

# Y1CBP Program Redesign – Q&A Summary

## **Why is NECPA pursuing a redesign now?**

The program's content is evidence-based and effective, but the visual design is dated. University leadership has questioned continued use of the program compared to more visually engaging paid alternatives. Additionally, current and future students (Gen Z and Gen Alpha) expect more modern, engaging digital experiences.

## **What is changing, and what is staying the same?**

Staying the same: Core educational content, backend calculations, personalized normative feedback logic, and administrative reporting tools.

Changing: Visual design (UI/UX), graphics and charts, overall look and feel, and the design approach for new hazing and gambling modules.

## **Are content changes expected?**

No major content revisions are planned. The focus is on improving how existing information is presented. The only new content areas are the addition of hazing and gambling prevention modules.

## **What technical environment does the program run on?**

The program runs within a custom UNL-built system that relies on the Bootstrap framework. It is not a commercial CMS (e.g., WordPress) and includes strict accessibility and structural requirements.

## **What restrictions or technical parameters will ITS impose on visual designs?**

Visual designs must comply with UNL ITS accessibility and technical standards and be compatible with Bootstrap. Advanced animations and heavy gamification are limited. Designs must integrate with existing backend calculations and personalized feedback logic. ITS will review designs to confirm feasibility.

## **Who will implement the redesign?**

The selected vendor will design and code frontend assets and provide them to UNL ITS, who will implement the changes on the server.

## **Will the project include backend or administrative changes?**

No. The scope of work is limited to the student-facing frontend experience. Backend systems, calculations, and administrative reporting tools are out of scope.

## **Will IT be involved during the project?**

Yes. UNL ITS staff will help define technical constraints, review proposed solutions, and advise on feasibility and compliance throughout the project.

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## **Should the program follow UNL brand guidelines?**

No. Because the program serves multiple institutions statewide, it cannot be branded solely for UNL.

## **How is school-specific branding handled?**

Each participating institution has its own landing page. UNL ITS applies each school's logos and colors. Vendors should deliver a neutral, flexible design system that can be themed per institution.

## **What devices do students use to access the program, and how are they routed to it?**

Students primarily access the program via mobile devices using QR codes distributed during new student orientation or included in mailed letters or postcards. Desktop access is supported, but a mobile-first design approach is strongly recommended.

## **Do all students see the same content?**

No. The program adapts based on student responses. Students who abstain from substances see different pages than those who report use. Vendors should test multiple response scenarios.

## **Why is September 29 a hard deadline?**

A portion of grant funding expires on September 29, 2026. All work tied to those funds must be completed and invoiced by that date.

## **Will there be ongoing vendor maintenance after launch?**

Long-term vendor maintenance is not anticipated. A short refinement window is planned through December 2026, after which ongoing maintenance will be handled internally by UNL ITS.

## **Can vendors access the current frontend code as a guideline?**

Possibly. Access may be granted with appropriate approvals and may require an NDA due to copyright and licensing considerations. Code access is not guaranteed and will be evaluated on a case-by-case basis.