

July 30, 2011

MUSE-EI  
School of Engineering  
Mercer University  
Macon, GA 31207

Attention: Dr. Susan Codone, Subcontract Administrator

Subject: RFP No. MU-2011-03

We are pleased to submit "A Proposal for the Remodeling of Bear Rock Café" in response to your request of July 4, 2011.

The proposed remodeling transforms the Café from an empty room glossed over on campus tours to a highlight of the campus and popular meeting area for students. In addition to changing a room that is currently seeing minimal use into a hub for student gatherings, this plan will make students more likely to remain on campus during the weekend. This will help Mercer University diminish its reputation of being a 'suitcase college.' This plan brings many different aspects of college life into one room: video games, traditional games, and board games. The vast number of options contained in one room allows it to accomplish Mercer's goal of increased student use as well as their goal to encourage students to stay on campus during the weekend.

If you have any questions, please do not hesitate to call us.

Sincerely,

Katie Mason, Project Manager  
M.A.R.K. Inc.



## **A Proposal for the Remodeling of Bear Rock Café**

Prepared for: Dr. Susan Codone, Subcontract Administrator  
Mercer University Administration

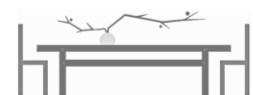
Prepared by: M.A.R.K. Inc.

Melanie Markman, Interior Modification Designer  
Abdulaziz Al-Qahtani, Modification Designer  
Rodney Howard, Office Manager  
Katie Mason, Project Manager

**July 30, 2011**

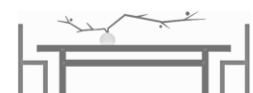
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## Executive Summary

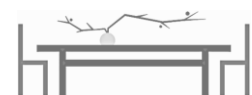
Currently, the University Center on Mercer University's Macon campus is home to the Bear Rock Café. When it was built, the café was given plenty of space with an Internet café, coffee shop, and enclosed back room in addition to the main area. However, student use in this area is very minimal. For this reason, the room needs to be repurposed into a more inviting, more usable room.

This proposal describes the proposed remodeling and repurposing of Bear Rock Café in Mercer University's University Center. The University Center also holds the basketball arena, food court, gym, pool, and a large display area. The problem with the current Bear Rock Café is that it is dimly lit and several areas sit unused. The former coffee shop now sits empty except for piles of extra event supplies that commonly cover the counters. The tables and couches typically sit empty except for events and meetings. The proposed remodeling will brighten the room and make it more enticing to students. In addition, it will increase student involvement and decrease Mercer's reputation as a suitcase campus.

The plan described in this proposal will transform Bear Rock Café into a recreational lounge for students. This will require both traditional games and video game consoles including pool tables, foosball tables, ping-pong tables, decks of cards, Wii, and X-Box. These will be strategically placed throughout the room. The lighting will also be replaced to make the room more usable and inviting. The flat screens currently hanging near the ceilings will be moved to stands, and the chairs and sofas will be more appealingly arranged. The former coffee shop will become the checkout area to house items such as balls, video games, and controllers when they are not in use.

M.A.R.K. Inc. can say with confidence that this plan will not only increase student use initially, but will also increase student involvement on campus. This will occur because students are more likely to stay on campus during the weekend when there is a location for them to relax that is not dull and isolated. We also expect that organizations that currently use the room for events and meetings will find it feasible to continue doing so. This is why the TVs and video games will be on floor stands and there is only going to be one new large piece of furniture in the main room.

M.A.R.K. Inc. recommends that this project be undertaken during the summer so that fewer students' schedules are interrupted. Due to the fact that some of the work such as the lighting will be subcontracted, we will personally oversee every step of the remodeling process. Our company is the best choice for repurposing and remodeling projects in the Southeast and is backed by an excellent reputation in both large and small-scale projects. We are pleased to present this proposal to you and assure you that M.A.R.K. Inc. will provide the ultimate solution for both the students and the administration.



# Introduction

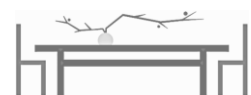
## Purpose and Background

When the University Center was completed in 2004, a significant amount of space was used to create an Internet café and coffee shop; however, this area is not as heavily used by students as the administration initially predicted. This led to the coffee shop being closed. As an interior design team, M.A.R.K. has worked with several colleges and universities throughout the south in order to attract students to stay on campus, and it is our opinion that the café should be repurposed. This proposal will present an option for remodeling the Bear Rock Café to increase regular student use.

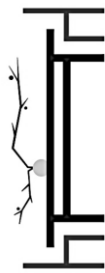
The Bear Rock Café remodeled as a Recreational Facility presents many benefits for Mercer's Students; however it also poses challenges for Mercer. The biggest benefit of turning the café around is keeping students on campus. Mercer has often been called a suitcase college, with many students going home on the weekends. This is not just a loss to Mercer's atmosphere -- it is a loss to the surrounding community. Keeping students on campus could generate additional funds within Mercer and the surrounding community. Additionally, providing students with a common place outside the dorms could be a benefit for students who live off campus.

Due to the central location of the University Center, it would be convenient for all students to access and to have a place for some entertainment and relaxation. A recreational facility should appeal to most if not all students on campus. To create such an appeal, traditional games like pool, foosball, and ping-pong should be placed within the facility. On top of traditional games, gaming consoles such as Xbox, Wii, and PlayStation are extremely popular and have several "party" games made specifically for social gatherings. These include "Rockband," "Super Smash Brothers Brawl," "Dance Dance Revolution," "Mario Cart," and many more.

M.A.R.K. Inc. has remodeled facilities within other schools for recreational use by the students. In many cases, these facilities were similar to the facility M.A.R.K wants to create for Mercer University. M.A.R.K. has not only seen successful results in an immediate surge in the usage of the recreational facilities, but also a long term increase in students on campus on the weekends. M.A.R.K. Inc. looks for these same successes at Mercer University.



## Credibility



*M*elanie Markman: Interior Modification Designer

*A*bdulaziz Al-Qahtani: Modification Designer

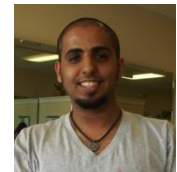
*R*odney Howard: Office Manager

*K*atie Mason: Project Manager



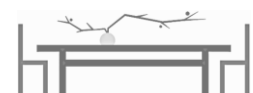
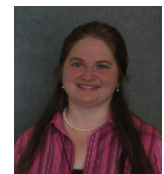
**Melanie Markman** is the Interior Modification Designer for M.A.R.K. She has been with the company since it began 15 years ago. Her architectural and artistic skills have become known both locally and nationally. She is a unique spirit with many more ideas than she can design. She enjoys her work and stays late in the office to come up with the ideas that best suit her clients. Her reputation is well earned, and her designs have been featured in Architectural Digest and Southern Living.

**Abdulaziz Al-Qahtani** is our second Modification Designer. Al-Qahtani has five years' experience in remodeling and repurposing small and large spaces. He has worked on entire houses and has experience remodeling areas for entertainment. These skills will help M.A.R.K. meet the needs of Mercer University and will help in remodeling Bear Rock Café to its greatest potential. Al-Qahtani will play a big part in overseeing the organization and remodeling of the space.



**Rodney Howard** is the Office Manager for M.A.R.K. He joined M.A.R.K. Inc. after 12 years in the field of Human Resources. He runs the day-to-day operations of the office, assisting the team with accounting, sales, marketing, communicating, and project management. An integral part of the team, Rodney's work ethic is second to none and he is always available as a secondary point of contact for the clients in the office. Rodney also has experience handling various accounting tasks for businesses and clients. Having handled the finances on similar projects in the past Rodney is ready to take charge of the finances for the remodeling of the Bear Rock Café.

**Katie Mason** is the Project Manager for M.A.R.K. She has been with M.A.R.K. since it's founding and is known for the quality in her work. She has never finished a project passed a deadline. She manages the team keeping them all organized and functioning as one in every project that M.A.R.K. receives. On top of keeping all the members at M.A.R.K. organized, she does much of the writing due to her ability to market M.A.R.K. within her writing. Her skills and reputation have helped make M.A.R.K. the successful company it is today.



## Technical Approach

In order to successfully remodel the café, M.A.R.K. Inc. will follow a specific series of steps. The steps below will ensure that the project is done in the most efficient and timely manor possible.

- Phase 1:
  - Remove all furniture: Maintenance department
  - Remove all wall fixtures: Facilities department
  - Remove overhead lighting: Electrical department
  - Repaint ceiling: Maintenance department
- Phase 2:
  - Stage and Floor removal: Facilities department
  - Computer removal: Information Technology
  - Wire light fixtures, game equipment, speakers: Electrical department
- Phase 3:
  - Floor installation: Facilities department
  - New equipment installation: Electrical department, Information Technology

### Goals of Remodeling the Café

M.A.R.K. Inc.'s initial goal is to increase current student use of the Bear Rock Café. This will be beneficial for Mercer University and the Macon community. Our business is confident, that we can clearly demonstrate the positive effects of remodeling the Bear Rock Café into an entertainment lounge. Currently the campus is dubbed a "suitcase college," with many students returning home on the weekends. M.A.R.K. understands that there is little on campus entertainment on weekends, and students without cars are especially limited. Our job is to improve on campus entertainment and keep students in the Macon area. By doing so, we hope to lose this reputation and promote business growth near campus.

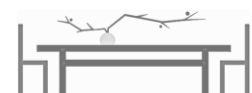
### Structural Analysis

The Bear Rock Café, **Figure 1**, is currently set up as a coffee shop and Internet Café. The room includes some café equipment, two stages, two flat screen TVs, and various couches, chairs, tables, and bar stools. The coffee shop has some overhead lighting, which does not provide much light. Most light comes from the huge windows in the café. To change the room into a recreational lounge, some remodeling is needed. Since the café has already been built, structural changes will be kept to a minimum in order to limit the cost and time of the project.



**Figure 1: Mercer University, University Center, Bear Rock Café**

Originally designed to be an Internet café, the facility usually lays vacant.





## Paint

M.A.R.K recommends a small remodel of the ceiling, done by Mercer Building Maintenance. Currently the café is dimly lit, and almost all the light comes from the windows. In order to change this, M.A.R.K recommends changing the lighting and applying a lighter color paint to the ceiling. This is because lighter colors help brighten a room.

M.A.R.K. originally explored painting the walls, as one way to lighten the café. However there is a dark paneling that extends outward from the wall, **Figure 2 and 3**. This paneling would not be easily painted, nor easily removed. Instead, it is M.A.R.K.s recommendation that the ceiling is painted and some of the lighting be replaced.



**Figure 2: Wall Paneling that extends outwards**



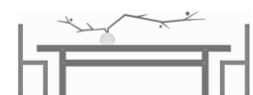
**Figure 3: The dark smooth paneling**  
The paneling has breaks in between and the dark trim. Neither could be covered easily.

The orange color on the ceiling, seen in **Figure 2**, significantly dims the café. M.A.R.K understands that the colors were originally chosen to be school spirited and wants to preserve the theme in a way that encourages functionality. We recommend that the white color used to paint the trim on the ceiling, seen in **Figure 2**, be used on the remainder of the ceiling.

Additionally M.A.R.K. recommends changing the paint color in the Lectern and Side Room (**Figure 19, Appendix C**). Changing the color from a pale yellow to a pale orange will help bring together the school spirited theme in the café, to be discussed in depth further in the report.

## Flooring

The current flooring in the main area of the coffee shop is a mixture of patterned wood and stone as shown in **Figure 5**. In addition to this flooring, there are two raised areas that are used as stages in the coffee shop. In order to repurpose the café with more usable space a recreational facility, it is our recommendation that Plant Services remove the large stage area and level the removed stage with the current patterned flooring (**Figure 19, Appendix C**). The flooring can then be replaced with Enviro Cork, **Figure 4**. This is an



environmentally friendly alternative to carpet, and would behave in a similar manner to carpeting.

Mercer’s Building Maintenance Facilities can remove the stage cheaply and quickly because the stage is a raised wooden structure. After removing the wood structure seen in **Figure 6**, M.A.R.K would either have to continue the current wood and stone layout or replace the flooring. After exploring benefits of carpeting and new cork flooring, M.A.R.K decided that cork is a better option than carpet.



**Figure 4 Enviro Cork**

The cork flooring has several benefits including:

- It is an ecofriendly option that will help keep the University Center LEED Certified.
- It can be placed over the current flooring in the café.
- It is set up as a tile of cork, with an interlocking joint system eliminating the need for glue, reducing labor.
- The flooring is cheaper than carpeting.
- The flooring can be maintained and cleaned easier than carpet.
- The Enviro Cork has a twenty-five year warranty and will last in a high traffic environment.
- The flooring is sound defining. The current space has an echo that will need to be reduced to keep noise at a comfortable level for all students.
- Cork flooring has been placed in the newest building on Mercer’s Campus. The Lofts at Mercer Village have the flooring in each apartment designed for student living.



**Figure 5 The Stone and Wood Flooring**

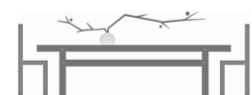


**Figure 6 The Large Stage Area**

The biggest draw back to the cork is it does not provide enough friction to keep game tables from sliding and the use of area rugs around the tables may be necessary to ensure their longevity.

### **Lighting**

Previously, we briefly addressed the dimness of the café, to help correct this we would like to change some of the lighting. Recessed can lights, pendant lights, wall lights, and wagon wheel chandlers currently light the café. Despite all of these lights, the café still appears dim and some fixtures need replacing.



The first lights that M.A.R.K would like to replace are the wall lights, **Figure 7**. There are five of these fixtures in the café. Currently only two of the five fixtures have all three light bulbs working. It is M.A.R.K.'s recommendation that these lights be replaced with a brushed nickel "4 Light Bath Bar" that matches other fixtures in the café and University Center. This new fixture, **Figure 8**, is made for four 60-watt bulbs. The bulbs of choice are ecofriendly CFL bulbs that use less energy, and last longer. (**Figure 21, Appendix D**).



**Figure 7: Current Wall Lights**



**Figure 8: Proposed Replacement Fixture**

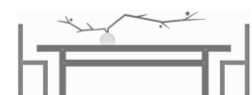
Three of these lights will provide enough light to the room in the far right corner of the café that is separated by a set of doors. This room is known as Room 353: The Lectern Faculty and Staff Lounge. Two of these lights will sit outside the Lectern in the main portion of the café (**Figure 20, Appendix C**).

The pendant lights, wagon wheel lights, and some can lights are to be replaced with an environmentally friendly LED alternative (**Figure 20, Appendix C**). The proposed LED light fixtures uses 14.2 watts of lighting and gives off the same amount of light as the 60 watt bulbs that are being used. The proposed "6-Inch 14.2-Watt LED Retrofit Module for Recessed Lights," **Figure 9**, will be closer to the ceiling than the current can lights. Because these lights will be flush with the ceiling, the light will not be focused directly downward as it is now. Allowing the light to spread out more will brighten the room.



**Figure 9: Proposed LED Fixture**

This LED fixture will replace the eight pendant lights, three wagon wheel lights, and six of the can lights. It is not M.A.R.K.'s intent to redo all the lighting in the café, only enough lights to better purpose it. Mercer can replace the rest of the can lighting at a later date.



Lastly, with our proposal to remove the large stage area, and keep the small stage area, the lights and speakers must be moved accordingly. As with rest of the lighting changes, the wiring is already there and Mercer facilities should be able to accomplish this in a timely manner.

### Café Counter

Currently, the counter in the café, **Figure 10**, holds equipment needed for a coffee shop including coffee makers and a cold food case. These items have to be removed in order to turn the counter into a usable space for a checkout counter. The check out counter would then be equipped with a computer, bear card reader, and items necessary for upkeep of equipment. This includes sanitary wipes, chargers for controllers, extra accessories for games and consoles, and other items. In addition, certain items will need to be kept under the supervision of an employee for several reasons discussed in “Bear Force Employment Opportunity”



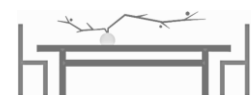
Figure 10: Former Coffee Shop

### Implementation of Technology

In order to repurpose the café into a recreational lounge for students, new technology must be installed. M.A.R.K wants to appeal to students who enjoy all types of games including: computer games, video games, board games, and traditional gaming tables.

The integration of technology is necessary for computer and video games, and would be handled by Mercer Information Technologies. The implementation of computers, software, and headsets is fairly easy. The integration for video games is slightly more challenging.

Currently there are six computers at the café bar area (**Figure 11**). These computers are slow, outdated, and unsuitable for gaming. M.A.R.K. has looked at several options for gaming computers. A quality gaming computer has a baseline price of \$2,000. M.A.R.K. recommends that until Mercer has a frequent use and continued interest in such an area they refrain from this update. The Dell computers used in the engineering buildings have sufficient computation and graphics to run multiplayer online games.





**Figure 11: Café's Computer Bar**

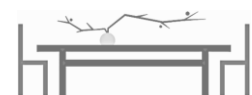
In order to place video game consoles throughout the back wall of the café, where the current large stage area is, (**Figure 19, Appendix C**) several TV's must be mounted to the walls. Currently there are two 40-inch LCD flat screen TV's by Sharp. These TVs broadcast in 1080p high definition. These TVs will be moved to better fit the entertainment lounge, and four additional TVs will be purchased.

The four TVs on the back wall would be placed slightly below the dark trim boarder using separately purchased wall mounts. The knobs on the trim are removable, keeping the wall mounts unhindered. Lowering the TVs would cater to students who do not want to stand while playing video games and would rather sit in video game rockers or beanbags while they play.

M.A.R.K understands that sound is a huge portion of video games, adding a level of depth that cannot otherwise be achieved. In order to draw students into the experience with sound, M.A.R.K recommends surround sound speakers and video game rockers with speakers. Surround sound speakers placed below a TV, tilted downwards, and angled inwards would provide students who wanted to watch particular games sound, and students who do not care for video rockers additional sound (**Figure 22, Appendix D**). A minimum of two video game rockers with speakers (**Figure 23, Appendix D**) would be placed at each TV to achieve a "surround sound" feel.

Two more TVs would be placed on the small stage area. This area would keep the TV's mounted slightly higher for the active Wii games that require many motions and often standing. Sound would be angled appropriately to keep it from competing with other noise in the room.

In total there would be six new TVs, each would have its own video game console that stays hooked up permanently to reduce set up time and wear and tear. Technology is brought in before the gaming tables and other items so that Mercer IT can make sure all cablese are properly held down. There would be two TVs for each proposed console. Students would only be allowed to change video games and controllers. However, this poses several potential problems. These include: controllors breaking, games getting scratched, games and accessories getting lost/stolen, and potentially spreading germs. The solutions to these problems will be discussed in the section marked "Bear Force Employment Opportunity".



Lastly there is the addition of a projector and screen. This screen would be mounted on the wall just beyond the large bar at the beginning of the large stage area where four TV's are to be mounted. Looking at the stage, the screen would be mounted immediately to the left of the TV's (**Figure 19, Appendix C**). This would allow for optimum viewing for the most students possible. Currently M.A.R.K recommends that Mercer reserve the use of the screen for specific events such as video game tournaments and movie nights. With enough student interest additional consoles and controllers could be purchased to use the screen on a more regular basis.

### **Non Structural Changes**

This section of the report contains other changes that will be made within the Bear Rock Café. These changes are not changes that require extensive labor or instillation. These changes also do not alter the Bear Rock Café physically. The only small exception is signage and artistic decoration. The primary labor would be bringing items in and setting up game tables such as the pool table.

### **Furniture**

The current layout of the furniture includes armchairs, couches, tables and chairs. Currently these items line unused in the café, and some are dilapidated, torn, and faded. To repurpose the café, some of these items will need to be removed. John Steele and Michelle Beavers are in charge of coordinating moves on campus, and are encouraged contacts for furniture removal.

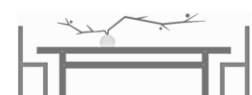
The bar stools are all heavily worn with torn cushions, and replacements are necessary to generate interest at the gaming computers. Several of the tables and chairs in **Figure 1** are heavily worn or busted. There is a plethora of these chairs and tables, it is suggested that only the best be kept for board games and general socialization. The rest of the tables, chairs, and armchairs could then fill in space as needed. If any of the chairs are in good condition and do not fit in the facility, it is possible they be relocated within the University.

### **Implementation of Traditional Gaming Tables**

The implementation of traditional games is the biggest draw to changing the café into a recreational center. M.A.R.K sees the potential of putting several game tables in the café space (**Figure 19, Appendix C**). The café is a huge area with two rooms offset from the main room. These rooms are perfect for games like ping-pong and pool with active players that could potentially be in the way of other students. Additional tables could be added in the main room for games that are more sedated, without compromising fun or safety.

The area labeled the lectern would be perfect for ping-pong tables because it is closed off from the main room with a set of doors. This would prevent balls from flying everywhere and disrupting other students. After measuring the space M.A.R.K. has confirmed that two ping-pong tables could be placed in that area. A waiting area with a couple beanbags and TV could also be added for additional entertainment.

The small offshoot that is directly on the right hand side of the café when entering can easily fit a pool table if the current chairs that line that room are removed. M.A.R.K.



recommends putting a pool table in this room due to the game's use of pool cues. Placing the pool table in a separate room would provide maximum safety to other students with minimum disruption to the pool players. The room is well lit during the day; a wagon wheel chandelier hangs overhead and could easily be changed for a billiard light that matches the pool table.

Between the small stage and side room, there is a relatively long wall. M.A.R.K. suggests that this spot would be optimum for an air hockey table. Students tend to stay at the table and it is rare the puck comes off the table. Students may lean over the table, but rarely back up. The potential for students to be hurt or disruptive is relatively low.

Foosball tables are relatively small and could be added anywhere in the room. Students could easily walk around such a table with minimum disruption or safety risk. In order to coordinate the labor necessary to move such tables, John Steele and Michelle Beavers should be contacted.

### **Implementation of Board Games**

Board games could be used for a traditional game nights hosted by the recreational center or student organizations. For example, Scrabble tournaments or trivia nights could be held. Board games would provide students something to do while they wait for the other equipment to free up. This could come handy on rainy days. Lastly, it could be used by students to bond with younger siblings who are visiting.

### **Décor**

The current decor in the café is Mercer spirited. The predominant colors of the café are orange and black. M.A.R.K. would like to keep the school spirited theme. In order to accomplish this, M.A.R.K. would like to color coordinate all the traditional game tables and furniture.

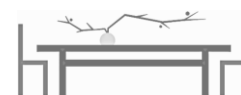
M.A.R.K. would recommend that the beanbags and video game rockers in cooperated for use in the recreational center come in black faux leather or vinyl. A black non-fabric finish would provide students with comfort that doesn't show dirt and is easy to clean.

M.A.R.K. has recommended the instillation of a pool table, a rather large gaming table that has the ability to be the center of attention. To market the school and entertainment lounge, M.A.R.K. highly recommends the instillation of a custom pool felt depicting the Mercer Bear's "M" logo, **Figure 12**, on a background of orange felt. M.A.R.K. recommends orange felt because it is dark enough to hide some dirt, but it is also light enough that it will not fade as quickly in the sun as black felt.



**Figure 12 Bear Logo**

M.A.R.K. recommends the instillation of a billiard light that hangs low over the pool table. Currently a wagon wheel light fixture hangs high on the ceiling providing little light. Because of the current fixture, the wiring is there for a replacement fixture, and Mercer Facilities could install it quickly and easily. A custom fixture is not necessary, but a large



centerpiece over the table a fixture comprised of black and orange glass reading “Bears” could bring out student spirit and bring together the room. Mercer’s support for all its teams would also give a “wow” factor to potential students.

M.A.R.K. was unable to find a ping-pong table that could be custom colored. However, M.A.R.K. found that these tables do come in black and white, and this fits the color scheme. At our suggestion, Mercer should purchase two of these “tournament standard” tables, with orange paddles and balls to complete the color scheme. While Mercer may only have two tables, tournament standard tables could allow a ping-pong club to form and reserve the room for practice. Another possibility is that future tables could be added elsewhere on campus, and once a year a tournament could be held.

Foosball tables are popular and can be customized, but this costs a substantial amount of money. In order to best fit both the theme and the budget, M.A.R.K proposes that custom foosball men be ordered. There are a variety of players to choose from, it is our recommendation that Mercer orders the solid colored black and orange players. Funds allowing, Mercer could order a more detailed set of foosball men.

Another aesthetic change our team would like to implement is the addition of neon signs. Currently there are neon signs in the café reading “Bear Rock Café. M.A.R.K. would like to see a neon sign over the checkout counter, ping-pong room, and poolroom. However, these changes are for aesthetic purposes and to generate student interest; also, they are not necessary to the development of the room.

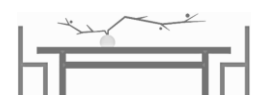
M.A.R.K. recognizes that the paneling puts a bit of a damper on how much decoration can fill the space as a whole, but recommends that Mercer adds different pieces of artwork where there is available wall space. M.A.R.K. recommends the addition of pieces with bears as subject matter. Colorful pastels and paintings could keep a fun atmosphere, break up the school colors, and still maintain the school spirit.

Holding a contest open to all students, but targeted towards the art department, could sponsor the addition of such artwork quite inexpensively. Several students could be picked as contest winners to fill the barren walls. Each winner could then receive a small plaque on the wall with the date of creation, medium, title, and artist name as well as a small cash reward.

Lastly, M.A.R.K. would like to unveil a proposed name and logo. M.A.R.K. has taken the school spirited theme that is seen all over campus in the colors and names into consideration. With the current “Bear Rock Café” and “Bear Necessities,” areas it was only appropriate that the name chosen for the recreational facility be “Bearable Gaming,” **Figure 13.**



Figure 13: Bearable Games





## **Student Opportunity within the Recreational Center**

This section of the report discusses several roles of the recreational center. Currently the café has no student employees. M.A.R.K. would like to add an employment opportunity for the recreational facility

### **Bear Force Employment Opportunity**

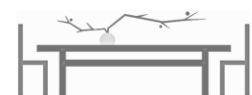
In order to keep problems to a minimum, it is M.A.R.K.'s recommendation that Mercer add a Bear Force Employee in the lounge to rent games and controllers to students. This would create a new job position in the University Center that could be filled by a few students taking shifts. This position would be responsible for several tasks. These tasks include checking equipment in and out, charging game controllers, sanitizing game equipment, cleaning up any messes that occur within the recreational lounge, and general cleaning as students use the area throughout the day.

The counter that was used to serve coffee at would be converted to a checkout counter, seen in **Figure 11**. This is where a Bear Force Employee would primarily stay in order to rent equipment to students. The employee would use the computer and bear card reader to rent equipment. The bear card reader would serve two purposes. The first, making sure students have paid the small fee of \$15. This annual fee would allow Mercer to set up a budget to add and replace equipment as needed. The second major benefit is that it puts responsibility on the students to take care of the equipment. There are several additional benefits to collecting data via the computer.

The bear card reader, as apposed to a manual log, would allow for quicker and easier checkouts and returns. A database system could track several kinds of data that could allow Mercer to better account for the factors listed below:

- Overall student use
- Average student use
- Average time spent per visit, electronics would be the majority of items checked out.
- Average battery life per controller, this could be used to estimate future budgets.
- Average charge time per controller
- Last time a controller was charged
- Games requested tracking student request could provide smart buying choices for the recreational center.
- Games rented, popular games may require additional copies
- Reported lost/Stolen equipment
- Reported faulty/broken equipment
- Students who bring their own games/controllers

This data would then be used to create a budget, with accurate estimates of the cost to maintain the recreational center. Mercer would then be able to plan repairs and when to replace equipment. This would ensure quality to the students. Tracking student requests for games and accessories could generate additional quality for students. Such data could provide Mercer with better knowledge for future purchases, and it will help ensure the café never goes out of date.



A database to track all this information could be made in Microsoft Access or a related program. Mercer has several degrees related to computers and programming; therefore M.A.R.K. recommends that Mercer go to the professors and students create a database. Mercer could do this by asking professors to assign class projects or by holding a contest. This would allow Mercer to create a database in a cost effective manner.

As one can see, such data is priceless and it would be the most critical task of the employee. Additional tasks related to the checkout counter would include: charging controllers, sanitizing controllers, and renting other items like ping pong paddles. M.A.R.K. also foresees students wanting to bring their own controllers and games, and it is recommended that our employee at the counter take note of what they bring. This would ensure that students do not try to remove Mercer's controllers, battery packs, or replace their copies of games with Mercers.

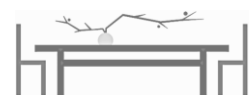
M.A.R.K knows that Mercer's student body is a phenomenal one, and the process of checking out items is mainly to protect students from the spread of germs. Also, a checkout counter protects Mercer's investments against damages and theft.

M.A.R.K's main concern is that because electronics are popular and expensive, they would be first to be damaged or stolen. However, if the students running the checkout counter checked out every piece of equipment the recreational facility would become very labor intensive. Below is a list of items that do not need to be checked out and justification for items to be kept "over the counter."

Items that students would not need to check out are:

- Accessories for a pool table (cues, chalk, racks, bridges, and balls) are bulky and limited to the pool table. Additional chalk, racks, bridges, and tips to cues could be kept in the back and could be available upon request. If abuse or theft of these objects occurs frequently, this could easily be changed.
- Foosballs are small, cheap, and generally stay with the table. A coin-operated table that is hooked to a bear card reader that didn't charge students but merely tracked who used the table could keep from theft of the balls.
- Ping-pong balls are light, and are easily broken, and are used in recreational games outside of ping-pong. M.A.R.K knows that ping-pong balls are cheap and easily replaceable, but wants to keep the recreational center on a self-sustaining budget. M.A.R.K recommends taking a gumball machine and filling it with ping-pong balls for a quarter. This would allow for lost, stolen, and broken balls. Ping-pong paddles are items that should be checked out.
- Air hockey machines are generally coin-operated, but ones for home use can be found. M.A.R.K, again recommends the instillation of bear card readers to track student use. Missing pieces could then be tracked to students, and spares could be kept on hand.

Our team is only suggesting that these items are tried as over the counter items. If items are appearing frequently abused or missing Mercer may want to modify the list. Additionally, Mercer may need to consider seasonal changes to prevent spreading germs.



## **Marketing**

Once the Bear Rock Café is turned into Bearable Gaming, marketing to students is a critical portion of keeping it running. Additionally Bearable Gaming will be a way to market to potential students and accomplished alumni. On top of the recreational center being a way to market to its audience, clubs and organizations can use it to promote themselves.

M.A.R.K. has also thought of ways of incorporating additional sources of funding through marketing.

### **Opportunities for Recreational Center Night Gaming Fun**

In order to generate student interest the recreational center could promote themselves through a series of different activities. M.A.R.K has provided several ideas that “Bearable Gaming” could choose to host.

- “Preview Days” for students who aren’t sure that they want to pay the fee to join the center could be held at the beginning of each semester where all students are allowed in try it out.
- “Fundraising Events” Mercer’s many clubs and student organizations could reserve the space, host an event within the center, and charge at the door to raise awareness for their club or clubs interests. This space would give clubs enormous flexibility, to host a variety of events, while promoting the center to students.
- “Tournaments” could be open to all students, but kids who have already signed up for the recreational center would not have an entry fee. This would add additional incentive for students who may only be interested in video games or board games to sign up.
- “Theme Nights” hosted by the recreational center could provide students with particular interests like horror movies to meet. Movie night would be a great theme night.

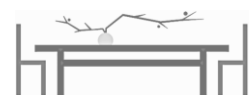
The recreational center could plan these events for Mercer Students, but could also find ways to time events to appeal to potential students on tours and host events when prominent alumni are on campus for other events.

### **Opportunities for Student Organizations**

Currently the Bear Rock Café is not used by many student organizations; M.A.R.K. would like to see this change. We propose that student organizations schedule certain times to “rent” out the space, and direct students to come join in activities that would benefit their clubs or related causes.

M.A.R.K. would like to see clubs holding karaoke night, bingo night, casino night, movie night, and so on. The organization would then allow any students who wanted to participate in the fundraiser or club activities into the lounge. This would be another way for students who only wanted to occasionally use the center to do so without the proposed fee. The clubs could also charge a small fee at the door as a fund raising activity.

Between recreational center and student organization events, the center could have a different event each week. This could generate a community amongst students who like to participate in these events and encourage students to stay on campus. It would provide another way for students to mingle and find students with similar interests.



### Opportunity for Redbox

One way to rent games to students, if Mercer did not want to build up a library of games initially, would be to put a Redbox on campus. Redbox recently added games to the machines they put at different storefronts. This would provide students the ability to rent games and movies at their own expense, and give them a cheap way to play the latest games.

M.A.R.K further looked into Redbox by contacting them via online chat to discover how a Redbox could be placed on campus, and what it would do for Mercer. M.A.R.K. found that Mercer would get a portion of the proceeds generated from the Redbox. This could go to a fund set up to help keep the Recreational Center running, replacing controllers, and building a game library.

All Mercer would have to do is contact Redbox and provide them with some basic information (**Figure 14**). The information is then sent to their marketing team who determines if a Redbox would be profitable in the requested location.

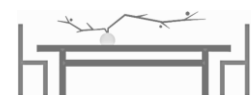
|  |
|--|
| Name:  |
| Email:   |
| State:   |
| Zip Code:  |
| Location Type:   |
| Average daily traffic(transactions):   |
| Location Description:  |
| After providing this information, we will contact you should any opportunities become available. Please be advised that it may take weeks for a response as we do receive numerous applications daily. |

Figure 14: Required Information for Redbox

### Future Plans

M.A.R.K realizes that it is an expensive process to renovate and repurpose the “Bear Rock Café.” There are suggestions from M.A.R.K throughout the report to make the café more visually appealing to potential students, students, alumni, and other important contributors to Mercer. M.A.R.K believes that it is necessary to spend the additional money to acquire top of the line products to impress such potential clientele.

M.A.R.K recommends, with the success of the overall project, that Mercer look into adding additional games, game tables, and electronics to the center. Several games have additional controllers such as the “Guitar Hero” and “Rock Band” games that have an electronic drum kit, microphone, and two guitars each (**Figure 25 and 26, Appendix D**).



M.A.R.K also recommends that the Patio Area, directly outside of the café be made more appealing to students in the future. The patio area that sits on the outside wall has two doors one from the main room, and one from the lectern area, running along the outside of the right wall. This patio area, **Figure 15**, is fairly large and could hold a grill for student use, some stone tables for chess and checkers, and even a shuffleboard court.



**Figure 15: The Patio Area**

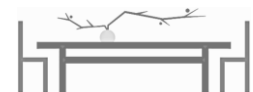
### **Evaluation Plan**

When remodeling and repurposing any room, there are criteria that can be used to evaluate the success of the new space. In this case, the space being redesigned and repurposed is on a University campus and therefore certain additional criteria have to be considered when evaluating its success relative to the University's needs. The profit that the school will gain from the redesigned space is related to student use. In addition, other criteria including the long-term impact to the school's reputation must be considered when evaluating the success of this space.

### **Criteria**

There are four criteria that will be used in order to determine the success of remodeled Bear Rock Café:

- Cost
- Suitcase Campus decrease
- Increase in student use of Bear Rock Café
- Profit Potential of the space



### **Cost**

The cost will be determined by evaluating everything that needs to be bought in order to remodel the space. The profit of the whole project must be higher than the expected cost in order to make the project beneficial to both the students and Mercer University.

- *TVs, stands:* An estimated number of additional television sets, if they are necessary, the Café will utilize will be determined with the remodeling of the space and any extra sets that need to be purchased will be determined. The cost of the television stands will be included with the cost of the television since each television will have its own stand.
- *Game consoles:* The number of game consoles that will be bought will be just enough for each television set at the Café. The decision would then be to decide what game consoles were needed and the cost of each. The cost of controllers and individual games will be included with the total purchase of each console.
- *Entertainment:* The recreational games such as the pool and ping-pong tables will be decided upon and the cost evaluated for each including the necessary accessories that go along with each.
- *Lighting:* Since the lighting will be subcontracted, the total cost of the project must be worked out with the team that will do this part of the project.

### **Suitcase Campus**

There was the need to decrease the number of students that go home on the weekends and therefore rid Mercer of the reputation of being a suitcase campus. By remodeling the Bear Rock Café, this problem will begin to be amended. The number of students that currently stay on campus and the increase in that number after the Café opens will be determined.

### **Student Use**

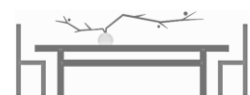
The current student use of the Café is minimal to none, and there will be a considerable increase in the number of students that will occupy the remodeled Café. The percent increase in student use can be determined by the number of game consoles being checked out along with the number of controllers. Access into the Café can be allowed with the use of each student's ID's as well. This would give a more accurate number of the students entering and using the space.

### **Profit Potential**

This represents all the monetary gain that Mercer University can accrue with the implementation of the new and improved Bear Rock Café. This will come with the increase in students staying on campus and therefore increasing the amount of student activity on campus. The increase in activity at the Café will also increase business at the University Center's food court. There could be a small fee for the use of the room each semester along with a fee for any damaged property.

### **Conclusion**

Mercer University is sure to gain more than just monetary compensation for the remodeled Café and will benefit greatly from its implementation. M.A.R.K. is more than capable of finishing the job on time and doing it right. The benefits of the remodeled Café to the University and its appeal to students will increase student use and the benefits will outweigh its initial costs. Students will love the space and will be more likely to stay on campus and enjoy the room with the company of their peers.



# Operations Plan

## Management and Organization

A remodeling project of this scope and magnitude requires a collaborative effort. One of the most important factors is ensuring that ideas are thought through and then implemented as planned. The project will be managed and led by M.A.R.K. Inc. Our project manager will develop the project plan with the team and manage the team’s performance of project tasks. The interior modification designer will supervise electricians, who will be rewiring the café and installing televisions, speakers, and new lighting. The interior modification designer will also lead in the implementation of designs and activities. The office manager will be responsible for ordering and distributing all products. The second modification designer will supervise facilities, maintenance and information technology. Regularly, the supervisors will meet to verify the progress is being made and make sure everything is going as scheduled. These meetings will help to determine whether or not new ideas should be executed. Outside of these meetings, the office manager will keep the project manager informed with frequent progress reports. The interior modification designer will monitor and observe the repurposing to ensure everything is as proposed. If design changes are necessary, the changes will be reported to the project manager. Lastly, the supervisors will meet with MUSE to ensure the customer is being satisfied. M.A.R.K. Inc. assures that all phases of the project are covered. With the quality and management that defines M.A.R.K., the repurposed Bear Rock Café will be just what Mercer needs to increase student involvement and drop the reputation of being a suitcase campus. The organization chart in **Figure 16** illustrates the management breakdown for the Bear Rock repurposing project.

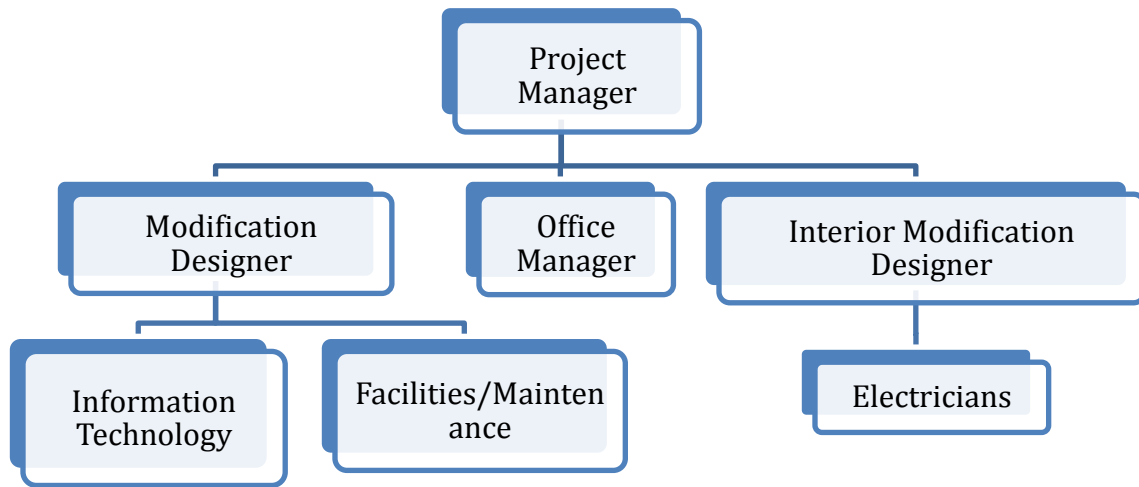
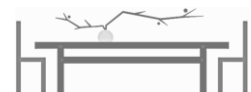


Figure 16: M.A.R.K. Inc. Organizational Diagram

## Plan Implementation

One of M.A.R.K Inc.’s goals is to keep the scheduled completion date while doing a quality job. To accomplish this goal, we have project milestones and checkpoints for critical phases of the project. All repurposing work will be done during summer break to minimize any possible disruption to scheduled classes or events.



## Milestones

Milestones typically refer to points at which schedule events or series of events have been completed, and a new phase is set to begin. They can also be used to validate a projects progression. A benefit of milestones is that they can provide continuous uninterrupted workflow and help to complete projects on time. The repurposing will take place in three phases.

During the first phase, all of the furniture will be removed and placed in storage. Next the wall fixtures and all overhead lighting will be removed and the ceiling will then be painted. The second phase will consist of stage and bar removal. The unused computers will also be removed. Rewiring the new light fixtures, gaming equipment and speakers will also be done in this phase. The third and final stage will consist of enviro cork floor and all new equipment installation. After installation, the equipment will be tested to ensure proper functioning.

## Gantt Chart

The basic purpose of a Gantt chart is to break a large project into a series of smaller tasks in an organized way. Also, a detailed Gantt chart is used to allow the project manager to view an outline of the project procedures. The Gantt chart also illustrates the critical path of operation. The chart shows when each task should begin and how long it should take as illustrated in **Figure 18, Appendix B**.

## Cost Analysis and Budgeting

### Budget

A reasonable budget is crucial in repurposing the Bear Rock Café. For this reason, costs are to be kept to a minimum. M.A.R.K. Ink's proposed budget for the Bear Rock Café repurposing includes all of the material and labor costs needed to provide the most realistic budget. The proposed budget is broken down into different areas of the room, miscellaneous purchases and labor costs. These costs are outlined in **Figure 17, Appendix A**. The first two columns include the items and location of purchase. The third and fourth columns contain price and quantity. The final column reflects the total cost for each item.

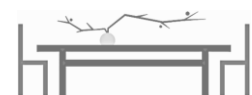
### Cost Justification

The proposed cost for Bear Rock repurposing is \$34,029.24. This total is reflected in **Figure 17, Appendix A**. The last row in each section gives the total cost for that section and the overall cost is shown in the last row of the table. The short-term cost of this project might initially seem expensive; however, the long-term cost will be low. The LED lights and the LCD televisions were chosen because of their efficiency and long-term savings to Mercer.

Other products and materials for the recreational room are justified because of their high quality and durability. Also, many of the products chosen reflect currently used products on campus. In order to provide Mercer with the latest technology, costs are increased.

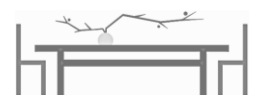
### Quality Control

M.A.R.K. INC. is composed of employees that work together to ensure an output of the highest- quality cost- effective services in the least amount of time. We propose to





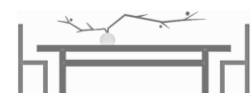
implement a quality control plan at the beginning of our proposal to certify that our client receives quality service throughout the process. In order to accomplish this, our interior designers will inspect and provide a daily progress report to the project manager. After the completion of each phase, our office manager will tour the area with customer representatives and provide feedback on the project. So by implementing our quality control plan we guarantee customer satisfaction and first time quality services.



## Appendix A

**Figure 17: Budget Details**

| Item                                   | Store              | Price      | Quantity     | Total             |
|--|--------------------|------------|--------------|-------------------|
| <b>Corner Room</b>                     |                    |            |              |                   |
| Stiga Tournament Ping Pong Table       | Megaspin           | \$699.00   | 2            | \$1,398.00        |
| Stiga Paddles                          | Sports Authority   | \$59.99    | 4            | \$239.96          |
| Orange Ping Pong Balls(144)            | Sports Authority   | \$49.99    | 1            | \$49.99           |
| Big Joe DornBeanbags /Chairs           | Walmart            | \$29.00    | 2            | \$58.00           |
| Sharp 40" LCD                          | Walmart            | \$449.00   | 1            | \$449.00          |
|  |                    |            | <b>Total</b> | <b>\$2,194.95</b> |
| <b>Yellow Room</b>                     |                    |            |              |                   |
| Harvil 8ft Pool Table/Custom Felt Logo | Overstock.com      | \$1,044.00 | 1            | \$1,044.00        |
| Aska Set Pool Cues                     | AMAZON             | \$109.95   | 1            | \$109.95          |
| Silverchalk Box of Chalk (12)          | AMAZON             | \$5.00     | 2            | \$10.00           |
| Mizerak Set of Billiard Balls          | Walmart            | \$49.95    | 2            | \$99.90           |
| Vintage Stainless Billard Light        | Overstock.com      | \$146.99   | 1            | \$146.99          |
| Neonetics Neon Light                   | Sears Market Place | \$129.95   | 1            | \$129.95          |
| Sharp 40" LCD                          | Walmart            | \$449.00   | 1            | \$449.00          |
|  |                    |            | <b>Total</b> | <b>\$1,989.79</b> |
| <b>Wall of Computers</b>               |                    |            |              |                   |
| Dell Optiplex 790 Gaming Computers     | Dell               | \$858.00   | 7            | \$6,006.00        |
| Bar Stools                             | Lamps Plus         | \$59.91    | 6            | \$359.46          |
| SonyHeadphones                         | Walmart            | \$19.90    | 7            | \$139.30          |
|  |                    |            | <b>Total</b> | <b>\$6,504.76</b> |
| <b>Rental Center</b>                   |                    |            |              |                   |
| Box of Sanitary Wipes (3 Pack)         | Walmart            | \$10.72    | 5            | \$53.60           |
| Lohisys Neon Sign                      | AMAZON             | \$69.99    | 1            | \$69.99           |
| Dell Computer                          | Walmart            | \$598.00   | 1            | \$598.00          |
| Omni ID Scanner                        | Aztec Computers    | \$63.00    | 1            | \$63.00           |
| Hand Written Log                       | Walmart            | \$6.99     | 1            | \$6.99            |
| Chair                                  | Walmart            | \$49.99    | 1            | \$49.99           |
| Bic Box of Pens                        | Office Max         | \$4.00     | 4            | \$16.00           |
|  |                    |            | <b>Total</b> | <b>\$857.57</b>   |
| <b>Small Stage</b>                     |                    |            |              |                   |
| Bath/Bar Wall Light                    | Home Depot         | \$20.68    | 5            | \$103.40          |
| Sharp 40" LCD                          | Walmart            | \$449.00   | 2            | \$898.00          |
| Nintendo Wii with Mario Cart           | Walmart            | \$149.00   | 2            | \$298.00          |
|  |                    |            | <b>Total</b> | <b>\$1,299.40</b> |
| <b>Main Stage</b>                      |                    |            |              |                   |
| Epson LCD Projector                    | Walmart            | \$399.54   | 1            | \$399.54          |
| Elite automatic pull Projector Screen  | Walmart            | \$299.00   | 1            | \$299.00          |
| Sharp 40" LCD                          | Walmart            | \$449.00   | 4            | \$1,796.00        |



|                                |           |          |              |                   |
|--------------------------------|-----------|----------|--------------|-------------------|
| Platstation 3 Charging Station | Amazon    | \$6.98   | 4            | \$27.92           |
| Playstation 3 Controller       | Amazon    | \$40.99  | 1            | \$40.99           |
| Playstation 3                  | Walmart   | \$299.00 | 2            | \$598.00          |
| Xbox 360 Pro (Ref)             | Game Stop | \$199.99 | 2            | \$399.98          |
| Black Video Game Rocker        | Walmart   | \$79.99  | 8            | \$639.92          |
| Big Joe DornBeanbags /Chairs   | Walmart   | \$29.00  | 14           | \$406.00          |
|                                |           |          | <b>Total</b> | <b>\$4,626.43</b> |

#### Other portions of Main room

|                             |               |          |              |                   |
|-----------------------------|---------------|----------|--------------|-------------------|
| Extreme Air Hockey 7' Table | Walmart       | \$494.00 | 1            | \$494.00          |
| Carrom Foosball Table       | Walmart       | \$549.00 | 1            | \$549.00          |
| Monopoly                    | Walmart       | \$20.99  | 1            | \$20.99           |
| Checkers                    | Walmart       | \$19.95  | 1            | \$19.95           |
| Scrabble                    | Walmart       | \$24.99  | 1            | \$24.99           |
| Life                        | Walmart       | \$23.97  | 1            | \$23.97           |
| Enviro-Cork Carpet          | Simple Floors | \$88.28  | 58           | \$5,120.24        |
|                             |               |          | <b>Total</b> | <b>\$6,253.14</b> |

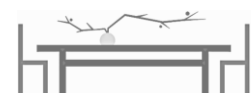
#### Other Purchases

|   |                  |          |              |                   |
|---|------------------|----------|--------------|-------------------|
| Cyber Acoustic video game speakers      | Tiger Direct     | \$24.99  | 4            | \$99.96           |
| Additional Wireless Game Controllers    | Game Stop        | \$49.99  | 8            | \$399.92          |
| Energizer Set of Rechargeable batteries | Walmart          | \$12.99  | 5            | \$64.95           |
| LED Recessed Lights                     | Pegasus Lighting | \$52.95  | 17           | \$900.15          |
| Custom Business Signs                   | BuildASign       | \$178.00 | 2            | \$356.00          |
| Omni Card Readers                       | Aztec Computers  | \$63.00  | 3            | \$189.00          |
| Emerson Karaoke Machine                 | Walmart          | \$159.97 | 1            | \$159.97          |
| Old Fashion Movie Popcorn maker         | Walmart          | \$49.99  | 1            | \$49.99           |
| Light Bulbs                             | Walmart          | \$31.88  | 1            | \$31.88           |
| Wii Remote Controller                   | Amazon           | \$31.99  | 2            | \$63.98           |
| Wii Sports Resorts 8-in-1               | Amazon           | \$19.56  | 4            | \$78.24           |
| Wii Charge Station                      | Amazon           | \$28.96  | 1            | \$28.96           |
| Xbox Charge Base                        | Game Stop        | \$29.22  | 5            | \$146.10          |
| T.V. Wall Mount                         | Walmart          | \$48.00  | 6            | \$288.00          |
|   |                  |          | <b>Total</b> | <b>\$2,857.10</b> |

#### Labor Costs (Mercer)

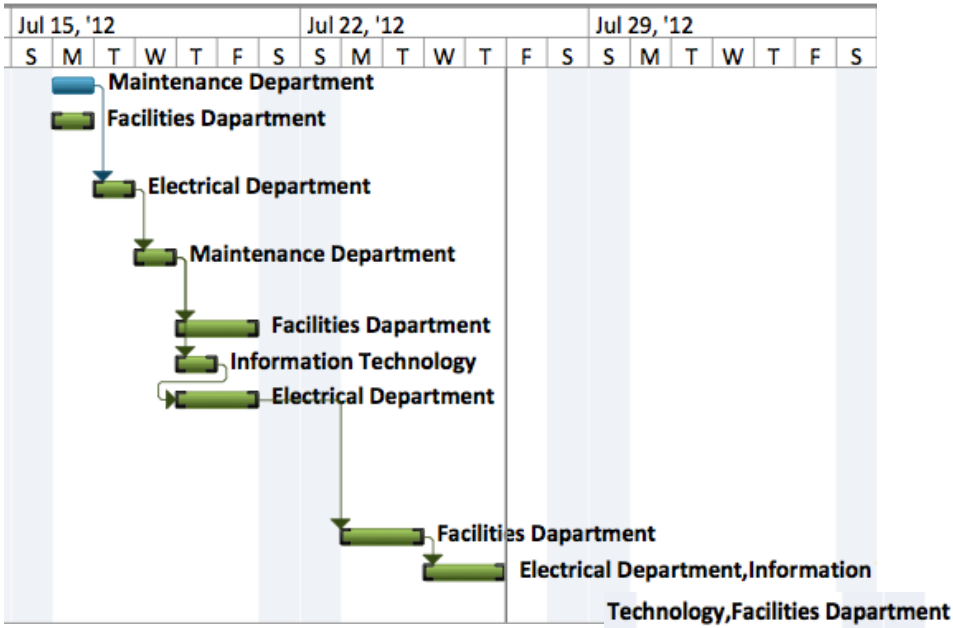
|                        |        |         |              |                   |
|------------------------|--------|---------|--------------|-------------------|
| Facilities/Maintenance | Mercer | \$19.75 | 120          | \$2,370.00        |
| Information Technology | Mercer | \$21.25 | 30           | \$637.50          |
|                        |        |         | <b>Total</b> | <b>\$3,007.50</b> |

|                            |  |  |  |                    |
|----------------------------|--|--|--|--------------------|
| <b>Sub Total</b>           |  |  |  | \$29,590.64        |
| <b>M.A.R.K Costs (15%)</b> |  |  |  | \$4,438.60         |
| <b>Overall Total</b>       |  |  |  | <b>\$34,029.24</b> |

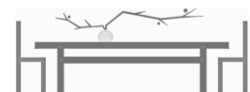


## Appendix B

**Figure 18: Gantt Chart**

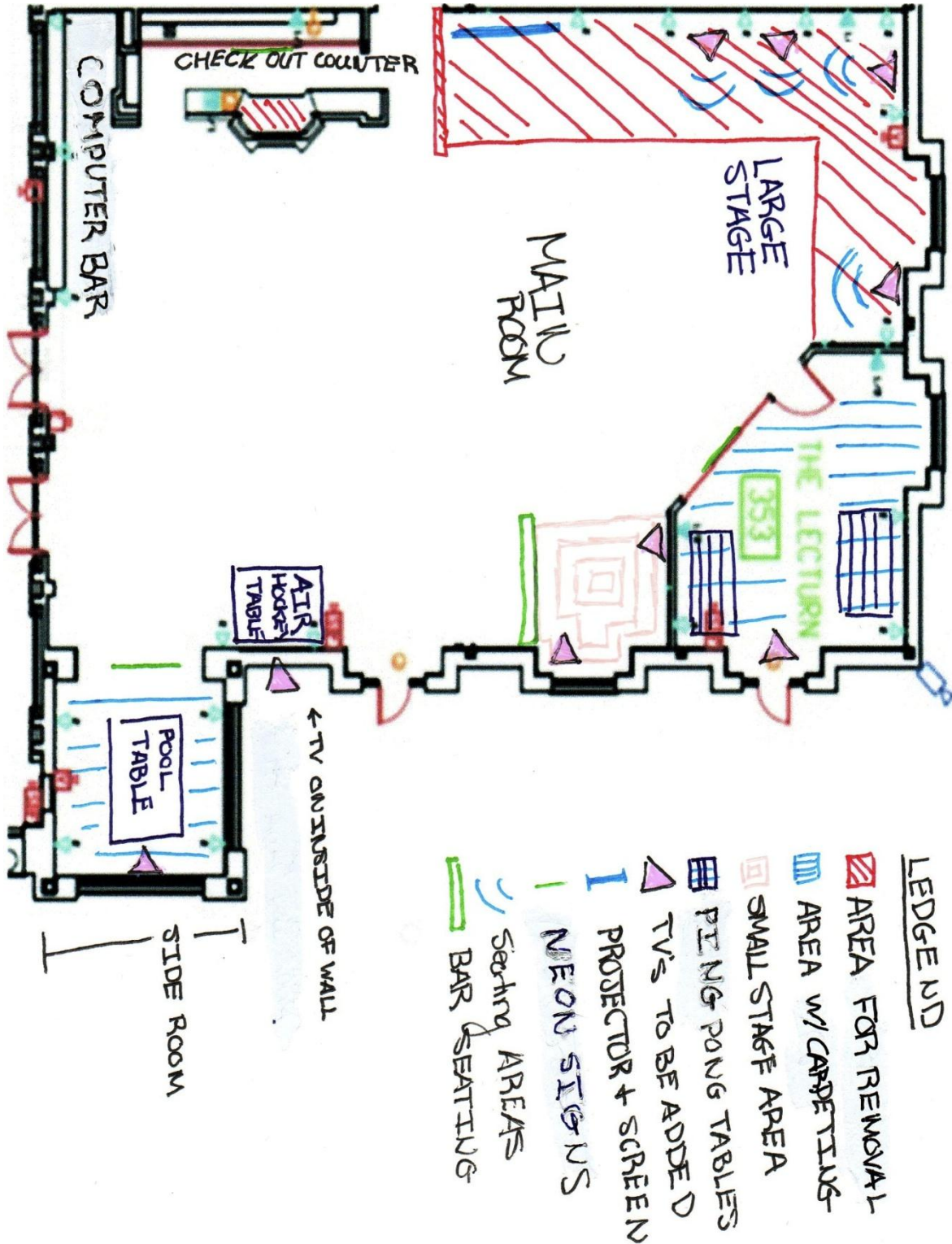


| ID | Task Name  | Duration | Start       | Finish      | Predecessors | Resource Names                     |
|----|--|----------|-------------|-------------|--------------|------------------------------------|
| 1  | Removal of all Furniture                             | 1 day    | Mon 7/16/12 | Mon 7/16/12 |              | Maintenance Department             |
| 2  | Removal of all Wall Fixtures                         | 1 day    | Mon 7/16/12 | Mon 7/16/12 |              | Facilities Department              |
| 3  | Removal of Overhead Lights                           | 1 day    | Tue 7/17/12 | Tue 7/17/12 | 1            | Electrical Department              |
| 4  | Paint Ceiling  | 1 day    | Wed 7/18/12 | Wed 7/18/12 | 3            | Maintenance Department             |
| 5  | Phase One Completed                                  | 2 days   |             |             |              |                                    |
| 6  | Stage and Bar removal                                | 2 days   | Thu 7/19/12 | Fri 7/20/12 | 4            | Facilities Department              |
| 7  | Computer Removal                                     | 1 day    | Thu 7/19/12 | Thu 7/19/12 | 4            | Information Technology             |
| 8  | Wiring Light Fixtures, Gaming Equipment and Speakers | 2 days   | Thu 7/19/12 | Fri 7/20/12 | 7            | Electrical Department              |
| 9  | Phase Two Completed                                  | 2 days   |             |             |              |                                    |
| 10 | Floor Installation                                   | 2 days   | Mon 7/23/12 | Tue 7/24/12 | 8            | Facilities Department              |
| 11 | New Equipment Installation                           | 2 days   | Wed 7/25/12 | Thu 7/26/12 | 10           | Electrical Department, Information |



# Appendix C

Figure 19: Floor Plan



The floor plan shows the rooms with their labels as well as the areas that will be changed under our plan. This plan does not include lighting. The reference for the lights is below.

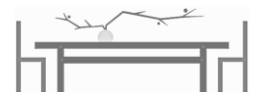
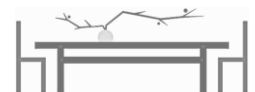
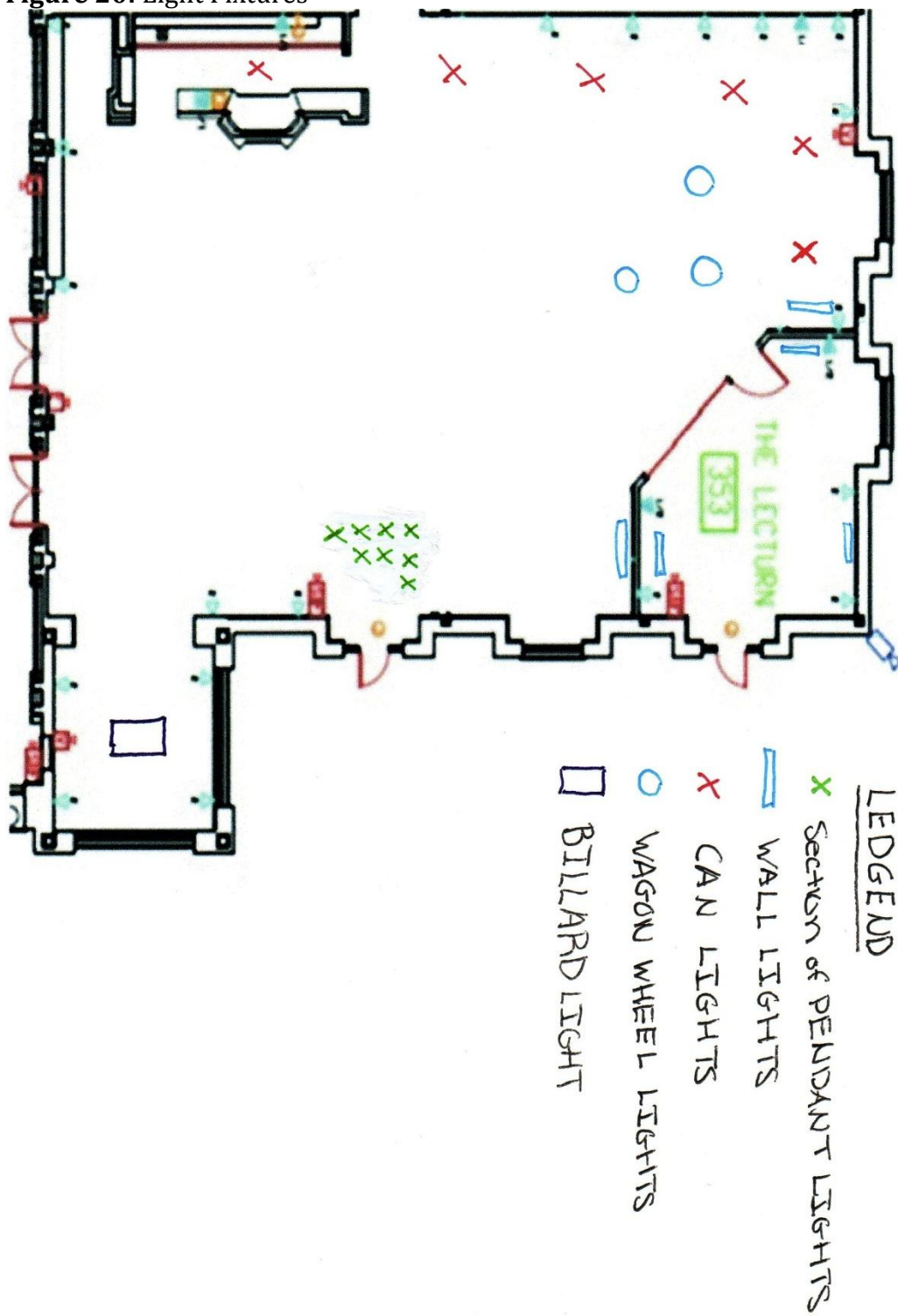


Figure 20: Light Fixtures



## Appendix D

This appendix contains pictures and descriptions of several items that will be purchased. These items were discussed in the proposal, but they might not be recognized simply from that description.

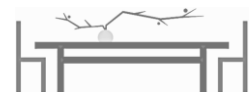
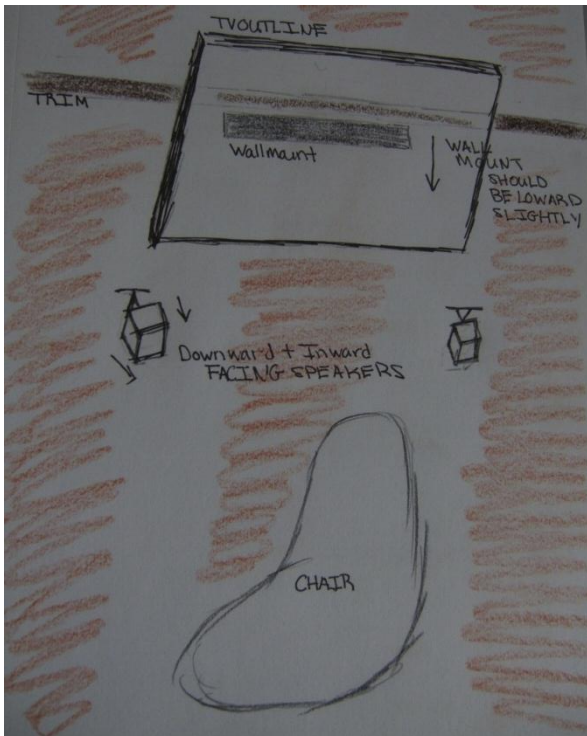
**Figure 21:** CFL Bulbs

These would replace normal bulbs to save on energy bills.



**Figure 22:** TV Mounting

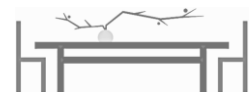
This is a concept drawing of how the TV's along the wall with speakers would be mounted so that the players in the chairs below could best see and hear.



**Figure 23:** Black video rockers with speakers



**Figure 24:** Redbox Kiosk  
Redbox kiosk, proposed as a way of keeping the Recreational Center funded.





**Figure 25:** Rockband Electronic Drums  
These will be used with the Xbox 360.



**Figure 26:** Rockband guitar controller

