

Innovative Teaching with Makerspace Technology Grant

Sponsored by the Digital Scholarship Center/Innovation Space, University Libraries
and the Center for the Advancement of Teaching (CAT)

Makerspace technologies can help faculty to build a richer and more engaging learning experience for students. The Makerspace in the Digital Scholarship Center and the Innovation Space provides a hands-on environment in which students can work with a variety of digital fabrication tools, virtual reality and electronics technologies in order to explore and develop new ideas. The Makerspace tools at the Digital Scholarship Center and Innovation Space, such as immersive media technology (virtual reality), 3D reconstructions, text-mining, mapping and GIS software, can be embedded in assignments and projects in order to help students learn and receive hands-on experience with the kinds of technologies they may use in the future. Some of these are free for students and faculty to use, but others involve costs associated with the materials needed to use the tools. This grant allows faculty interested in exploring ways to use makerspace technologies the possibility to try them in fall 2019 or spring 2020 without passing the cost on to the students.

Faculty commit to:

- Receiving any necessary pedagogical or technological training on using the tools from the Digital Scholarship Center/Innovation Space or the Center for the Advancement of Teaching before the semester in which the tool is implemented. Support may include meeting with a consultant to plan effective use of the tool.
- Testing the use of the tool before implementing in the classroom.
- Submitting a syllabus plan for implementation by August 1, 2019 for the fall 2019 semester or December 1, 2019 for the spring 2020 semester.
- Piloting the chosen tool in a class in fall 2019 or spring 2020.
- Submitting a one-page project completion report within a month of end of the semester.

Benefits:

- Group and individual support and training in how to effectively use makerspace technologies to engage students and help them to learn.
- Up to \$3,000 to cover the cost of materials needed to implement these technological projects in the pilot semester. Amount depends on number of students and type of technology chosen.
- Possibility to present on your experiences with the technologies at a CAT event.

Application

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Please respond to each of the following questions in fewer than 250 words.

Note: A consultation may be helpful to help you consider these questions. To set up a consultation, please contact David Ross at tuk72088@temple.edu.

1. Which makerspace tool would you like to use in your classroom? In which class will you be using it? How do you envision using it?
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 implementation of the tool.
6. Provide an estimated cost for the project. A Digital Scholarship or Innovation Center consultant can help you with this task. Remember to think about the number of students who will need to use the tools and whether they will be individual or group projects.

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 at <https://app.smartsheet.com/b/form/d2139998498849b5ab7a3564826fef00> by May 6, 2019.

For questions, please contact Stephanie Laggini Fiore, Assistant Vice Provost CAT, at sfiore@temple.edu.

Applications are due by May 6, 2019.