C.R.E.A.T.E

The C.R.E.A.T.E Living Learning Community (CLLC) gives first year students a unique residential learning experience to connect College of Engineering and Technology (CET) students to faculty, resources and different possibilities that will contribute to their success within CET and beyond. Through Collaboration, Reflection, and Exploration, students will seek their Ambition, Test the limits, and Engage in all possibilities. Our goals are to help students learn about different careers and opportunities through programming, adjust to the college environment and be successful in the classroom and in society.

The main goal of the C.R.E.A.T.E LLC is to help the student in their pursuit of a career path and program of study. Participation in the LLC gives students access to:

- Resources that will help students choose appropriate major and careers
- Programming that will help enhance students’ first year experience
- In depth and personalized advising to CET students in choosing appropriate courses their first year at ECU
- Guidance in choosing alternate programs of study, as needed

In addition to focusing on career and academic paths, C.R.E.A.T.E LLC provides opportunities for students to build their social skills, form close-knit relationships with other LLC members, attend social functions, immerse themselves in cultural events on and off campus and network with faculty, staff and students.

QUICK FACTS
Residence Hall: Umstead Hall
Number of residents: 40
Related major: Yes
Returning student experience: Yes
Roommate Pairing? Roommate in LLC Required
Required Classes
PSYC 1000, ENGL 1100, and COAD 1000
Information and Application Available at: https://ecu.az1.qualtrics.com/jfe/form/SV_aWzSm1IQAABO4Tz
Contact Information: Brad Collier; createllc@ecu.edu

NEXT STEPS
1. Complete Housing Contract
2. Visit website - www.ecu.edu/llc - to determine LLCs of interest
3. Apply to LLC(s) of choice

The C.R.E.A.T.E Living Learning Community is a partnership between Campus Living and the College of Engineering and Technology.