Request for proposals
[eScholarship grants for faculty and instructional staff]

Due date: Tuesday, April 17, 2007

Project activities must be completed by December 31, 2007.

Introduction: The eScholarship Committee requests project proposals focused on the use of electronic technology to increase access to CDes courses, to improve CDes courses, and/or to promote electronically distributed education through new initiatives or programs.

Awards: Awards of up to $5,000 are available for an individual project. Funds may be used for summer salary, undergraduate or graduate student salary, materials or equipment, or internal University consultants. Funds will be available for use June 1, with the exception of $1000, which will be paid out upon completion of the project and acceptance of the project report. An additional $1000 in travel funds may be awarded if the project results in acceptance of a conference abstract or conference presentation.

Eligibility: Full time (75% time or more) CDes faculty or P&A staff.

Selection Criteria: Proposals are expected to illustrate how the project will advance the goal of full integration of e-learning pedagogy in instructional and/or outreach programming. Projects that demonstrate adherence to “best practice” standards such as: suitable market research, defined outcomes, objective evaluation methods and active learning or substantially improved pedagogy will be given preference in the selection process. Projects that demonstrate potential for a conference abstract or conference presentation will be given preference in the selection process. Note that funding is meant to support development of technology use, and not the effort of developing a new course or educational initiative. Instructional content development is not included as part of this grant.

Examples of preferred proposal outcomes:
- Substantially increased course access by use of on-line delivery (e.g. using on-line recitation sections or additional classroom technology).
- Development of substantial new educational initiatives or programs with broad appeal to new audiences
- Significantly improved pedagogy or student learning through use of technology (e.g. computer animations, role-playing videos)
- Demonstration courses that can be leveraged to secure additional funding, through revenue generation or grant activity.
Application Guidelines: Please send a proposal of no more than two pages to include the following:

1. A brief project description using language geared for the intelligent lay-person.
2. An explanation as to why this project is a good candidate for support and how it will advance the educational missions of the College. What improvements will this project accomplish? Who will be the intended audience?
3. A plan for evaluation of the project.
4. Evidence of consultation with the appropriate Department Head (Include signature, or attach letter of support)
5. A budget describing use of funds and an indication of instructional design assistance you will need from the College's technology staff.

Upon completion of the project, award recipients will submit a brief report, including results of the project evaluation (no more than 250 words or one page) summarizing their experience and the project’s projected impact on e-scholarship. On acceptance, the final fund from the project will be released.

Project Support: It is expected that award recipients will utilize the expertise of College's technology services whenever possible to achieve proposed outcomes.

Submit proposals electronically to Kathy Witherow, 32 McNeal Hall or kwithero@umn.edu. All application materials must be received by Tuesday, April 17, 2007.

Decision and Funding Timeline: Funding decisions will be made by May 1. Investigators whose projects are approved will have the majority of funds available to them by June 1st; the final $1000 will be awarded upon project completion and report submission.

Funding Source: These funds were received through the Special Projects Innovation Fund of the University of Minnesota. As part of this funding, the College of Design is developing a comprehensive plan for technology-enhanced scholarship, or e-Scholarship.