

Innovative Teaching with Makerspace Technology Grant

**Sponsored by the Loretta C. Duckworth Scholars Studio, University Libraries
and the Center for the Advancement of Teaching (CAT)**

We invite faculty to submit an application for the *Innovative Teaching with Makerspace Technology Grant*. The Loretta C. Duckworth Scholars Studio Makerspace, located in Charles Library, provides a hands-on environment in which students can work with a variety of digital fabrication tools, virtual reality software and electronic technologies to explore and develop new ideas. The grant will enable faculty to use these technologies to build a richer and more engaging learning experience for students. The tools can be used in courses taught in any modality – online, in-person or hybrid. Recent grant awardees have included faculty from disciplines that include Anthropology, Teaching and Learning, Film and Media Arts, Criminal Justice and Kinesiology, among others. The [Makerspace tools](#), which include immersive media technology (virtual reality headsets), 3D reconstructions, laser and CNC engraving, and bench electronics can be embedded in assignments and projects to provide students the experience of using technologies that they may use in the future. Faculty will be awarded grants to cover budgeted costs, not in excess of \$3,000, for materials that faculty and students will need during the 2026-2027 academic year.

Applications are due May 15, 2026.

(acceptance notices will be delivered by June 5, 2026)

Faculty who are awarded the grant will be expected to commit to the following:

- Receive any necessary pedagogical or technological training on using the tools from the Loretta C. Duckworth Scholars Studio or the Center for the Advancement of Teaching before the semester in which the tool is implemented. Support may include meeting (on-site or virtual) with a consultant to plan effective use of the tool.
- Test the use of the tool before implementing it in the classroom.
- Submit a syllabus plan for implementation by August 1, 2026, for the Fall 2026 semester or November 30, 2026, for the Spring 2027 semester.
- Pilot the chosen tool in a class in Fall 2026 or Spring 2027.
- Submit a one-page project completion report within a month of the end of the semester.
- Upon completing the grant course, awarded grant professors will write a blog post summarizing how their class engaged with the grant materials and the greater LCDSS resources throughout the grant period.

Grant awardees will receive:

- Group and individual support/training in how to effectively use makerspace technologies to engage students and help them to learn. Support will be available on-site and/or virtually and may include shipping of equipment and supplies as necessary.
- Up to \$3,000 to cover the cost of materials needed to implement these technological projects in the pilot semester. The amount will be determined by the budget submitted and reviewed by the Scholars Studio staff in the applicant's submission materials.
- Opportunity to present your experiences with the technologies at the Annual Conference on Teaching Excellence in January 2027 and/or The Scholars' Studio Digital Showcase in April 2027.

Application: Innovative Teaching with Makerspace Technology Grant

Please submit a document responding to the following questions in fewer than 250 words.

1. Which makerspace tool would you like to use in your course? In which course will you be using it? In what modality do you teach the course? How do you envision using the makerspace tool in the course?
2. Explain how the use of this makerspace tool will improve engagement and/or learning for your students. How might it be an improvement over your current practice?
3. How will you help your students develop the skills needed to use the tool effectively?
4. Describe your experience with the use of technology for teaching.
5. What is the timeline for the implementation of the tool?
6. Provide an itemized budget for the project. Loretta C. Duckworth Scholars Studio consultants can help you with this task. Remember to consider the number of students who will need to use the tools and whether they will be individual or group projects.

References and Resources

The LCDSS has various equipment available to use as part of the grant. Please familiarize yourself with the resources available at the [VR lab](#), the [Makerspace](#), the [Computer Lab](#), and the [Media Production Studio](#).

We encourage you to attend the workshop [Makerspace Technologies to Help Your Students Learn: An Introduction to the Innovative Teaching with Technology Grant](#) on March 25, 2026, at 12:00 pm, where we will showcase the Makerspace tools and provide ideas for how you might use them in the classroom. A follow-up consultation may be helpful to you as you consider the tools and how they align with your learning objectives. To schedule a consultation, please contact Hannah Tardie, Makerspace Manager, at hannah.tardie@temple.edu or Jennifer Zaylea, Digital Media Specialist at the CAT, at jennifer.zaylea@temple.edu.

Once you have completed this section of the application, please submit your document as a Word Document or PDF. Applications are to be submitted online by May 15, 2026. [Click here](#) to submit your application.