b. Community and Public Health Nursing
- c. Adult and Geriatric Health Nursing
- d. Psychiatric Nursing

## 6. RELIGIOUS CULTURE AND IDENTITY

*The overarching goal is to ensure that the religious formation of LC's personnel and students is anchored on the Dominican charism and orthodox Christian teachings and values.*

- a. Religious Traditions and Practices
- b. Religious Identity and Formation
- c. Core Values and Dominican Charism

## 7. SUSTAINABLE AND INTELLIGENT ENGINEERING SOLUTIONS

*The overarching goal is to advance sustainability, efficiency, resilience, and innovation in manufacturing, energy solutions, connected systems, and built environments to address emerging challenges and promote long-term viability*

- a. Sustainable and Smart Manufacturing and Production Systems
- b. Renewable, Efficient, and Resilient Energy Solutions
- c. Intelligent, Connected, and Secure Systems
- d. Sustainable Infrastructure and Built Environment

## 8. SUSTAINABLE TOURISM DEVELOPMENT

*The goal is to promote environmental, social, and economic sustainability while enhancing tourism experience and management.*

- a. Environmental Sustainability
- b. Social and Community Impact
- c. Economic Sustainability
- d. Tourism Experience and Management

### III. CROSS-CUTTING THEMES

#### 1. ESG (ENVIRONMENT, SOCIAL, AND GOVERNANCE)

*The goal is to promote environmental sustainability, social equity, and ethical governance.*

- a. Environmental Sustainability
- b. Social Impact and Equity
- c. Governance and Ethics

#### 2. TECHNOLOGY IN VARIOUS DOMAINS

*To harness technology for the betterment of humanity by developing innovative solutions to global challenges and improving the quality of life.*

- a. Application and implication of technology to a particular field such as healthcare, education, etc.





## COLLEGIATE & DEPARTMENTAL RESEARCH AGENDA 2024-2029

### I. SCHOOL OF BUSINESS, MANAGEMENT, AND ACCOUNTANCY

#### 1. BUSINESS STRATEGY AND PERFORMANCE

*The overarching goal is to drive innovation and efficiency in business practices through sociopreneurship, financial management, green accounting, marketing, operations management, and HR analytics.*

- a. Socio-preneurship and Innovation
  - i. Emerging Business Models
  - ii. Innovation Adoption and Diffusion
- b. Financial Management and Accounting System
- c. Green Accounting
- d. Marketing and Consumer Behavior
  - i. Data Analytics
  - ii. Consumer Behavior and Trends
  - iii. Loyalty Programs and Rewards
- e. Operations Management and Supply Chain
  - i. Responsible Consumption and Production
- f. Human Resource Analytics





## II. SCHOOL OF COMPUTER STUDIES & TECHNOLOGY

### 2. DIGITAL TRANSFORMATION AND INNOVATION

*The overarching goal is to innovate Letran Calamba's academic and business processes through Artificial Intelligence, Immersive Technologies, Software Development, Cybersecurity, and Gamification in Education.*

- a. Artificial Intelligence and Data Science
  - i. Artificial Intelligence
  - ii. Machine Learning
  - iii. Data Visualization
  - iv. Data Mining
  - v. Data Analytics
  - vi. Big Data
- b. Immersive Technologies
  - i. Virtual Reality
  - ii. Augmented Reality
- c. Software Development
  - i. Software development
  - ii. Mobile Application development
  - iii. Web Application development
- d. Cybersecurity and Cloud Computing
  - i. Internet Security
  - ii. Virtualization and Networking
  - iii. Web Service and Performance
- e. Gamification in Education





### III. BASIC EDUCATION DEPARTMENT

#### 3. EDUCATIONAL EFFECTIVENESS AND IMPROVEMENT

*The overarching goal is to enhance LC students' educational outcomes by focusing on regular curriculum, assessment, strategic teacher development, creative student engagement, equity, school culture, and early childhood education.*

- a. Curriculum and Instruction
- b. Assessment and Evaluation
- c. Teacher Professional Development
- d. Student Engagement and Motivation
- e. Equity and Inclusion
- f. School Climate and Culture
- g. Early Childhood Education





#### IV. SCHOOL OF EDUCATION, ARTS, AND SCIENCES

##### 4. HUMAN DEVELOPMENT AND SOCIETAL TRANSFORMATION

*The overarching goal is to cultivate a knowledgeable, creative, and engaged global citizenry capable of addressing complex challenges and building a sustainable future.*

- a. Human Mind, Behavior, and Society
  - i. Holistic Approaches to Mental Health and Wellness
- b. Human Learning and Development
  - i. Educational Theories and Practices
- c. Communication and Society
  - i. Web and Social Media





## V. SCHOOL OF NURSING

### 5. NURSING CARE MANAGEMENT

*The overarching goal is to optimize health and well-being through evidence-based nursing care, innovation, and advocacy.*

- a. Maternal and Child Health Nursing
- b. Community and Public Health Nursing
- c. Adult and Geriatric Health Nursing
- d. Psychiatric Nursing







## VI. RELIGIOUS EDUCATION & CAMPUS MINISTRY

### 6. RELIGIOUS CULTURE AND IDENTITY

*The overarching goal is to ensure that the religious formation of LC's personnel and students is anchored on the Dominican charism and orthodox Christian teachings and values.*

- a. Religious Traditions and Practices
  - i. Catholic Social Teachings
  - ii. Institutional Identity
- b. Religious Identity and Formation
- c. Core Values and Dominican Charism
  - i. Dominican Philosophy of Education





## VII. SCHOOL OF ENGINEERING AND ARCHITECTURE

### 7. SUSTAINABLE AND INTELLIGENT ENGINEERING SOLUTIONS

*The overarching goal is to advance sustainability, efficiency, resilience, and innovation in manufacturing, energy solutions, connected systems, and built environments to address emerging challenges and promote long-term viability*

- a. Sustainable and Smart Manufacturing and Production Systems
  - i. Optimizing industrial processes for efficiency and environmental sustainability
  - ii. Implementing Industry 4.0 and smart manufacturing technologies
  - iii. Advancing logistics and supply chain optimization
  - iv. Improving productivity and quality assurance
  - v. Developing innovative and sustainable materials
  - vi. Exploring additive manufacturing and 3D printing applications
  - vii. Enhancing product design and prototyping
- b. Renewable, Efficient, and Resilient Energy Solutions
  - i. Developing renewable energy generation and integration systems
  - ii. Improving energy storage and power electronics technologies
  - iii. Enhancing thermal management and energy efficiency
  - iv. Addressing global warming and environmental sustainability
  - v. Promoting circular economy and sustainable consumption
- c. Intelligent, Connected, and Secure Systems
  - i. Advancing Internet of Things (IoT) and sensor networks
  - ii. Designing embedded systems and intelligent devices
  - iii. Improving signal processing, communications, and cybersecurity
  - iv. Applying machine learning and AI in engineering applications
  - v. Leveraging big data and cloud computing for optimization
  - vi. Enhancing decision-making and automation
- d. Sustainable Infrastructure and Built Environment
  - i. Promoting sustainable construction and building design
  - ii. Enhancing disaster resilience and climate change adaptation
  - iii. Optimizing urban planning and livable cities
  - iv. Improving water, waste, and natural resource management
  - v. Advancing environmental impact assessment and remediation
  - vi. Developing pollution control technologies





## VIII. SCHOOL OF TOURISM AND HOSPITALITY MANAGEMENT

### 8. SUSTAINABLE TOURISM DEVELOPMENT

*The goal is to promote environmental, social, and economic sustainability while enhancing tourism experience and management.*

- a. Environmental Sustainability
  - i. Waste management / Recycling
  - ii. Water conservation
- b. Social and Community Impact
  - i. Social Sustainability
  - ii. Community Engagement and Empowerment
  - iii. Tourism Development and Diversification
- c. Economic Sustainability
  - i. Economic Sustainability
  - ii. Local Procurement and Supply Chains
  - iii. Tourism Development and Diversification
  - iv. Tourism Marketing and Promotion
  - v. Impact On Tourism Development
  - vi. Innovation And Business Models
  - vii. Emerging Business Models
- d. Tourism Experience and Management
  - i. Hospitality Management
  - ii. Tourism Marketing and Promotion
  - iii. Emerging Travel Trends
  - iv. The Impact of Technology on Travel Decisions
  - v. Customer Experience and Satisfaction
  - vi. Service Quality and Expectations
  - vii. Customer Feedback and Reviews
  - viii. Loyalty and Retention
  - ix. Risk Assessment and Mitigation in Tourism and Hospitality
  - x. Emerging Threats and Risks
  - xi. Crisis Preparedness and Response
  - xii. Communication And Stakeholder Engagement
  - xiii. Recovery and Adaptation
  - xiv. Post-Crisis Recovery Strategies
  - xv. Building Resilience
  - xvi. Motivations And Barriers

