

**STEAM COMPLEX****DATE:** 11/16/2020 (Updated 12/04/20)**PROJECT NAME:** STEAM Complex

- New Project: STEAM Center
- Renovation Projects: Science Hall Academic Building Renovation Project and Creative Arts Extension / Multi-Media Building Renovation Project

**LOCATION:** Ocean Campus**DISTRICT SPONSOR:** David Yee, Dean of Science & Technology, Engineering & Mathematics, KenZoe Brian Selassie-Okpe, Dean of English and World Languages & Cultures, Fine, Applied & Communication Arts and Building User Groups.**I. PROJECT INFORMATION****PROJECT DESCRIPTION:**

The principal locations for the departments comprising the STEAM Complex includes Science Hall, Cloud Hall, Batmale Hall, Creative Arts, Creative Arts Extension Buildings and the Visual Arts Building. The affected departments are Art, Biology, Chemistry, and Math as well as Architecture, Astronomy, BEMA, Biotech, Computer Networking & Information Technology (CNIT), Computer Science, Cinema, Earth Sciences, Engineering, Photography, and Visual Media Design. Evolving changes in operating philosophy, and applicable programming and curricular affiliations, necessitate effective adjacencies for these departments. These departments schedule classes and support work in rooms with substandard infrastructure. These rooms are in building that are scattered across campus. Students and faculty of the listed departments need to occupy new or renovated Ocean Campus buildings that are near one another to maximize educational experiences, resources, and collaboration.

The new STEAM Center Project will be approximately 112,000 (+/-) GSF. The STEAM Center will include the academic departments of Chemistry, Biology, and Visual Arts (2D and 3D) comprised of faculty offices, instructional science labs with support spaces, applied learning for the arts programs, as well as creation of a HUB and “living room” with various spaces to support the broader STEAM Complex strategic goals and CCSF overall Vision and Mission. The current building is four stories with a mechanical penthouse.

**CHARACTERISTICS / PROGRAM UPDATE:** The STEAM Center will include the entirety of the Biology, Chemistry and Visual Arts departments, including necessary spaces for faculty offices, meeting rooms and support spaces. The building program also includes several classrooms and lecture halls. The total program for this facility is 72,502 Assignable Square Feet (ASF). There is a total of 21,483 ASF for Biology, 18,229 ASF for Chemistry, 19,321 ASF for Visual Arts and 13,469 ASF for shared spaces. The shared spaces include classrooms, lecture rooms, collaboration spaces and offices. Note that the square footages are a work in progress and are not final.

(See “Attachment A – Program Summary from the draft Basis of Design dated 10/30/20”)



## STEAM COMPLEX

## RENOVATION PROJECTS:

- 1) **The Science Hall Academic Building Renovation** is a project to renovate the space in order to house Math, Physics, Astronomy, Earth Sciences, Engineering, CNIT and other STEAM programs. The project budget of \$102,000,000 was approved by the September 2020 Board of Trustees meeting. Science Hall is a 150,000 GSF renovation project and will include but not be limited to the following scope:
  - Hazardous materials removal
  - Interior demolition of walls, ceilings, flooring, restroom, laboratories, offices, classrooms and MEP systems
  - Full seismic upgrade with the most recent code and DSA requirements. Architect is to confirm the Tier 1 or Tier 2 seismic upgrades required by DSA.
  - Reconfiguration of space for the new program requirements including all MEP systems, maintenance facilities, laboratories/shops, classrooms and offices.
  - The departments that are currently planned to be in the building (requires Shared Governance Input) after the renovation are the following: Astronomy/Physics, Mathematics, Computer Science (CS), Computer Networking & Information Technology (CNIT), Engineering, Architecture, Earth Science and the supporting offices and shared spaces.
  
- 2) **The Creative Arts Extension / Multi Media Building Renovation Project** is another renovation project approved by the September 2020 Board of Trustees meeting with a project budget of \$30,300,000. The scope will include but not be limited to the following:
  - Structural, seismic and earthquake safety upgrades to the building.
  - The Departments that are currently planned to be in the building (requires Shared Governance Input) after the renovation are the following: Broadcast Electronic Media Arts, Visual Media Design, Cinema, Photography and the supporting offices and shared spaces.

(See Attachment B – Master Project List Report approved at the September 24, 2020 Board of Trustees Meeting)

**SECONDARY IMPACT PROJECTS:** Additionally, reference Diego Rivera Theatre Project Charter for any STEAM Complex scope specific to the Multi-Use Building (MUB). (See Attachment C - Diego Rivera Theatre Project Charter draft)

**SWING SPACE:** There will be swing space needed for the Science Hall Academic Building Renovation and Creative Arts Extension / Multi Media Building Renovation projects.



**STEAM COMPLEX**

**BUDGET:**

STEAM Center Project Budget Summary:

- Budget: 2020 Bond: \$155,250,000

Science Hall Academic Building Renovation Project Budget: \$102,000,000

Creative Arts Extension / Multi Media Building Renovation Project Budget: \$30,300,000

(See Attachment B – Master Project List Report approved at the September 24, 2020 Board of Trustees Meeting)

**FUNDING SOURCES:**

2020 Proposition A Bond Funds FOAPAL: 446502-8087-6201-7100

**PROJECT SCHEDULE & DELIVERABLES:**

**STEAM CENTER:**

- Criteria Documents (Completed) January 2020
- Selection of Design-Build Entity (Completed) March 2020
- DBE NTP (Completed): May 2020
- Collaboration Phase (Phase 1a & 1b): May 2020 - October 2020
- Schematic Design Phase, Design Development, BoT Approval (Phase 2a): November 2020 – April 2021
- Construction Documents, DSA & GMP Development (Phase 2b): May 2021 - October 2021
- DSA Permit: November 2021 – September 2022
- Construction (Phase 3): September 2022 – October 2024

**SCIENCE HALL ACADEMIC BUILDING RENOVATION (Tentative Schedule):**

- Architect Award: February 2021
- Design Phase: March 2021 – December 2022
- DSA Review and Approval: December 2022 – May 2024
- General Contractor Procurement: May 2024 – November 2024
- Construction: November 2024 – July 2026

**CREATIVE ARTS EXTENSION / MULTI-MEDIA BUILDING RENOVATION (Tentative Schedule):**

- Programming Architect Award: February 2021
- Programming Phase: March 2021 – August 2021
- DBE Award: February 2022
- Design Phase: March 2022 – August 2023
- DSA Review and Approval: August 2023 – January 2024
- Construction: January 2024 – March 2026



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**RISKS:**

Schedule:

- Timely execution of the contracts with all the consultants
- Timely completion of all the workshops with stakeholders. Stakeholders do not show up to all the workshops and designing team do not receive the information they need to complete the criteria documents.
- Timely review and approval of the design by the stakeholders
- RFP process for the Science Hall architect and the selection process
- Passage of the Bond, and timely funding for the start of the design phase
- CEQA and EIR process
- DSA review time

Budget:

- The DBE estimate provided at this time does not support a building of 112,000 GSF.
- Change in the scope by the Owner / stakeholders
- Delay to the project and escalation cost
- Changes in the construction market and economy

Project:

- Coordination of the programs with Diego Rivera Theater and Science Hall.
- Having all the necessary programs from School of Science and School of Arts within the original budget.
- Large portion of Ocean Campus will be under construction during part of 2022, all of 2023 and most part of 2024, STEAM Building, Diego Rivera Theater and Student Development causing issues with access, lack of parking, and lay down area for the contractors.

**ASSUMPTIONS:**

- There will be no underground parking

**II. PARTICIPATORY INFORMATION:**

**BUILDING USER GROUP/SHARED GOVERNANCE:** The DBE for STEAM Complex and Architect for Science Hall Renovation will engage the building end-users and stakeholders during each design phase of the project. After the final design is approved by the end-users, the DBE will present the project design to the Facilities Committee and Participatory Governance Council before seeking approval from Board of Trustees.



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The following is a list of the past Building User Groups Meetings:

<u>Date</u>	<u>Meeting</u>
7/9/2020	Art Program Validation Workshop
7/10/2020	Biotechnology Program Validation Workshop
7/10/2020	Math Program Validation Workshop
7/14/2020	Chemistry Program Validation Workshop
7/15/2020	Biology Program Validation Workshop
7/24/2020	Biology Program Verification Workshop #2
7/24/2020	Printmaking and Jeweler/Metal Arts Program Verification #2
7/27/2020	Chemistry Verification #2
7/29/2020	Biotechnology Program Verification Workshop #2
7/29/2020	Math Program Validation Workshop
7/31/2020	Art Program Verification Workshop #2
7/31/2020	Ceramic Program Verification Workshop #2
9/1/2020	STEAM Focus Group Project Vision Workshop
9/2/2020	Custodial
9/15/2020	AV / IT / Security
9/16/2020	Buildings and Grounds / Facilities / Waste Management
9/16/2020	Students
9/18/2020	Design Workshop
9/22/2020	Design Evaluation
9/24/2020	ART Room Data Sheet Review
9/25/2020	Sustainability
9/29/2020	Students
10/2/2020	Design workshop
10/7/2020	Design Evaluation
11/3/2020	BOD review
11/12/2020	Chemistry
11/13/2020	Art
11/17/2020	Biology
11/17/2020	BOD Electrical and IT
11/17/2020	BOD HVAC and Plumbing

**APPLICABLE POLICIES/PLANS:** Facilities Master Plan. If other describe: Building design will incorporate District’s Sustainability plan goals, Energy Management Plan, and District Design Standards.

**III. PROCUREMENT:**

**PROCUREMENT STRATEGY:**

The District will engage the following consulting firms through an RFP process from a list of prequalified consultants:



## **STEAM COMPLEX**

- Geotechnical Engineering (Preliminary Report Only, GEOR by DBE, testing by District)
- Surveying (Preliminary Basis of Bearings Only, Survey by DBE)
- Criteria Documents Architect (Awarded)
- CEQA Clearances by District via Supplemental to 2004 Addendum clearances
- Commissioning Authority
- Inspector of Record
- Testing and Inspection
- Moving
- FF&E Consultant (To Be Determined)

**STEAM Center:** The method of delivery for the new STEAM Center Project is Design-Build. The District issued an RFQ to prequalify Design-Build Entities (DBE). Through the RFP process, a participatory governance committee selected one Contractor and Architect team from the list of prequalified DBEs with a conscious effort to meet the Districts SLBE requirements. The awarded DBE Team is Rudolf + Sletton and Smith Group.

### **Science Hall Academic Building & Creative Arts Extension / Multi-Media Building Renovation Projects:**

The method of delivery for the Science Hall Building project is Design-Bid-Build. The District will issue an RFP to the prequalified architects. Through the RFP process, a participatory governance committee will select one Architect team from the list of prequalified Architect's with a conscious effort to meet the District SLBE requirements. When the Architect completes the drawings and gets DSA approval, the District will issue an RFP to procure a General Contractor for the scope of construction work.

#### **IV. PROJECT SUPPORT:**

The STEAM Center Project:

- Pre-Construction Phase: Sr. Project Manager, Project Manager and Project Engineer
- Construction Phase: Project Manager, Construction Manager and Project Engineer

The Science Hall Academic Building Renovation & Creative Arts Extension / Multi-Media Building Renovation Project:

- Pre-Construction Phase: Sr. Project Manager, Project Manager and Project Engineer
- Construction Phase: Project Manager, Construction Manager and Project Engineer

#### **V. AUTHORIZATIONS / APPROVAL REQUIREMENTS:**

##### **STEAM CENTER BOARD AUTHORIZATION:**

1. PROJECT APPROVAL BOARD RESOLUTION NUMBER: 200326-IX-69 (Authorization to contract with Rudolph Sletten/Smith Group for Design-Build Services)
2. PREVIOUS BOARD ITEMS: 190627-IX-148 (Authorization of Facilities Bond Ballot Initiative for March 3, 2020 Election)



**STEAM COMPLEX**

**JURISDICTIONAL AUTHORITY/APPROVAL REQUIREMENTS:** This project must comply with the latest UBC, California Building Code, Title 24, State Fire Marshall requirements, and Department of State Architect and public construction code rules and requirements.

**VI. ATTACHMENTS:**

- Attachment A – Program Summary from the draft Basis of Design dated 10/30/20
- Attachment B – Master Project List Report approved at the September 24, 2020 Board of Trustees Meeting
- Attachment C - Diego Rivera Theatre Project Charter draft

**PREPARED BY (PM):**

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(Name & Title) (Signature) (Date)

**PROJECT CHARTER AUTHORIZED BY:**

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(Name & Title) (Signature) (Date)



**STEAM COMPLEX  
ATTACHMENT A**

**CITY COLLEGE SAN FRANCISCO – STEAM COMPLEX**

Facility Summary	Staff	Grossing Factor*	Assignable SF	Total GSF**
SCIENCE	37	64%	39,712	62,050
ARTS	27	64%	19,028	29,730
SHARED	17	64%	13,785	21,539
<b>Facility TOTAL</b>	<b>81</b>	<b>64%</b>	<b>72,525</b>	<b>113,320</b>

SCIENCE	Staff	Program Verification Total ASF	Total GSF
BIOLOGY	22	21,483	
CHEMISTRY	15	18,229	
<b>Sub-total ASF</b>	<b>37</b>	<b>39,712</b>	
Grossing at		64%	62,050

ARTS	Staff	Program Verification Total ASF	Total GSF
3D ARTS	0	7,769	
2D ARTS	0	8,890	
ARTS - SHARED	27	2,369	
<b>Sub-total NSF and NASF</b>	<b>27</b>	<b>19,028</b>	
Grossing at		64%	29,730

SHARED	Staff	Program Verification Total ASF	Total GSF
SHARED OFFICES	17	630	
COLLABORATION SPACE	0	5,142	
CLASSROOM / LECTURE HALLS	0	7,020	
SUPPORT	0	993	
<b>Sub-total NSF and NASF</b>	<b>17</b>	<b>13,785</b>	
Grossing at		64%	21,539





STEAM COMPLEX  
ATTACHMENT B

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PROPOSITION A-2020  
BOND PROGRAM

2020 Master Bond Project List

Board Of Trustees Meeting

September 24, 2020



Master Project List Report

City College of San Francisco

City College of San Francisco

Proposition A - 2020: Initial Master Project List

DRAFT

Category/Project	Status	Budget	Description	
<b>Ocean Campus</b>				
OC-001	Diego Rivera Theater with Mural	Active	\$101,000,000	Construction of a new performing arts theater. The black box theater will make possible credentialed programs not currently available. The theater will be the future home of the Diego Rivera Pan American Unity mural.  This project is jointly funded with Proposition A - 2005 bond. Budget represented here is Proposition A - 2020 only.
OC-002	STEAM Center	Active	\$155,250,000	The project will build a multi-story facility to anchor programs for the STEAM disciplines demanded by students. Also, new class spaces and offerings will help students gain hands-on learning experiences needed to secure good-paying jobs.  This project is jointly funded with Proposition A - 2005 bond. Budget represented here is Proposition A - 2020 only.
OC-003	Student Success Center	Active	\$128,100,000	The project will consolidate over 30 student development programs such as academic counseling, tutoring, career center, transfer center, etc. Improved access to services is key to increasing and maintaining future enrollment. The entire student body will be better served, especially historically marginalized student populations.  This project is jointly funded with Proposition A - 2005 bond. Budget represented here is Proposition A - 2020 only.
OC-004	Science Hall Academic Building Renovation	Active	\$102,000,000	Renovation and seismic upgrade of the building
OC-005	Cloud Hall Academic Building Renovation	Active	\$102,000,000	Upgrade the building and improve the seismic and earthquake safety. Also elevators will be added to improve accessibility and indoor/outdoor student gathering/study spaces will be added at ground level.
OC-006	Creative Arts Extension/Multi Media Building	Active	\$30,300,000	Structural, seismic and earthquake safety upgrades to the building.
OC-007	New Child Care Center	Active	\$11,500,000	Replace the current onsite childcare center that is out-of-date and located in temporary portable to better serve faculty, staff and student families.
OC-008	Swing Space	Active	\$7,500,000	Temporary housing of programs displaced while facilities are under construction or renovation.
OC-009	State Funded Local Match: Ocean Campus Utility Infrastructure Replacement	Active	\$15,865,000	Infrastructure upgrades/replacements for systems at risk of failure and addresses/corrects deficiencies that represent significant hazards.
OC-010	Ocean General Campus Wide Improvements	Active	\$8,900,000	Renovations and systems upgrades with scope of projects guided by the Facilities Master Plan.
OC-011	Rush Stadium Turf Field Replacement	Active	\$2,000,000	Turf replacement at Rush Stadium.
<b>Ocean Campus Totals:</b>			<b>\$864,415,000</b>	



STEAM COMPLEX

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Master Project List Report

City College of San Francisco

City College of San Francisco

Proposition A - 2020: Initial Master Project List

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Category/Project	Status	Budget	Description	
<b>Civic Center</b>				
CC-001	State Funded Local Match: 750 Eddy Street Seismic and Code Upgrade	Active	\$7,369,000	Seismic upgrades for structural integrity, including strengthening the unreinforced masonry building facade, along with retrofit work to the overall structural system for compliance with current building codes.
<b>Civic Center Totals:</b>		<b>\$7,369,000</b>		
<b>Evans Center</b>				
EC-001	Evans Center Renovation	Active	\$25,000,000	Structural and seismic and earthquake safety upgrades, including roof and window repairs to address water leaks, and reconfigure and upgrade skill-building spaces.
EC-002	Education Center at 1550 Evans (PUC/SFUSD)	Pending	\$30,000,000	Joint use facility at 1550 Evans funded by multiple public entities. The facility will be used for workforce education and vocational programs.
<b>Evans Center Totals:</b>		<b>\$55,000,000</b>	Project is being reviewed.	
<b>District and District-wide</b>				
DW-001	Other Center Renovations	Active	\$17,400,000	Project scope will include general renovation and systems upgrades with scope of projects guided by the Facilities Master Plan.
DW-002	IT Infrastructure	Active	\$9,200,000	District-wide technology data center improvements, area network connections and hardware, audio-visual modernization, smart classrooms, computer replacements, security upgrades and improvements, telecommunications upgrades and network infrastructure modernization.
DW-098	Program Administration Costs	Active	\$45,500,000	Cost of issuance, legal, management, program planning and assessments.
DW-099	Program Contingency	Active	\$46,116,000	District-wide Program Contingency for various issues that may be a result of higher construction costs, program modification, new projects, etc.
<b>District and District-wide Totals:</b>		<b>\$118,216,000</b>		
<b>Grand Total:</b>		<b>\$845,000,000</b>		

Funding Sources: Proposition A - 2020  
Statuses: Active, Pending



**STEAM COMPLEX**

**ATTACHMENT C**

**(Include the Diego Rivera Theatre Project Charter)**