SPECIAL CALL FOR PROPOSALS  
RSPG Instructional Improvement  
Innovative Teaching Grants: Facilitating Experiential Learning Online  

The global COVID-19 pandemic has required higher education to move all courses to a virtual environment. It is apparent that some of the most difficult courses to move online are those that involve experiential learning - labs, simulations, creative and performing arts, project-based learning, and other hands-on learning opportunities.

The funding made available in this special call for proposals is meant to support all tenure-line and full-time contract faculty in their efforts to meet this challenge. The purpose is to help faculty develop and implement creative solutions for engaging students in hands-on learning in a virtual environment. For example, funding could be used for:

- Development of an augmented, virtual and/or mixed reality lab/studio specific to your course needs in partnership with WSU’s Creative Academic Technology Solutions (CATS) department
- Development of interactive online activities such as games, case studies, simulated lab environments, etc. in partnership with WSU Online’s Instructional Design Team
- Completing a master class on teaching labs online (e.g. Online Learning Consortium master classes)
- Learning and using online simulations
- Experimenting with the use of online labs (e.g. NANSLO)
- Exploring and testing the use of lab kits
- Other innovative solutions generated by faculty to meet their learning outcomes

Note: If your project involves the use of a third-party vendor to meet your course objectives in a virtual environment, please contact Ty Naylor (tynaylor@weber.edu), representative of the Software Review Process (SRP) committee, before agreeing to a demo with any third-party vendor. The SRP committee will assess whether the third-party vendor needs to go through an official RFP process with the University Purchasing department and/or provide proof of privacy, FERPA, and accessibility standards that match university standards.

Funding Criteria  
General Funding Criteria for RSPG will be followed in addition to the following:

- Special consideration will be given to course design proposals involving multiple sections of the same course taught by different faculty members.
- Special consideration will be given to courses impacting larger numbers of students.
- Funded projects must be complete and ready for implementation no later than August 15, 2020.
- The typical practice of identifying matching funds is suspended.
- Grant amounts may range from a few hundred dollars to $2,000. Proposals involving a team approach with multiple faculty members may be funded at a higher level.
• Funding requests for interactive learning activities, online simulations, or online labs should indicate whether there are ongoing costs associated with administering, editing, storing, or publishing the activities.

Funding Guidelines (Eligible and Ineligible Expenses)
Due to limited funds and an accelerated timeline for project completion over the summer, the standard RSPG Funding Guidelines for Eligible Expenses apply with the following modifications:

• Requests for a summer stipend as compensation for faculty time can be funded up to $970 (equivalent to 1 credit hour reassigned time, not more). This is in lieu of requests for reassigned time. These stipend requests do NOT need to be accompanied by a letter of support from your department chair.
• No requests for travel will be considered given current university travel restrictions due to COVID-19. Participation in virtual conferences or training courses are acceptable and encouraged.
• Course design and development of teaching innovations is the focus of the project, not research. However, projects implementing innovative or experimental approaches are welcome.
• Ineligible Expenses listed under RSPG Funding Guidelines continue to be applicable.

Expectations of Grant Recipients
• Participate in the Teaching & Learning Forum (TLF) sponsored Community of Practice on Facilitating Experiential Learning Online (co-facilitators: Sally Cantwell & Brent Horn)
• Share developed materials with other faculty via TLF webpage
• Share online course design with other faculty through WSU Online

Innovation Consultants
Applicants are strongly encouraged to consult with the following campus resources (at least one) in the proposal writing process to access pedagogical and technological support for their proposed teaching innovation. Consultants will be able to assess the teaching challenge applicants are facing, propose potential solutions, provide insight on the technological viability of ideas or concepts, share examples of related or similar innovations, etc. In order to receive the greatest level of support possible, the consultation should occur by close of day May 15, 2020. Successful proposals include documentation of the consultation and recommendations provided.

<table>
<thead>
<tr>
<th>Innovation Consultants</th>
<th>Contact</th>
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<tbody>
<tr>
<td>Creative Academic Technology</td>
<td>Alan Ferrin</td>
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<tr>
<td>Solutions (CATS)</td>
<td>(<a href="mailto:aferrin@weber.edu">aferrin@weber.edu</a>)</td>
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<td>Development of virtual,</td>
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<td>augmented, mixed reality labs</td>
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<td>or environments, etc.</td>
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<tr>
<th>IT</th>
<th>Evaluating outside of the classroom technology, software or service</th>
<th>Ty Naylor (<a href="mailto:tynaylor@weber.edu">tynaylor@weber.edu</a>)</th>
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<td></td>
<td>Identifying and implementing in-classroom technology</td>
<td>Matt Cain (<a href="mailto:mattcain@weber.edu">mattcain@weber.edu</a>)</td>
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<tr>
<td>Teaching and Learning Forum (TLF)</td>
<td>Experiential learning pedagogy Assessment</td>
<td>Colleen Packer (<a href="mailto:cpacker@weber.edu">cpacker@weber.edu</a>)</td>
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<tr>
<td>WSU Online</td>
<td>Development of interactive online activities such as games, case studies, simulated lab environments, etc.</td>
<td>RC Callahan (<a href="mailto:rcallahan@weber.edu">rcallahan@weber.edu</a>)</td>
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<td>Vetting third party eLearning tools for privacy, FERPA and accessibility</td>
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<td>Exploring the benefits and challenges of eLearning tools and their integration with Canvas</td>
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**Timeline**

- **May 4, 2020**: Call for Proposals released
- **By May 15, 2020**: Discuss your teaching challenge or idea with an Innovation Consultant
- **May 28, 2020**: Proposal Applications Due
- **June 5, 2020**: Recipients notified and funds disbursed
- **August 15, 2020**: Funded projects complete, ready for implementation and shared with other faculty members.
  
  *Please incorporate approximately 2-3 weeks into your project timeline to vet new eLearning Technology for privacy, FERPA and accessibility.*

**How to apply**

1. Reach out to the individuals listed above on the Innovation Consultants table by close of day May 15th with the challenge you are trying to solve or your innovative idea for how to meet your experiential learning objectives in a virtual environment.
2. Download & complete the RSPG Special Call for Proposals application.
3. Send a single PDF or Word file to bkowalewski@weber.edu by May 28, 2020.

The RSPG committee will review applications and award funding no later than June 5, 2020.

Please direct all questions regarding this call for proposals to Associate Provost, Brenda Marsteller Kowalewski at bkowalewski@weber.edu or via phone/text at 801-452-1395.