

**TIP Grant Recommendations**

Following are the 2014-15 Technology Initiative Project (TIP) awards that are presented for ratification at the Friday, December 12 Campus Technology Advisory board meeting.

Ten requests of sixteen received were selected for some level of funding. A total of \$75,000 is available to be awarded and the selection committee received fifteen requests totaling \$173,000.

TIP grants are an annual funding provided by the Campus to fund academic initiatives that relate to instruction, student usage, improving student usage, and/or improving student learning through the use of technology. Priority is given to new and innovative or trial initiatives, which can possibly later expand on campus, although equipment replacement and expansion of existing equipment requests will also be considered

<b>Requestor</b>	<b>Department</b>	<b>Amount Funded</b>	<b>Description</b>
Carol Willard Marcia Burrell	Curriculum and Instruction	\$825	The grant supports C&I's clinical practice in the teacher preparation programs and provides ongoing, supportive supervision for teacher candidates in the field. In this project, a virtual coach will remotely observe a teacher's lesson while offering feedback, heard only by the student candidate through an earpiece that the teacher candidate wears. Hardware is required for both the remote teacher and the coach.

Eric Olson Marcia Burrell	Curriculum and Instruction	\$1,525	This grant funds a pilot project developing technology to assist in the teacher development process. This project will examine the use of unobtrusive and easy to use technologies to capture video of students showing the moment of learning and facilitating teleconference interactions with supervising teachers and candidates in the field.
Paul Leary	Music	\$2,400	The grant provides funding for a software programming language used "to make your own music, sound, video, and multimedia applications. You arrange boxes on a canvas and connect them together to create, experiment and play. The software will assist to 1) introduce a course in advanced electronic music; 2) bridge curriculum between music, comm studies, media, art, graphic design, theater and computer science through project-based learning and curriculum collaboration; and 3) provide software for a student based Emerging Technologies Ensemble.
Kathleen Blake Doug Pippin	Anthropology	\$9,000	This project evaluates the use of iPads in the classroom and laboratory settings as well as field data collection. At least seven different Anthropology courses will utilize the tablets as an aid for interactive learning related to human skeletons, non-human primates, archaeology, and ethnographies. Also, a variety of apps have been written for the iPad for 3-D visualization and other enhanced learning objectives as well as data collection in the lab. Additionally the iPads will be a tool for field study on projects such as mapping and studying settlement patterns in Archaeology or photography for Forensic or Cultural Anthropology Projects

<p>Kelly Roe          Cara Thompson          Rebecca Mushtare          Mark Springston          Joshua Adams          Natalie Sturr</p>	<p>Art          Tech Ed          English &amp; Creative Writing          Penfield</p>	<p>\$34,000</p>	<p>The grant will provide a one year subscription to Adobe Creative Cloud Enterprise for the entire Oswego campus. The group submitting the proposal are from a variety of disciplines and act as representatives of a wider group of Adobe users. The proposal will allow students Adobe Creative Cloud campus use, while faculty and staff will have campus and home use. Implementing and exposing our students to Adobe CC will position them well as they move into the professional world, where Adobe CC is readily being adopted and is the industry standard. Oswego will be among one of the first SUNY schools to implement Adobe CC with the grant. Plans for assessment include tracking usage of faculty, staff and students to ensure value is achieved from the purchase.</p>
<p>Patrick Moochler          Michael Riecke</p>	<p>Communication Studies</p>	<p>\$13,750</p>	<p>This grant replaces the current broadcast journalism script writing software, which was installed 8 years ago and is at end of life with the current industry standard. Installing the application in our broadcast classrooms will ensure Oswego students have experience with the latest software as they prepare for careers in television news and news-style production careers. The solution includes a hardware and software component. software is web based and includes access to all forms of social media including Twitter, Facebook and Instagram, allowing student work to be instantly published.</p>
<p>Steve Skubis</p>	<p>Earth Sciences</p>	<p>\$2,000</p>	<p>This project will provide new hardware and computing methods to run the Weather Research Forecast application. Higher computing power is required to provide the ability to perform numerical model simulations of atmospheric weather systems on a finer scale than currently exists.</p>

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jeff Bradbury	Communication Studies	\$3,000	This project will provide students with professional sound effects and royalty free music for use in their projects. Students in audio, video, cinema, and music courses to search, audition and download files from a vast library of high quality sound effects and music tracks.
Steve Yang	HPW	\$1,500	This project is an extension of Health Promotion and Wellness (HPW) curricular emphasis of using smartphones, laptops, technology and social networking tools to highlight and promote health and wellness stories related to the SUNY Oswego campus population. Students will create short video and audio broadcasts (vodcasts and podcasts) of the latest news within the department as well as the current field of HPW. Media created will be published online through HPW social networks such as YouTube, Facebook, Instagram and Twitter accounts.
Roger Taylor Christopher Harris	Psychology Computer Science	\$7,250	This multidisciplinary project examines how wearable technology, specifically "smart watches", can be used in the classroom and in research. Specific examples in this project will be 1) it will be utilized in undergraduate and graduate courses and independent studies; and 2) examine research linking student activities with their health and academic performance.
	<b>Total</b>	<b>\$75,250</b>	