Dee Family Technology Grants
Funding Criteria

The Dee Family Technology Awards provide support for faculty projects using technology in research or applying technology to pedagogy. Funds are distributed based on a competitive proposal process and proposals are reviewed by the Academic Resources and Computing Committee.

In order to qualify for funding, a successful proposal must fit into one of the following general categories:

1. Projects specifically related to faculty research or scholarly activities.
2. Discipline-specific software to enable a faculty member to enhance an existing course, or to develop a new course.
3. One-time technical support for the development of special software related to a specific course.
4. Costs associated with one-time faculty training in an area of information technology directly applicable to the academic mission of the institution.
5. Requests for specific pieces of hardware are acceptable. However the hardware should be essential for completion of a project in one of the four categories above.

Funds available for award during Spring 2004 total $15,000. Given the limited availability of funds, restrictions exist related to the funding of information technology by the Dee Family Technology Awards:

1. During this initial phase, project requests are limited to a maximum of $5,000.
2. Faculty and staff office computers are not funded. Under certain circumstances, an individual may require a machine that exceeds the campus standard. In such a case, this may qualify for funding.
3. Equipment or technical support for student or departmental laboratories are not supported.
4. Only projects directly related to information technology are funded.

The form below must be emailed (without signatures) and mailed to the ARCC chair, David Ferro, dferro@weber.edu and MC 2401 by April 1, 2004.

Draft 2/15/04 dlf

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Dee Family Technology Awards
Proposal for Funding
Due Thursday, April 1, 2004

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Project Title: DOVA: Safety, Online Testing/Digital Student Galleries, Foundry Safety

 for the website: http//:programs.weber.edu/sculpture

Project Director: Professor Suzanne Kanatsiz

Department(s): DOVA: Department of Visual Arts

College(s): Arts & Humanities

E-Mail: skanatsiz@weber.edu   **Extension:** x7067

Other Members of the Project Team: Chris Kelley, Digital Media Lab Technician

Instructions:
1. Please complete each section in the space provided. The justification section should not exceed two single-spaced typed pages.
2. You are required to obtain the signature of an ARCC representative for your college, indicating that she/he is familiar with the proposal, and can speak to it during funding deliberations.
3. Your department chair's signature is also required, indicating that she/he supports the proposal, and that the proposal is in keeping with departmental goals related to information technology and its applications to the academic mission of the institution. Your Chair's signature also indicates her/his commitment to help support the project financially if so indicated on the budget page.
4. The form below must be emailed (without signatures) and mailed to the ARCC chair, David Ferro, dferro@weber.edu and MC 2401 by April 1, 2004.

ARCC Representative:
I have read the proposal and discussed it with the Project Director.

ARCC Representative

Comments:

Department Chair:
The Department has reviewed this project within the context of overall information technology planning within the Department. If the budget page indicates financial support from the Department, I agree to commit those funds to this project.

                                        _____

               Department Chair
Comments:

College Dean:
I have reviewed this project. If the budget page indicates financial support from the College, I agree to commit those funds to this project.

                                          _____

               College Dean
Comments:

Justification

Your proposed project should be described as clearly and succinctly as possible in the spaces provided below. Be sure to review the "Criteria for Funding" document. *The entire justification section should not exceed two single-spaced pages.*

Abstract (project summary):

This project entails finishing a website, http//:programs.weber.edu/sculpture, which is devoted to academic instruction and safety training of all students, faculty and staff who participate in the 3-D shop areas in the new Kimball Visual Arts Center. An additional $759 is needed to complete the website and refine design issues.

This comprehensive website (originally funded by a HETI grant) hosts the DOVA Sculpture area and includes all syllabi, student galleries, academic research guides, safety training, safety tests for equipment, MSDS information, undergraduate research information, examples of previous projects, and background information on Professor Kanatsiz.

The areas that need to be completed are the following:
A) Shop Safety: We need to link the safety tests on the metals and wood shop equipment to chi-tester on campus. Students will then be able to go the website, complete the test, achieve their score, and then be certified to work in the shops. The scores would be accessible to the Professors who could then allow or restrict student use of the equipment.
B) Student Galleries: The other area in great need of refinement is the "student galleries". Changing the format to include text with images and descriptions of projects and editing of images chronologically is important.
C) Foundry: To complete the compilation of foundry tools, digital images, and instruction.

Background of Project.

The new KVAC, 3-D/Sculpture indoor sculpture lab is over 5,000 sq. ft., with an outdoor foundry area of 2,000 sq. ft. The KVAC studio houses four major areas of professional fabrication: metals manufacturing; wood shop; 3-D/jewelry/small metals shop; casting foundry and forge. In addition, we have a 400 sq. ft. tool area that contains auxiliary equipment to enhance each shop. Each fabrication shop has state-of-the-art equipment, newly procured for student use. All shops combined provide students and staff with more than 300 tools, machines and equipment for use.

Objectives and goals of this project:

The objectives of this project are to work with Chris Kelley who is part of our staff for the Digital Media lab to refine the safety tests for both the wood shop and metals shop and link them to chi-tester. The other design issue is to refine the digital galleries of 3-D Design, Sculpture, Public Art, and Foundry which are on the website. These include multiple digital images of previous student projects and create comprehensive "virtual galleries" which students and staff alike can visit. This significant endeavor of electronically banking images will serve the discipline, the department and the larger institution for years to come with excellent examples of student undergraduate research. The foundry area of safety is still being developed. Courses are running once every two years. Foundry equipment is still being purchased and fabricated. The next course will be offered in 2005. Once everything is in place, the foundry link will be activated with safety information.

It would be the goal of this project to have both of these items finished by the end of May 2004, thereby completing the sculpture website. The expertise and skill of Chris Kelley, graphic and web designer is needed to design these elements professionally and expeditiously.

Identify specific courses and/or programs that will directly benefit from this project:
(You may also want to describe how specific courses may be enhanced by this project.)

As part of the DOVA foundations curriculum, every art major is required to take Art 1170, 3-D Design. There are approximately 60 students per semester using the 3-D/Sculpture shops, and referencing the sculpture safety website. The 3-D students use all of the tools in each fabrication area except the foundry. Other classes such as Beginning, Intermediate, Advanced Sculpture, Small Metals, Public Art, Foundry, Cooperative Work Study, Independent Studies, Woodshop Techniques, and Welding Techniques class use all of the shop areas, and as such, the website.

If applicable, describe how this project will help to increase faculty productivity or enhance competency in some area of information technology.

Currently, the website gives students and staff electronic access to a safety sheet on each tool outlining complete operation. It has online training and digital images of each tool, labeled with appropriate operation prompts.   All major stationary and hand held power tools of each of the four shop areas: metals, wood, 3-D/jewelry,small metals are covered. There are multiple choice exams on each area, to be completed by the student before clearance is given to work in the area.

Currently students receive on-site training in the shop areas by instructors. The student will then go to the website for further study, take the exam, and upon completion, be able to work in the designated lab.   The website is a pedagogical tool by providing all relevant information needed about equipment, further resource information on the specific use of each tool, techniques, library books, and safety information on materials and chemicals.

Describe how the success of this project will be evaluated.
(If reports or publications are anticipated from this project, please indicate such.)

Because the website is available via computer access, 24 hours a day, seven days a week, it protects the University from safety negligence in the unfortunate event a student or staff member might injure themselves in the 3-D studio area. During the fall semester 2003, three accidents occurred in the shop. One major accident was prevented due to correct safety a student was practicing. The website greatly aided in instructional improvement in the shop areas as demonstrated by this example.

The website is continuing to be monitored and updated. Student evaluations of the website are excellent, and it is being used by more than six classes per semester in sculpture and by faculty and staff. It is imperative that we complete the safety tests to an online format for student and staff testing. The online galleries are an excellent teaching tool and provide visual information in a visual field. The galleries have more than 200 images in the areas of 3-D Design, Sculpture, Public Art, and Foundry. Students visit these images frequently to understand visual vocabulary and to get ideas for their own designs.

Timeline:

The project would begin on May 1, 2004 and be completed by May 30, 2004.
Week of: May 3 – 7: 20 hours, May 10-14,:20 hours, May 17-21: 20 hours, May 24-28: 10 hours

Breakdown of hours:
15 hours, linking multiple choice safety tests in each shop area (4 total) to chi-tester.
35 hours to designing virtual galleries with text, image and description, loading new images and creating new format.
20 hours for foundry link, safety and tools.

Budget
Chris Kelley: $10.00 x 70 hours total = $700.00
　　　　　　　　Benefits at 8;5% = $59.50
　　　　　　　　Total request from the DEE Technology Grants: $759.50
The Department and College are not able to fund these website upgrades due to reduced financial supports and constrained budgets. The total amount of the grant is requested from the DEE Technology grants.