# 2016-17 TIP Grant Awards

The 2016-17 Technology Initiative Project (TIP) grant awards were selected by the TIP Awards Committee on Friday, December. Twelve requests totaling $155,000 were received. Ten requests were awarded some portion of funding for a total of $75,000.

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 are also considered.

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| Cynthia Clabough | Art | $10,000 | The grant supports the Art department's move to create digital spaces supporting the vast array of interests of the unit. Art will receive maker-space technology which will provide opportunities for students to use technology to build and present works of art across all media areas of interest. |
| Cara Thompson<br>Paul Leary | Art<br>Music | $5,700 | This grant supports a collaboration between classes in Music and Art, students from vastly different "worlds". Art and Music students will delve into auto recording and manipulation along with exploring visual elements such as video and animation. Two cross listed classes will use software to create an interactive work which will be exhibited in the lobby of Tyler Hall in early May 2017. The class is intended to open dialogue between students and faculty of Art and Music and serve as a model for future collaborative projects. |
| Jolanda Tromp | Computer Science | $8,000 | This grant supports Computer Science's Virtual Reality (VR) lab. VR First, is part of a global initiative by game engineer software provider Crytek, to facilitate the creation of VR labs at colleges and universities, building a world-wide network and global knowlege base. Oswego's VR lab is open to all students and faculty who want to use VR, augmented reality and mixed reality projects. With the grant, Computer Science will purchase three VR ready computers and a membership for training to be part of the support community for the development of VR software. |
| Ritu Radhakrishnan | Curriculum & Instruction | $9,300 | This grant provides a class set of iPad Mini 4s for teaching candidates to use during Adolescent Social Studies methods instruction each semester. Access to the equipment allows for enhanced and adapted instruction so the candidates develop a) knowledge of implementing technology to differentiate and enrich social studies instruction in grades 7-12; b) use technology to improve their instructional practices; and c) develop collaboration among several cohorts of teacher candidates to support mentorship throughout the years. |
| Chris Palian | Office of Learning Services | $2,000 | This grant provides the Office of Learning Services an opportunity to pilot technologically advanced whiteboards to their tutoring sessions. The SMART Kapp boards are technologically advanced whiteboards that connect to mobile devices to display and copy the board's content to mobile devices in real time. |
| Mark Hardy | Technology Education Department | $9,500 | This grant will place new computing equipment into the Department of Technology Manufacturing Systems lab. The equipment supports the CIM machinery through CAD applications such as Autodesk CAD applications and MasterCAM. Students and faculty use the space for course instruction, open labs and research and service activities for the campus and community. |

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| David Kahn & Raihan Kahn | School of Business | $10,000 | This grant will support a new secure mobile managed lab for the School of Business. In total, the School will receive 30 chromebooks that will be used in the classrooms of Rich Hall. The SoB will also begin experimenting with the equipment in open learning spaces in the building where flexibility in mobile computer access is necessary. |
| Sarah Bonzo | School of Business | $4,900 | This grant will support the School of Business's move into "Big Data". The new equipment will support the MBA HSA program as they delve into New York State Department of Health datasets to assess healthcare needs and opportunities across the state. The equipment will also be available to students in the Business Analytics minor under development between the School of Business, Math and Computer Science. |
| Gillian Tenbergen | Psychology | $10,000 | This grant provides hardware and software for one 2-year license and approved web tablet. The system allows the assessment of cognitive function over several different domains, making it an ideal addition to the Psychology department's shared laboratory space. The project is intended to increase the number of student-initiated research studies involving cognitive assessment. Students will collaborate with faculty on projects (student-initated and faculty-led), and faculty will be able to use the software/results in class as well as in their own research. |
| Sharona Ginsberg | Penfield Library | $5,600 | This grant expands the the library's Maker Services program, filling in gaps to the materials that the library requires to meet the campus community's need. The library received equipment for an entry level maker program last year that sparked new interest and allowed low-stakes exploration of new technologies. The program generated collaborations with Art, CTS, the STEM mentorship program, Tech Ed, the Sheldon Institute and also spawned an official student-led organization, the Maker Club. This year's grant will expand the library's services by expanding the ability to provide 3D scanning services and training with a mix of low-barrier entry-level equipment and high-end equipment necessary for serious academic study, as well as providing additional equipment the library can circulate to patrons to expand access. |