Course App Development for HUM 2020. Digital Humanities Pedagogy Phase 1

Project Overview
This project is the first in what will be a series of digital pedagogy initiatives undertaken by graduate students and faculty in the Digital Humanities MA program housed in the Program in Interdisciplinary Humanities. We will develop and deploy a course-specific web app to accompany HUM 2020 (The Art of Being Human through Literature, Art and Film), a highly enrolled new course that fulfills Liberal Arts requirements and draws students from all schools of the university. The app will provide an interactive platform for learning the specific material of this course, drawing on current work in educational game theory and augmented reality. The app will allow students to look at the world around them through the lens of the literature, art, and culture that they are learning in class and challenge them to connect the world of the distant past and far away literatures and histories with their own reality.

Digital Humanities brings data and information sciences together with traditional print humanities to seek new approaches, new questions, and new methods in research, teaching, and the public promotion of humanities. Digital humanists engage in a wide variety of work creating and curating digital collections and tools, analyzing text, image, and ideas with digital tools, and studying digital culture and how it impacts our ideas about the world. FSU's Digital Humanities MA program was launched in Fall 2016 to build upon existing but informal connections among faculty and staff across multiple departments and schools of the university. These include Arts and Sciences departments (e.g. PIH, English, History, Modern Languages and Literatures), University Libraries, the School of Communication, and others. The Digital Humanities program is a primary component of a campus-wide push for formalizing and developing a strong presence for FSU in Digital Humanities. While the graduate program aims to train graduate students for a wide variety of careers that leverage technological skills alongside the communication and analytic skills of humanities, the program is, in the context of the university, essential both for teaching large numbers of *undergraduates* (through graduate student TA-ing and teaching of the sequence of courses offered by PIH and widely enrolled by students in all schools of the university) and as a means to support a planned undergraduate interdisciplinary concentration in Digital Humanities. Graduate students are required to take a course on Digital Pedagogy and as part of that work they are tasked specifically with working to implement classroom-based digital assignments and technological tools.

We are seeking funds to support this project through purchase of some project-specific hardware (primarily a development workstation) and a small amount of money for services outside the professional expertise of the team (primarily graphic design work). The hardware purchase is particularly essential as the existing computer resources in PIH are of a general use nature and do not have the required graphic, video, or processing capabilities for successful completion of this project.

Impact of Project
This project serves, first, the large number of undergraduate students who enroll each semester in Hum 2020, one of the six courses that fulfills state liberal arts requirements for students across all schools of the university. Enrollment currently stands at several hundred students per semester, approaching 1000 students per year, spread across multiple classes ranging in size

from 180 (faculty-led) to 40 (graduate student instructor of record). Enrollment is expected to grow further as more graduate instructors and/or faculty are available to teach the course. Students enrolled in Hum 2020 fall along the entire spectrum from freshman to seniors. In many cases, this course is their first or only experience with the Humanities at FSU. This project has the added benefit of adding significantly to the professional experience of graduate students in the Program of Interdisciplinary Humanities new graduate program in Digital Humanities. Looking ahead, this is the pilot project for what is planned to be a series of technology and pedagogy projects undertaken by students and faculty in the Digital Humanities program. The successful implementation of the Hum 2020 app will provide a framework for developing tools and resources specific to other offerings within PIH's undergraduate catalog and to potential new course offerings which expand the Digital Humanities curriculum more widely to undergraduates. Finally, it is a long term goal to create and maintain in PIH a Humanities Technology workshop which can partner with multiple groups around the university. A first step in this direction, a faculty and graduate student working group in digital pedagogy, will be implemented in Spring 2017.

Plan
This project will use the AGILE framework for design, early deployment, and development.

Spring 2016: Requirements Specification and Design
Dr. Romano will be teaching Digital Pedagogies to Digital Humanities graduate students while also teaching a large undergraduate lecture version of Hum 2020. Graduate students will either observe or (in some cases) TA for Hum 2020. We will also be training other instructors and faculty in the use of a number of related classroom technologies and techniques to be integrated in the Hum 2020 course. The real-time Hum 2020 class will allow us to detail the requirements for the app in light of the course as it exists now. In the Digital Pedagogies course we will develop a design plan and start building a first version of the app or features as time allows

Summer 2017: App Development
We will work during Summer 2017 to build a deliverable version of the app, again in conjunction with teaching the course (the online version of the course in Summer C).

Fall 2017: Deploy and Refine
As the goal is to deploy this app and refine it iteratively (in part as a training exercise for graduate students in digital humanities), we will use the app in class as soon as is possible. If a first version of the app is not in place by Fall 2017, then the first deployment will be in Spring 2018. The deployment term will be decided during the requirements specification and design phase.

The project will be complete, for the purposes of this proposal, when there is a stable version of the app that can be used in conjunction with the Hum 2020 course. This is anticipated within 12 to 18 months of the award date. Maintenance of the app will continue however, as this is the first phase of a much larger initiative. We will be seeking both external and internal funding for further expansion of the curriculum and to maintain or develop this project beyond the next few years.

The Project in Relation to the University

The primary value of this project is in delivering innovative instructional technology, developed in conjunction with current pedagogical research and criticism, to a large and varied set of undergraduate students. In addition, this project will help define the technological component of the Digital Humanities program, both for graduate students and undergraduates. Pedagogical technology is, in general, underserved in Digital Humanities programs across the country. The majority of programs are focused on faculty research, PhD students, and the promise (still unfulfilled) of a boom in professorial jobs in the field of Digital Humanities. FSU's program, by contrast, is a terminal MA and focuses on the existing jobs both inside and outside the academy which require a mix of both so-called "hard" and "soft" skills. Digital Pedagogy is an area where FSU can take a stronger and more prominent position in relation to other emerging programs in this field. FSU's is the only Digital Humanities MA in the state of Florida. FSU has the opportunity to become a regional leader in this field through innovative and distinctive projects such as this one, focused on reaching large numbers of undergraduate students.

Project Team

The current project team consists of a faculty mentor, Dr. Allen Romano, in the Program in Interdisciplinary Humanities, the graduate students currently enrolled in the MA in Digital Humanities (Jim Cross, Tara Hagan, Melissa Hughes, Shavonne McAndrews, Stephen Oleszek), and faculty teaching the Hum 2020 course (Dr. Kathryn Cashin and Dr. Kathryn Stoddard). In Fall 2017, we anticipate additional graduate students in the program (8-15 more) will join the team and aid with testing and further development in some capacity. There is also the potential to work with the Office of Digital Research in the University Libraries (Micah Vandegrift) on any potential copyright or other issues. (At present we are planning on using creative commons free reuse materials only; for this particular course such materials are in fact very plentiful and sufficient for our needs.) We have existing relationships with ODR, ODL, and with other units on campus which can provide support on technical issues should these arise.

The current team has a widely diverse areas of specialization which will aid different aspects of the project. Dr. Romano directs the MA program in Digital Humanities and will be teaching the Digital Pedagogies class in the Spring. He is the recipient of a 2010 Undergraduate Teaching Award and 2016 ODL Awards for Online Course Design and for Online Teaching. He has taught the Hum 2020 course multiple times since its inception, developed the course for fully online instruction, and is a subject area expert in Classics and literature. Jim Cross has over 20 years experience as a professional software developer and is a subject area specialist in archaeology. Tara Hagan is a professional librarian with experience in digital collections. Shavonne McAndrews brings expertise in music and performance, particularly valuable for a course like Hum 2020 which spans all aspects of artistic and cultural production. Stephen Oleszek is, outside of Digital Humanities, a PhD student in History specializing in modern culture. Again, this is

particularly valuable given the wide extent of the course. Melissa Hughes, in addition to being a PhD student in History and specializing in modern Europe, also specializes in game theory and implements game theory in her teaching. Faculty in PIH (Cashin and Stoddard) have taught the Hum 2020 course multiple times and have extensive experience teaching closely related courses for many years.

Budget

The budget worksheet is attached on the next page.

The budget items are to pay for services which are not available without additional funding. Existing computer infrastructure in the Program in Interdisciplinary Humanities is insufficient for the graphics, rendering, and testing needs for this project. The normal operating budget in PIH is not sufficient to cover the costs of higher-end computing hardware. We will use this workstation in existing space and can use software currently available through FSU license or otherwise available under an open license. A minimal amount of money has been requested for a whiteboard to facilitate collaboration. (Sometimes the simplest tool is the most effective.) The estimate for graphic design work is based on available figures for freelance rates, taking into account the Tallahassee market, and a modest estimate of the hours required to develop an overall aesthetic and small number of specialized graphics.

STUDENT TECH FEE BUDGET TEMPLATE

2016-2017 Project Funding Proposal

Project Details

Project Title:	Course App Development for HUM 2020. Digital Humanities Pedagogy Phase I
Organization or College:	Arts and Sciences
Department or Unit:	Program in Interdisciplinary Humanities
Project Period:	Spring 2017 to Summer 2018 (initial development); Long term end point is indefinite, as this supports a class which will be taught for the foreseeable future
Start Date:	May-17
End Date:	Aug-18

I. Senior/Key Personnel (list senior and/or key personnel whose compensation will be funded through project non-recurring funds)

First Name	Middle Name	Last Name	Project Role	Requested Salary	Fringe Benefits	Funds Requested

Total Funds Requested for Senior/Key Personnel	$	-

II. Student & Other Personnel (insert description)

Type	FTE	Requested Salary	Fringe Benefits	Funds Requested
Graduate Students				

Total Funds Requested for Students & Other Personnel	$	-
Total Salaries, Wages & Benefits	$	-

III. Equipment (list items and dollar amounts for each item or multiple items of the same type, including software, with a total cost of over $2,000)

Item	Description	Funds Requested
App Development Workstation	ThinkStation P910 with upgrades to processor, RAM, video card	$ 4,000.00
27" Monitor	ThinkVision P27	$ 520.00

Total Funds Requested for Items Over $2,000	$	4,520.00
Total Funds Requested for Items Under $2,000	$	-
Total Funds Requested for Equipment Costs	$	4,520.00

IV. Other Costs

Category		Funds Requested
Materials & Supplies	mobile whiteboard	$ 250.00
Consultant Services	Graphic Design; Market rate is approximately $100/hr but varies by project	$ 1,000.00
Equipment or Facility Rental/Use Fees		
Additional Project Costs (describe in budget justification)		

Total Funds Requested for Other Costs	$	1,250.00

Total Project Cost	$	5,770.00