

1. Project Description

This grant application is in direct support of the University's Collaboratory, currently run from the College of Communication and Information in the Goldstein Library. The intent is to provide access to emergent technology both in a classroom setting and independently so students can better understand some of the changes going on in the world. A previous Student Tech Fee Grant laid the foundation for an E-Series course open to all majors that focuses on a rudimentary understanding of and basic literacy in a given technology and its real world applications. This grant seeks to expand on these principles, provide additional access to new, emergent technologies, and to provide more support and options for the technology already on hand.

This grant is designed to support three distinct constituencies:

- The first- and second-year students who are the focus of the E-Series courses that deal with emergent technologies and how they shape our working world, regardless of career
- Students involved in outreach efforts for the University
- All University students who have an interest in these technologies for whatever purpose they deem worthy

This project aims to acquire and support various emergent technologies that students would not otherwise have access to. The technologies being sought are: drones, 3D printers, Raspberry Pis, and a laser cutter/engraver; a full description of specific models, packages, and sets can be found in the supporting documentation.

In addition, when the materials described in this grant are not reserved for use in the proposed courses, they will be made available to all students via the Goldstein Library, where they can be checked out for use just like a library book. In this way, those who have taken the course can continue to engage their curiosity and explore further, and those who wish to explore on their own can do so as well.

2. Impact on instruction

This grant affects each of the three targeted constituencies in different ways:

- This grant will allow the proposed classes to be offered; without this grant, the classes cannot be developed and presented to students as options for course credit. Offered in the Fall and Spring semesters, this will directly affect 192 students from all majors.
- Students involved in outreach efforts through the following student groups...
 - STARS (Students & Technology in Academia, Research & Service)
 - WISE (Women in IT/ICT Sharing Experiences)
 - FITC (Florida IT Career) Alliance
 - THT (Transfers Helping Transfers)
 - AITP (Association of Information Technology Professionals)
 - TechNOLEgy, a student-run group involved in various tech-related projects around campus

... will benefit from these resources by having new and exciting ways of engaging middle school, high school, and University students in the community with hands-on activities centered on technology. Total enrollment in these organizations is around 400 students.

- All University students will benefit from having these resources available for their own experiential purposes, allowing them to learn what they want, when they want, and how they want. In this scenario, the potential number of students affected by this grant is 41,000+.

3. Project Plan

The project begins with the acquisition of the technologies in question (see Budget & Budget Explanation) and ends with the proposed courses being taught and the items being made available through the Goldstein Library.

- April 2017: Grant awarded; orders placed
- April-July 2017: Items acquired
- July-September 2017: Items cataloged and tagged in Goldstein Library

While the grant itself is for the initial acquisition of the technologies in question, the project will be complete when the fourth set of courses (Fall 2017) has been taught. Two years of courses is the Liberal Studies required commitment for E-Series courses such as these.

4. Relationship to Other Activities

This grant give students more choices in how to shape their education. This grant will allow the aforementioned set of E-Series courses to be taught on a broad set of technologies, which helps the Liberal Studies program with their mission in giving hands-on, experiential learning opportunities to FSU students. This series of courses will allow students to pick and choose which technologies they are most interested in and fit best with what they hope to study and accomplish while fulfilling one of their liberal arts requirements.

This grant gives students the tools to conduct education outreach in the community. This grant will also allow several student organizations to increase their outreach efforts in the community by giving them the tools to demonstrate current technologies, focus discussions not just on the how-to's of such things but also on the whys, and to show both prospective students and potential employers some of the things we do here at Florida State University and why we stand as an excellent source for both education and for potential employees.

This grant will give students the chance to learn about and explore technology independently. When the technologies sought in this grant are not in use in the classroom, all of them will be available to on-campus students via the Goldstein Library so that they can learn about them and use them for their own purposes. A selection of items will also be available to distance students, with shipping costs shared between the students and the School of Information. In this way, the items sought with this grant can be used to bolster a résumé, to create a product, or to learn just for the purpose of learning.

5. Plan of Support

The iSchool will be responsible for the overall maintenance and administration of all equipment for the three years of the overall project. The proposed courses will carry \$10 Lab Fees to cover expendables, such as the filament for the 3D printers and replacements parts for the drones. This ongoing arrangement will support the project after the grant runs out.

The iSchool's Collaboratory, in conjunction with the College of Communication and Information Help Desk, will be responsible for the actual maintenance for the items sought in this grant, both in material and in labor. The Goldstein Library will be responsible for tracking the items in question as they are checked out and back in. Both of these arrangements are expected to be ongoing.

6. Project Team

Dr. Chris Landbeck is the Assistant Director of Experiential Learning for the School of Information, and the Head Administrator for the iSchool's Collaboratory. He has several years' experience in developing and teaching undergraduate classes at the iSchool at Florida State, and has been involved with several of the groups who would use the technology sought in this grant.

Rienne Saludo is a doctoral student in the School of Information. He is primarily interested in the interdisciplinary collaboration for the development of new or innovative technologies and their application. He is one of the developers of the iSchool's Collaboratory, which provides experiential learning opportunities for students and a starting point for the development of their ideas and innovations.

7. Budget & Budget Explanation

INFORMATION TECHNOLOGY
SERVICES



STUDENT TECH FEE BUDGET TEMPLATE

2016-2017 Project Funding Proposal

Project Details

| | |
|--------------------------|--|
| Project Title: | iSchool Collaboratory |
| Organization or College: | College of Communication and Information |
| Department or Unit: | School of Information (iSchool) |
| Project Period: | Spring 2017-Spring 2018 |
| Start Date: | 14-Apr-17 |
| End Date: | 1-Apr-17 |

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 |
|------------|-------------|-----------|--------------|------------------|-----------------|-----------------|
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|--|--|--|--|--|--|--|----|
| | | | | | | Total Funds Requested for Senior/Key Personnel | \$ |
| | | | | | | | - |

II. Student & Other Personnel (insert description)

| Type | FTE | Requested Salary | Fringe Benefits | Funds Requested | | | |
|------------------------|-----|------------------|-----------------|-----------------|--|--|----|
| Graduate Students | | | | | | | |
| Undergraduate Students | | | | | | | |
| Other Personnel | | | | | | | |
| | | | | | | 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 |
|--|---|--|
| NextEngine laser scanner | Laser scanner for creating 3D images from large objects | \$2,995.00 |
| | | |
| | | |
| | | Total Funds Requested for Items Over \$2,000 |
| | | \$2,995.00 |
| 6x Oculus Rift Headphones | headphones designed to be used with the Oculus Rift | \$300.00 |
| 2x VIO VR Disposable Virtual Reality Headset 100 ct. | for use with the several virtual reality headsets we have | \$60.00 |

| | | |
|--|--|----------|
| 2x 3M 2090 Scotch-Blue Painters Tape, 6" width x 60yd length | for use with our 3D printers | \$150.00 |
| 20x Sabrent SuperSpeed 2-Slot USB 3.0 Flash Memory Card Reader | for use with our Raspberry Pi B+s | \$130.00 |
| 2x Pro Tech Toolkit + Magnetic Project Mat | for tech repair and maintenance | \$160.00 |
| LulzBot TAZ Flexstruder Tool Head v2 | for use with our LulzBot TAZ6 3D printer | \$295.00 |
| LulzBot TAZ Dual Extruder Tool Head v2 | for use with our LulzBot TAZ6 3D printer | \$495.00 |
| 2x NinjaFlex 3mm 3D printing filament | for use with our LulzBot TAZ6 3D printer | \$130.00 |

Total Funds
Requested for
Items Under \$2,000 \$1,720.00

Total Funds
Requested for
Equipment Costs \$4,715.00

IV. Other Costs

| Category | Funds Requested |
|---|-----------------|
| Materials & Supplies | |
| Consultant Services | |
| Equipment or Facility Rental/Use Fees | |
| Additional Project Costs (describe in budget justification) | |
| Total Funds Requested for Other Costs | <u>\$ -</u> |

**Total Project
Cost**

\$4,715.00