

Technology Innovation Grant Application

*Technology innovation grants are intended to support faculty in their initial investigation of innovative instructional technologies. There is no requirement that these technologies be implemented in an actual course, only that they have the potential to enhance instruction. Grants can range up to $500.*

*Technology Innovation grant activities might include things like workshop attendance or experimentation with software/hardware/apps. In considering grant proposals, the Instructional Technology Committee will give priority to projects that have the potential to be scalable (the proposal has the potential to impact a range of courses and programs) or likely to impact student success and/or retention. These priorities include things like “flipped” instruction, instructor-student and student-student collaboration, and use of Open Education Resource (OER) materials (not in conjunction with OERCI). Please note that hardware, software or other material purchased with grant funds will be the property of Carl Sandburg College.*

Name: Click or tap here to enter text. Date: Click or tap to enter a date.

Department: Choose an item.

Course or Program: Click or tap here to enter text.

Amount Requested (up to $500): Click or tap here to enter text.

Description of how funds will be used: Click or tap here to enter text.

***Please refer to the attached rubric when answering***:

How is this innovative? Click or tap here to enter text.

How does this impact student success or retention? Click or tap here to enter text.

Is it technologically accessible? Click or tap here to enter text.

Is it scalable? Click or tap here to enter text.

How is it collaborative? Click or tap here to enter text.

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Associate Dean Signature required above prior to submission



Technology Innovation Grant Scoring Rubric

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| --- | --- | --- | --- |
|  | **Limited Evidence** | **Moderate Evidence** | **Strong Evidence** |
| **INNOVATIVE:** The proposed work is innovative in light of current practice | 1 – Tools or practices are already well-established at Sandburg | 2 – Tools or methods, while not entirely new to Sandburg, are applied to learning in fresh ways | 3 – The project explores technological tools or methods that are new to Sandburg |
| **LEARNING:** The proposed work is likely to have a positive impact on student success and/or retention | 1 – The impact of the project on student success or retention in unclear | 2 – The project is likely to have secondary effects that could enhance student success or retention | 3 – The project directly addresses practices that could improve student success or retention |
| **EASE OF USE:** The proposed work is technologically accessible to faculty and students | 1 – The technologies are sufficiently complex or expensive so as to limit broad adoption of the project | 2 – The use of the technologies might be somewhat limited because of cost or complexity | 3 – The technologies are readily available and could be adopted by a wide range of faculty and student users |
| **SCALABLE:** The proposed work has potential application across a range of courses and programs | 1 – The project’s application is likely to be limited to a single course offering | 2 – The project has potential application to a limited range of courses or programs | 3 – The project has clear application across a large number of courses and programs |
| **COLLABORATIVE:** The proposed work is a collaborative project including other colleagues and/or disciplines | 1 – The project involves an individual faculty member | 2 – The project involves multiple faculty within a program or discipline | 3 – The project tis both collaborative and cross-disciplinary |