TIP Grant Awards

The 2015-16 Technology Initiative Project (TIP) grant awards were ratified from at the Friday, December 11 Campus Technology Advisory Board meeting. Seven requests totaling $145,000 were received and all requests received some portion of funding. A total of $60,000 was awarded.

TIP grants are an annual funding provided by the Campus to fund academic initiatives that relate to instruction, student usage, improving student usage, and/or improving student learning through the use of technology. Priority is given to new and innovative or trial initiatives, which can possibly later expand on campus, although equipment replacement and expansion of existing equipment requests will also be considered.

Requestor	Department	Amount Funded	Description
Chris Hebblethwaite, Sharona Ginsberg & Marilyn Ochoa	Penfield Library	$4,168	This grant supports technology that will be utilized in creating a "maker service" on campus. The library is planning a series of maker space events with the equipment funded by the grant. The library states that the maker movement is an approach to learning creative skills that emphasizes collaboration, craftsmanship, and a hands-on DIY spirit. The movement is tied closely to current trends in Education, such as the exploration of participatory, active, and connected learning methods.
Leigh Wilson	English & Creative Writing	$7,695	The Center for Creativity and Digital Media (aka The Creativity Lab) is receiving funds to purchase 10 iPad Air 2s for use by collaborative, multidisciplinary groups of students nominated from across all disciplines to be showcased in Digital Oz, a new web site featuring our best students' work. The iPads will also be employed by students who wish to create multi-media presentations for conferences and symposiums, with a particular goal of enabling a first multidisciplinary cohort of digital presenters for the SUNY Undergraduate Research Conference at SUNY Cobleskill in April 2016.

Name	Department	Amount	Description
Cynthia Clabough	Art	$4,573	This grant supports the expansion of the use of mobile devices in the visual arts. Currently studio classes that focus on designing for mobile technology (apps and web sites) has expanded from one to four discipline areas as the technology fully engrains itself into the spectrum of communication technologies. This grant improves access, expanding use in the classroom as well as allowing students to have access outside the classroom.
Jessica M. Harris & Sandra Bargaineer	Health Promotion & Wellness	$4,627	This grant funds eight iPads for the department of Health Promotion and Wellness. The new iPads will allow faculty to integrate technology into courses and projects such as evidence-based health promotion planning, National Institute of Health Ethics training and an Innovations project are examples of projects for Spring 2016.
Amanda Fenlon	Curriculum & Instruction	$8,946	This grant funds assistive technology tools to prepare teacher candidates in MSED Special Ed and Childhood programs. With the equipment, candidates will learn how to integrate technology support, specialized learning and access for students with disabilities. Tools will be used by teacher candidates to learn about software and hardware applications for teaching learners with a wide range of disabilities. Partner schools will provide software and hardware for learners served by the graduate candidates.
Mark Hardy	Technology Department	$27,295	This grant funds computer replacements for the Park 101 CAD and Engineering Graphics Lab which are used in technology courses related to advanced manufacturing and technology education. Students and faculty use the space for course instruction, open labs, research, and service activities for the campus and community.
David Kahn & Raihan Khan	School of Business	$2,700	This grant funds software and hardware upgrade to one of the most heavily used labs on campus, Rich 322. The software will implement new technologies and ways to interact for students and professors to interact while maintaining a secure lab environment for testing. The School of Business uses the lab for all students to work on assignments, hold workshops, and for faculty to conduct classes that require specific business related software.
Total		**$60,004**	