

2018-19 TIP Grant Awards

The 2018-19 Technology Initiative Project (TIP) grant awards were selected by the TIP Awards Committee on Friday, December. A record twenty eligible requests totaling \$145,000 were received. Fourteen requests were awarded some portion of funding for a total of over \$75,000. Additionally, two requests were fulfilled with existing campus equipment.

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, as well as collaborative and multi-disciplinary projects.

Rachel Lee Ben Entner James Weinschreider	AGS, Art Department & Technology	\$8,800	This grant supports the acquisition of a software suite that builds 3D digital models using principles of structure from motion. The technology allows users to build high-resolution models of small to large objects using nothing but digital photographs taken from a cellular phone or a drone. The software will be deployed in Geology's GIS lab, as well in the Art Department's Design labs and Technology's metal fabrications lab and implemented in courses in all departments.
Cynthia Clabough	Art Department	\$8,300	This grant supports the purchase of iPads to utilize Adobe Creative Cloud in the new four-course micro-credential Digital-media Design and Communication program. With the equipment, students learn skills such as design, website creation, basic graphic and static imagery, as well as strategic visual, oral and written communication methods.
Scott Steiger	Atmospheric and Geological Sciences	\$1,700	This grant supports technology upgrades for the SUNY Oswego storm chasing team. The new hardware will be used to observe, use real data and research to predict where and when supercells might form. When students return to campus, they will use the data to research various aspects of storm development.
Casey Raymond	Chemistry	\$17,000	This grant supports the Chemistry department's move to Chromebooks and mobile device data collection. The Chromebooks will aid in data collection and analysis for all students in general chemistry laboratory courses. The new interface allows students to collect data directly to their mobile device for storage, processing, and retrieval.
Kate Wolfe-Lyga Pat Kraus	CSC/OLS	\$4,000	This grant supports an HRV Feedback system to assist Student Success. It is a collaborative effort between the Counseling Services Center (CSC) and the Office of Learning Services (OLS). The grant will provide the staff at the CSC and OLS with technology and training to support the mental health and academic well-being for at-risk students. The program provides the college with trained staff to engage students in stress management strategies.
Dennis Quill	Electrical & Computer Engineering	\$1,900	This grant supports Electrical and Computer Engineering to set up a surface mount soldering station. This new equipment allows students to learn and practice modern techniques for the population of printed circuit boards with modern components, as well as allow them to use modern integrated circuits (IC) in their designs for projects, class assignments and research. Students will learn to make electronics designs utilizing modern components such as MEMs sensors for biomedical, wearables, cell phones, IoT devices and smart home devices.

Jason Hy Greg Ketcham	Extended Learning	\$5,900	<p>This grant supports the purchase of a lightboard, providing faculty the ability to create visually dynamic lecture capture videos for online and hybrid learning. Institutions such as Northwestern University, Penn State, and San Diego State University have adopted this instructional technology in recent years. The technology is especially valuable for instructors in science, math, or technology, who often must work through formulae or explain complex processes using illustrations.</p> <p>The lightboard will be installed in the television production Studio B in Lanigan Hall. Extended Learning will manage the scheduling process and production via their Academic Videographer.</p>
Ebru Altay Damkaci	Extended Learning	\$0	<p>This grant supports the introduction of ten iPads for the new year round Intensive English Program (IEP) for international students. The iPads will be utilized with apps that assist students to practice English. The infusion of technology will enrich the ESL classes and help with student success and retention.</p> <p><i>This was a no cost grant, as the iPads have been repurposed from a previous grant to DigitalOz as that particular project had ended.</i></p>
Candis Haak	History	\$10,500	<p>This grant supports the purchase of one large format scanner and five tablets for the development of a multi-year, digital humanities project for students enrolled in undergraduate History and Digital Humanities minor courses. Together, the scanner and tablets will permit students to acquire a range of highly employable and transferable skills while building a larger project about spaces and places of Oswego.</p> <p>The large format scanner will be housed in Penfield Library as an extension of the Maker's Analogue Digital space. The project, composed of student field work and research, will allow our History and Digital Humanities students to lead the way in digital research within the SUNY system. It will also provide them with the research and skills to present at conferences, tangible results to show prospective employers and for admission into highly competitive graduate programs. This program will also provide the opportunity for students to do archival research, community outreach, and appreciate the value of the city and historic spaces around them.</p>
Paul Leary	Music	\$4,000	<p>This grant supports the purchase of East West's Symphonic Orchestra plug in Pro and Pro Tools. This plugin gives students access to a professional virtual orchestral library complete with samples of every orchestral instrument need to recreate virtual orchestral music. This software supports innovative new courses in film scoring, and midi instrumentation, and assists in fostering partnerships between the music department and departments such as Cinema Screen Studies and Graphic Design. This tool gives students experience in the growing field of virtual orchestral music for visual media.</p>
Trevor Jorgensen	Music	\$1,900	<p>The grant supports the purchase of iPad Pros and apps that allow DUO Bluetooth pedals to perform from appropriately sized music PDFs. Exposure and access to these technology advancements is relevant to modern performance methods and music repertoire preparation for SUNY Oswego students and faculty. Preparation for performance includes being familiar with, setting up and maintaining the device, learning how to edit, download and make appropriate markings on the music PDFs prior to and during rehearsals and practice.</p> <p>Students will also be able to take advantage of open source sites such as the International Music Score Library Project (imslp.org) which contains thousands of compositions and scores out of copyright protection while also reducing their carbon imprint.</p>

<p>Sara Bonzo Irene Scruton Dan Truong Mary Rodgers</p>	<p>School of Business</p>	<p>\$4,000</p>	<p>This grant supports repurposing a small, low use, mixed storage area in Rich Hall for use as a video recording center for School of Business MBA faculty to prepare teaching content for delivery in online courses. The new equipment allows for the creation of an easy-to-use production platform midway between self-made, desktop videos and premium, professional studio videos, similar to the "one-button studio" concept developed by Penn State for the creation of high-quality, educational video content (onebutton.psu.edu). This method most closely replicates the intimacy of face-to-face teaching and engagement that happens in a classroom. The setting and equipment will provide faculty with an intuitive, familiar teaching platform. An additional benefit of having a dedicated recording area, is that the studio-like setting can easily and conveniently be used to record interview vignettes with special guests and alumni leaders who visit the School of Business. Video capturing alumni' s leadership messages during the visits would expand their reach and impact beyond a classroom to all business students and faculty.</p>
<p>Raihan Khan</p>	<p>School of Business</p>	<p>\$0</p>	<p>This grant supports utilizing mid-size mobile touchscreen computing devices to help enrich the learning content creation process in a quick and effective manner. Utilizing these devices, instructors can markup and annotate notes and presentations with ease, adding a dimension of engagement to utilize and encourage active class participation with students. <i>The grant is no cost as it will provide gently used devices such as Apple iPads and Windows-based touchscreen laptops.</i></p>
<p>Donna Matteson</p>	<p>Technology Education</p>	<p>\$5,800</p>	<p>This grant supports a Visual Reality (VR) experience and photo-polymerization printing and analysis within several curricula which will impact about 200 students per year. These tools provide students with real-world applications of emerging technologies and support a learning-centered experience where students have the unique opportunity to learn within the VR world by building and manipulating VR content for Computer Aided Design and Architecture</p>
<p>Judith McCabe</p>	<p>Theater</p>	<p>\$3,900</p>	<p>This grant allows the Theater department to purchase software that introduces the modern and widely used practice of digital inventory to our students. The adoption of these applications establishes Oswego's program as the only Theatre department in the SUNY system and one of the few universities outside of New York City and Toronto to offer training in this technology. The software is quickly becoming an industry standard in the realm of film, television series and live performance. It also introduces students to an underserved portion of costume education by way of establishing a standardized system to be utilized for costume shop logistics management.</p>